

THE THIRD IMPERIUM

Alien Module 5: Solomani



TRAVELLER

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INTRODUCTION

In the *Original Traveller Universe*, the Solomani are us: the Human race that evolved on Earth, invented a faster-than-light jump drive and travelled to the stars. Terrans, as Earth humans came to refer to themselves, were culturally prepared to encounter non-human aliens on other worlds. They were shocked to discover instead that other humans were already there, ruling vast empires among the stars. The greatest of these was the Vilani-dominated Ziru Sirka. To the rulers of the Vilani Empire, the upstart Terrans initially appeared to be just another minor race of Humaniti from a backwater planet.

Terrans soon proved them wrong. Earth itself was unique, the original genetic home world of all human races, whose ancestors had been transported across the stars 300,000 years ago by the enigmatic Ancients. Like the Vilani, Terrans had developed jump drive on their own, becoming part of a select club of six major races. They exploded into space, driven by a youthful dynamism and confidence that the staid Vilani could neither match nor comprehend. Terra first held off and then defeated the Vilani but her premature attempt to rule the enormous Ziru Sirka ended in failure, precipitating the Long Night. Nevertheless, Terran-descended humans, the Solomani as they later became known, spread throughout Charted Space and proved instrumental in establishing a new Third Imperium, which melded the strengths of many human races into a single union.

As the Third Imperium grew in size and power, many citizens of Solomani ancestry resented the gradual decline of their traditions and influence. Inspired by their heritage as original humans and seeking a return to the glory days of Terran hegemony, this upstart Solomani Movement precipitated a violent struggle that tore the Imperium asunder. The new Solomani Confederation fought the Imperium to a standstill but lost much of its territory in the process.

Proud in independence but bitter in defeat, the Confederation remains a strong and independent state whose citizens' sense of heritage can decay into ugly racism and where personal freedom is often subordinate to the Solomani Cause.

The *Traveller Core Rulebook* concentrates on human characters living within the Imperium. Since many Imperials are of Solomani ancestry, no special rules are needed to play Solomani humans who are integrated into Imperial society. The Solomani are standard human in every respect, even more so than the average Imperial citizens. Their physiology, language and psychology all remain recognisably that of mother Earth.

Instead, this book focuses on the details of the society that has grown up in the Solomani Confederation located to rimward of the Imperium. This Solomani society is strongest within the Confederation itself. It also persists, in a diluted form, on some old Solomani worlds now occupied by the Imperium, especially where pro-Solomani populations have reason to resent the Imperial occupation and continue to believe in the Solomani Cause.

Traveller players may create Solomani adventurers who live within the Confederation or who are journeying beyond it. If a campaign is set in border sectors like the Solomani Rim or Alpha Crucis, it is even reasonable to have a multi-national group such as merchant crews, criminal gang or mercenary unit that includes a mix of Solomani Confederation and Imperial citizens, especially if the latter are also of Solomani descent. The Solomani also make excellent antagonists for an Imperial military or espionage campaign. The Solomani Confederation equals the Imperium in many respects. Their strongest drives are the very Human emotions of pride, prejudice and revenge. Their ancestors overthrew one great Imperium long ago; perhaps they can do so again.



SOLOMANI CHARACTERS

This chapter provides rules for generating characters living in the Solomani Confederation. The Solomani character generation rules apply to all Humans who grew up within the Solomani Confederation society, even if they are not of ethnic Solomani race. Similarly, Solomani Humans who live beyond the Confederation, such as inhabitants of the Imperium or Sword Worlds, do not use these rules.

INITIAL CHARACTER GENERATION

The worlds of the Solomani Confederation were part of the Imperium until a few centuries ago. They differ mainly in matters of state policy, social philosophy and the presence or absence of certain careers. Therefore, the regular character generation rules from *The Traveller Core Rulebook* are in force unless indicated in this chapter.

In these character generation rules the term Solomani refers to the Solomani Confederation and its society. Where necessary the term 'racial Solomani' will distinguish people belonging to the Solomani race, the original Terran Human sub-species.

Potential Secrets

People living in the Solomani Confederation are never sure if one of their acquaintances may be an agent or informer for SolSec, the secret police. They are also deeply concerned over issues of racial identity. To simulate both these aspects, players should initially design their Solomani characters in private conference with the Referee.

After all Solomani characters are secretly generated, the players and Referee may arrange inter-character Connections, roll for extra skills these grant and assign skill packages.

The significant elements that should be kept secret are the character's racial background and the choice to be a SolSec secret agent or monitor. Secrecy ensures that players remain unaware of any non-Solomani or mixed race characters that are passing as racial Solomani and uncertain if SolSec secret police informers exist in their group.

Naming and Titles

Solomani are given a first name at birth and take a family name from one of their parents, often the father. Ranks or titles are stated before a name.

Titles of nobility are abolished in the Solomani Confederation. Social Standing 11+ will indicate a background with wealth, celebrity or links to the governing Solomani Party.

All of Earth's peoples participated in the colonisation of space and over thousands of years Human cultures have often blended together. First and last and sometimes middle names will often come from different ethnic backgrounds. For example, Yumiko Egerszegi mixes Japanese and Hungarian.

Solomani Character Generation Checklist

Solomani character generation should follow these steps:

1. Roll Characteristics and determine Characteristic modifiers.
2.
 - a. Choose a homeworld. Solomani homeworlds will not exceed TL14.
 - b. Gain background skills.
 - c. Generate Human racial background
3.
 - a. Choose a career. You cannot choose a career you have already left, nor can you choose SolSec as your new career unless you were a SolSec sleeper agent whose cover was blown. Racial background may limit or modify choice of careers.
 - b. Roll to qualify for that career.
 - c. If you qualify for that career, go to Step 4.
 - d. If you do not qualify for that career, then you can go to the Draft or enter the Drifter career. You can only apply for the Draft once.
4. These steps are the same as those outlined in the Character Generation Checklist in the *Traveller Core Rulebook* (p. 5).

SOCIAL STANDING

Social Standing in the Solomani Confederation represents circumstances such as class and wealth. It also reflects their relationship with the dominant Solomani Party, which exerts significant influence in Confederation society. Jobs applications, bank loans, licenses or business deals can all be expedited with support of influential Party members.

A character who starts out with Social Standing 9+ has family or patrons with influential positions in the Solomani Party hierarchy or possibly with SolSec or the military, the two other institutions that wield the most power. The greater his Social Standing, the more powerful these patrons will be. Similarly, individuals of lower Social Standing may defer to the character in the belief that his influence can affect their own circumstances.



A character with Social Standing 6 to 8 has a normal relationship with the Solomani Party. He may know people who are ordinary Party members or even participate in Party activities himself but he exerts no special influence on his own.

A character that begins with Social Standing 5 or less has an adversarial relationship with the Solomani Party. He or his family may be associated with a faction organisation, region or religion that his world's Solomani Party considers disloyal or dangerous. He might be stigmatised as inferior for lacking pure Solomani blood. Perhaps his parents offended an important Solomani Party official or were arrested by Solomani Security. The lower his Social Standing, the more institutionalised discrimination he suffers.

In some ways, the Confederation is not as socially stratified as the Imperium. Since there is no hereditary nobility, individuals have the opportunity to dramatically improve their Social Standing by joining the Solomani Party hierarchy or by rising to high rank in the military or SolSec, all of which will result in automatic increases in Social Standing.

Social Standing, Party Patronage and Advancement

The pervasive influence of the Solomani Party at all levels of Confederation society means that individuals favoured by the Party, as indicated by high Social Standing, will receive assistance in their careers and those who are disfavoured will be penalised.

These rules apply to all careers in the Solomani Confederation except Rogue, Drifter and extended careers from *Traveller Book 6: Scoundrels*.

Qualification: Party connections are vital for finding good jobs. Characters will apply their Soc Characteristic modifier to qualification rolls in addition to the usual DM.

Automatic Commission or Advancement through Patronage: Characters with Social Standing 10+ may advance through patronage rather than merit. If a commission or advancement roll fails but the character has high enough Social Standing they gain the position via patronage. The character receives the desired commission or promotion but does not get the extra roll on the Skills and Training tables that success normally brings.

There are two exceptions to this; if a Natural 2 was rolled or if the character would be forced out of the career due to a roll lower than the number of terms served that means no commission or promotion is gained.

There are limits to how far a character can rise through patronage. The Party Patronage table that follows shows the Social Standing required to gain automatic advancement.

PARTY PATRONAGE

Social Standing	If Advancement Roll Fails	If Commission Roll Fails
10	Automatic promotion if character is presently Rank 0	Automatic commission
11	Automatic promotion if character is presently Rank 0–1	Automatic commission
12	Automatic promotion if character is presently Rank 0–2	Automatic commission
13+	Automatic promotion if character is presently Rank 0–3	Automatic commission

HOMEWORLD

A character's homeworld may be any world within the Solomani Confederation. The Referee may also permit the character to have been born on one of the Imperial occupied systems but to have emigrated or escaped to the Solomani Confederation. If generating a homeworld rather than choosing an existing world, note that no Solomani worlds exceed TL 14.

HUMAN RACIAL BACKGROUND

Racial Solomani dominate the Solomani Confederation but other Human races also live there. In the Solomani Confederation 'race' does not refer to a terrestrial race such as Caucasian but instead to a sub-species of Humaniti, such as Solomani or Vilani.

Race can be identified by family history, genealogy and physical appearance on worlds up to TL 5, by blood tests at TL 6 and by more precise genetic testing on higher TL 7 worlds. It is recorded in identification papers such as birth certificates and passports.

After determining the six Characteristics, throw 2d6 on the Human Racial Background table, adding the character's Soc Characteristic modifier to the roll.

HUMAN RACIAL BACKGROUND

Roll 2d6	Racial Background
2 or less	Non-Solomani Human
3–4	Mixed Race Human
5 or more	Racial Solomani



Non-Solomani Human: The character is descended from a non-Terran branch of Humanity; most likely the Vilani. He is unlikely to be a member of a race that originated far from the Solomani Confederation, such as the Zhodani. His features could appear slightly exotic, making him a visible minority on Solomani worlds.

Known non-Solomani Humans suffer racial discrimination. Unless 'passing', the character may not qualify for Solomani Party, SolSec, Navy or Marine careers. He suffers a -2 DM for Advancement rolls in any careers except Drifter, Rogue or the Citizen specialisation of Worker. He has a +1 DM to qualify for Rogue careers

Mixed Race: The character shares racial Solomani and non-Solomani ancestry. He might be part of the generic mixed race of Humanity that predominates in the Imperium and that is still common on those old Solomani Confederation worlds settled in the Rule of Man or Vilani Empire. He might instead be a child or grandchild from a relationship between a racial Solomani and a non-Solomani or mixed race Humans.

Mixed Race Humans are subject to racial prejudice but a few moderate Solomani Party factions accept them. A mixed race Human has a -3 DM to qualify for a Solomani Party career. He suffers a -1 DM to advancement within every career except Drifter, Rogue or the Citizen specialisation of Worker. He has a +1 DM to qualify for any Rogue career.

Racial Solomani: The character is of pure Solomani ancestry. He suffers no penalties in Solomani society. Due to the privileges offered to racial Solomani, he may find it harder to adjust to life on the fringes of society: a -1 DM to advancement in the Drifter career.

Passing: Since most mixed-race and some non-Solomani Humans can physically pass themselves off as racial Solomani, people will sometimes risk criminal penalties to falsify their own or their children's official racial status in order to avoid discrimination.

Players whose characters have a Non-Solomani Human or Mixed Race background may opt to throw to see if they or their forebears successfully hid their real ancestry. This is Soc 11 check for Non-Solomani or Soc 7 check for Mixed Race. Add a DM of +2 if the character's homeworld is TL5 or lower or +1 if it is TL 6. Success means bribery, forgery or Human error result in the character having official papers that falsely identify him as racial Solomani. Failure means no opportunity existed to alter his apparent race.

A character that is passing for racial Solomani may never enter SolSec, the Navy or the Marines; they perform detailed medical tests on recruits during their induction process. He is otherwise treated as a racial Solomani character in all respects, with one exception:

If a passing character throws a Natural 2 on an Advancement or Survival roll, it means that in addition to the usual effects, the truth of his heritage is discovered. The ensuing scandal or criminal penalties halves Social Standing; round this up. If he was in a Solomani Party career his Rank in it drops to 0, which may affect his final benefits. If the character continues the character generation process he does so using his real race.

VOLUNTEERING FOR HOME GUARD AND MONITORS DUTY

The Solomani Confederation encourages patriotic citizens to volunteer to help protect the security of the state. Citizens may do so by choosing to become part of the Home Guard or a Monitor on a part-time basis even as they continue in their full-time careers.

The Home Guard

The Home Guard are the reserve and planetary defence forces of the Solomani Confederation. They include part-time citizen warriors and retired veterans.

A Confederation citizen not in an active military assignment such as Army, Marine or Navy career may enlist in his world's Navy Home Guard or Army Home Guard.

Characters that follow Merchant Marine or Free Trader careers, or were previously in Navy careers, may join the Navy Home Guard. Characters who have other careers may enlist in the Army Home Guard. Enlistment requires a commitment to report for periodic part-time training or duties. This means a character that is presently in a Drifter or Rogue (pirate) career may not join the Home Guard. Otherwise, enlistment is automatic.

The Home Guard is not a Career, as reserve service requires only a few weeks commitment each year. A character who joins the Home Guard continues in their present assignment.

Training: Upon enlistment Home Guard members roll on the Home Guard Training table and receive the skill at the level shown, unless they already have it. In addition, all Army Home Guard receive Gun Combat 0. All Navy Home Guard receive Vacc Suit 0.



HOME GUARD TRAINING

1d6	Army Home Guard	Navy Home Guard
1	Gun Combat (any) or Heavy Weapons 1 (any)	Gunner 1 (any)
2	Mechanic 1	Engineering (any) 1
3	One of Drive (any) 1, Flyer (any) 1 or Seafarer (any) 1	Pilot (any) 1
4	One of Computer, Comms or Sensors 1	One of Computer, Comms or Sensors 1
5	Recon or Survival 1	Vacc Suit or Zero-G 1
6	Leadership or Tactics (military tactics) 1	Leadership or Tactics (naval tactics) 1

Rank: The Home Guard maintains a rank structure similar to the Confederation Armed Forces. Use Army ranks for the Army Home Guard and Confederation Navy ranks for the Navy Home Guard. For part-time characters, Home Guard rank is preceded by the word Reserve in situations when the character is not on active duty with it. An Army Home Guard Lieutenant is normally a Reserve Lieutenant.

Army, Marine and Navy veterans who later join the Home Guard transfer their military rank over. Thus, a Marine with Rank 3 Force Commander would become a Rank 3 Reserve Major in the Home Guard.

A character in the Home Guard additionally rolls for commission and advancement within the Home Guard. Use Soc 8+ for commission and Edu 8+ for advancement. The Rank gained is reserve rank. No skills are gained as a result of success. If the character held prior military rank before joining the Home Guard it is quite possible for them to have different ranks due to advancement. For example, if our Marine Major advanced two ranks in the Home Guard, he may be a Rank 3 Force Commander in the regular forces but a Rank 5 Reserve Colonel in his homeworld's Army Home Guard.

Risks: If a character in the Home Guard rolls a Natural 2 on his Survival roll, it means he suffered misfortune during a rare mobilisation of the Guard. Roll on the Army Mishap table for Army Home Guard or Confederation Navy Mishap table for Navy Home Guard instead of his ordinary career's Mishap table.

SolSec Monitors

Solomani Security (SolSec) is the Solomani Confederation's secret police and intelligence agency. It is possible to openly join SolSec, working in it as an analyst or officer. This simply means qualifying for the SolSec career, as detailed on page 14, in the Careers section. In addition to those professional agents, SolSec coordinates a vast number of volunteer sources and informers. These are known as monitors.

At the start of any term, any character who is not a SolSec agent or secret agent may opt to become a monitor. Enlistment is automatic and runs in parallel with their existing career. A character may also opt to cease to be a monitor at the beginning of a term.

SolSec quietly uses its influence to further the careers of monitors. Any SolSec monitor gets a +1 DM on all Advancement rolls in any career other than Drifter. On rare occasions, a monitor may discover information or attract attention that leads him into contact with SolSec operatives. If a monitor ever rolls a Natural 2 on his Survival roll, use a Mishap from the SolSec Mishap table instead of his own career. If a monitor ever rolls a natural 12 on his Survival roll, roll an Event from the SolSec Event table rather than using his own career's event and acquire one Contact who is a SolSec agent.

Monitors do not have formal rank but SolSec rates them based on their position and usefulness. Any time a monitor also receives promotion in their own career, their Monitor Rank goes up by one (to a maximum of 6). A character with Monitor ranks 3+ receives one extra benefit roll. This roll may be taken on their career table or on a SolSec Benefit table. Monitor Rank is primarily honorary in nature. Solomani use the term Monitor Rank as a cynical synonym for a position without value or authority.

A monitor may continue to be a monitor even after the character generation process ends. SolSec may act to protect and advance interests of any monitors who are believed in danger or who are positioned to provide information of great interest to Solomani Cause.

Party Membership

Characters who qualify for Party careers automatically join the Solomani Party. A character who is a racial Solomani or passing as one and who is not in a Party career may still join the Solomani Party. This means they participate in periodic Solomani Party meetings and events but do not make the Solomani Cause their career.

If the character is Social Standing 9 or less, joining the Party requires giving up one of that term's rolls on the Skill and Training table. Instead of rolling, the character receives Party membership and +1 Social Standing. This represents the time spent on Party activities. If the character has Social Standing 10+, joining the Party requires no sacrifice but gives no extra benefit; the character already has Party connections, such as family members and likely is a guest at Party events on a regular basis; joining is a formality.

Characters that join the Solomani Party effectively have Party rank 0. To increase this, they should consider a career within the Party itself.



CAREERS

Solomani Confederation characters may enter most of the careers in the *Traveller Core Rulebook*. Exceptions are detailed here.

New Careers

Additional careers described in this book reflect specific Solomani Confederation institutions:

Navy: The Solomani Confederation Navy service combines the duties of the Imperium's Navy and Scout Service.

Party: Dedicated cadre in the dominant Solomani Movement.

SolSec: An operative in the Solomani Confederation's 'thought police'. Note that Solomani may also select regular Agent careers, representing police officers, intelligence agents of other government ministries or the armed forces and corporate spies.

Restricted Careers

Traveller Core Book careers are available to Solomani Confederation characters, with the following restrictions:

Marines: The Confederation Marines are subordinate to the Confederation Navy and specialise as ship's troops. Only the Star Marine speciality is available.

Navy: Use the Confederation Navy career instead.

Nobility: This Career is unavailable. Join the Solomani Party instead.

Scouts: This Career is unavailable. Enlist in the Confederation Navy instead.

Qualification and the Solomani Draft

Confederation characters that opt for the Draft roll on the Solomani Draft table.

SOLOMANI DRAFT TABLE

1d6	Career (speciality)
1	Confederation Navy (any)
2	Army (any)
3	Marines (star marines)
4	Merchants (merchant marine)
5	SolSec (any)
6	Agent (law enforcement).

NEW CAREER SUMMARY TABLE

Careers	Specialisation	Qualification	Survival	Advancement
Party	—	Soc 6+	—	—
—	Official	—	Int 5+	Soc 7+
—	Intellectual	—	Edu 6+	Int 6+
—	Militant	—	End 7+	Int 6+
SolSec	—	Int 6+	—	—
—	Field Agent	—	Int 7+	Int 5+
—	Administration	—	Edu 5+	Int 7+
—	Secret Agent	—	Special	Special
Navy	—	Int 5+	—	—
—	Line/Crew	—	Int 5+	Edu 7+
—	Technical	—	Int 6+	Edu 6+
—	Flight	—	Dex 7+	Edu 5+



PARTY

These are influential members of the Solomani Movement and its ruling Party.

Qualification: Soc 6+. Must be of pure Solomani race (or pass as one) with Social Standing 7+.

If you are aged 34 or more: -1 DM.

Per previous career: -1 DM. You qualify automatically if your Social Standing is 10+.

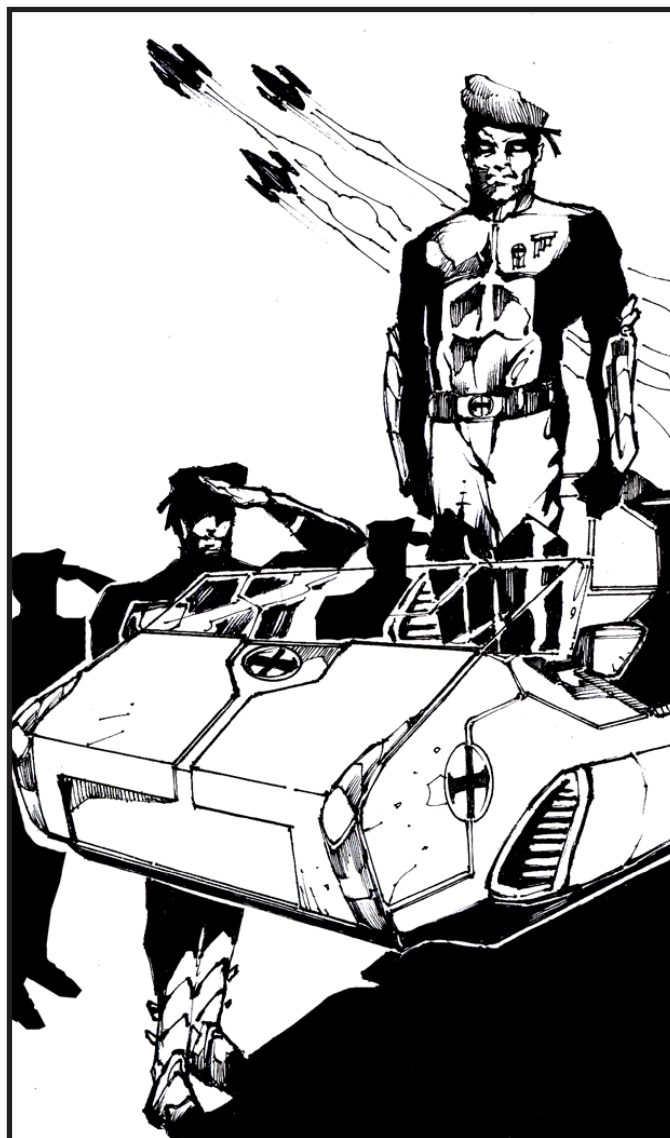
Assignments

Choose any of the following:

- **Official:** You served in the ruling Solomani Party organisation, making you eligible for a government or civil service position or appointment to one of the many corporations or nongovernmental organisations run by the Party.
- **Intellectual:** You were a philosopher or spokesperson for the Solomani Cause, working to promote and develop the views of your particular Party faction. You could be a rabble-rousing activist or work for Party-affiliated mass media, a think tank or an academic institution.
- **Militant:** You were a front-line fighter for the Solomani Cause. You may have been a terrorist or rebel waging a guerrilla war to topple non-Solomani governments or a tough Party street fighter who can turn a noisy demonstration into a bloody riot or teach uppity non-Solomani to know their place.

CAREER PROGRESS

	Survival	Advancement
Administrator	Int 5+	Soc 7+
Intellectual	Edu 6+	Int 6+
Militant	End 7+	Int 6+



SKILLS AND TRAINING

Roll 1d6	Personal Development	Service Skills	Advanced Education (minimum Edu 8)
1	Carouse	Advocate	Admin
2	+1 End	Comms	Advocate
3	Persuade	Deception	Computer
4	+1 Int	Drive (any)	Language
5	+1 Edu	Flyer (any)	Pilot (any)
6	+1 Soc	Leadership	Any Science

Roll	Specialist: Administrator	Specialist: Intellectual	Specialist: Militant
1	Admin	Art (writing)	Deception
2	Advocate	Advocate	Explosives
3	Computers	Life Sciences (Genetics)	Gun Combat (any)
4	Diplomat	Persuade	Melee (any)
5	Persuade	Art (holography or writing)	Remote Operations
6	Admin	Social Sciences (history, philosophy or psychology)	Streetwise



RANKS AND BENEFITS

Rank	Official	Skill or Benefit
0	Cadre	—
1	Alternate	Admin 1 and Social Standing 10
2	Delegate	Social Standing 11
3	Deputy	Advocate 1 and Social Standing 12
4	Commissioner	Leadership 1 and Social Standing 13
5	Chairman	Social Standing 14
6	Minister	Social Standing 15

Advancement in Party Official rank automatically grants a particular Social Standing. If a character *already* has that Social Standing or greater, Social Standing is unchanged.

RANKS AND BENEFITS

Rank	Intellectual	Skill or Benefit	Militant	Skill or Benefit
0	—	—	Follower	—
1	Pundit	Advocate 1 or Social Sciences (any) 1	Soldier	Gun Combat (any) 1 or Melee (any) 1
2	—	—	—	—
3	Philosopher	+1 Social Standing	Cell Leader	Advocate 1 or Leadership 1
4	—	—	—	—
5	Leader	Social Standing 10 or +1 Social Standing, whichever is higher	Brigade Commander	Tactics (military tactics) 1
6	—	—	—	—

Mishaps

1d6	Mishap
1	You are involved in a riot, revolution, assassination or terrorist attack and suffer injury. Roll once on the Injury table. Gain one of Explosives 1, Gun Combat 1 (any) or Melee 1 (any).
2	An anonymous SolSec monitor transmits reports claiming your political views are out of step with the current zeitgeist. SolSec moves against you, ending your career.
3	You become disillusioned with the inability of the Solomani Party to achieve positive results and feel compelled to drift away from your present career. If your next career term is Drifter gain an extra roll on the specialist table of your choice.
4	A senior Solomani Party member who was your patron falls from favour and in the ensuing purge you go down with him. You may defend him or denounce him. If you defended your patron, increase your Advocate skill by one but lose one Social Standing. If you denounce him, you are still forced out but as a reward for following the Party line, you also keep this term's Benefit roll.
5	An intimate or friend is discovered to have secret non-Solomani blood. Due to your connection to them, you are tainted by this scandal, which forces you out of the Party. If you decide to remain on favourable terms with them despite this shocking revelation, gain them as an Ally but lose one Social Standing.
6	You travel to the Imperium to assist the Solomani Movement in the occupied systems. Imperial authorities discover your activities and arrest you on suspicion of aiding terrorism. You are interrogated and imprisoned, then deported back to the Confederation. Roll Streetwise 8+ to survive prison; if you fail, roll on the Injury table. Gain a Contact in a terrorist cell or the Imperial underworld.



EVENTS

Roll 2d6	Event
2	Disaster! Roll on the Mishap table but you are not expelled from the career.
3	Your connections in the Solomani Movement open up lucrative opportunities at a Party-owned corporation. If you decide to transfer to a Citizen (corporate) or Merchant (any) Career in your next term, you automatically qualify and receive a +2 DM on your first Advancement roll.
4	Your accomplishments see you selected to deliver a speech at a Party Congress. Throw Advocate or Art (acting) 7+. If successful, add one to Social Standing. If unsuccessful, reduce Social Standing by 1.
5	You are asked to take the blame for a senior Party member's mistakes. If you agree, suffer a —1 DM to your next Advancement roll but gain either an Ally or one extra Benefit roll. If you refuse, take a —2 DM to your next Advancement roll and gain them as a Rival.
6	Your faction is involved in a violent political struggle. Throw against one of Advocate, Gun Combat (any), Explosives, Leadership or Streetwise. If you succeed, you come out on the winning side and gain a +2 DM on your next Advancement roll. Fail and you suffer a —2 DM on your next Survival roll.
7	Life Event. Roll on the Solomani Life Events table.
8	You find evidence that casts doubt on a superior's commitment to the Solomani Cause. If you expose and denounce him, add a +2 DM to your next Advancement roll. If you suppress the evidence and support him anyway, he becomes an Ally.
9	You become deeply involved in the Solomani Movement's factional politics. Gain one level in Advocate, Diplomacy, Persuade or Social Science (Philosophy) but also acquire a Rival from another Party faction.
10	You use your standing with the Party to promote the career of an ideologically correct artist, journalist or performer. Receive either Arts (any) 1 or Carouse 1 and gain a Contact in the media or entertainment industry.
11	You befriend a senior member of the Party hierarchy, who becomes an Ally and mentor. Either gain one level of Leadership or take a +4 DM to your next Advancement roll thanks to his patronage.
12	Your efforts to advance the Solomani Cause are recognised by the Party. You are automatically promoted.

MUSTERING-OUT BENEFITS

Roll	Cash (Cr.)	Other Benefits
1	5,000	Weapon and a Contact
2	15,000	+1 Intelligence
3	30,000	+1 Education
4	40,000	Weapon
5	50,000	One Ship Share and an Ally
6	60,000	Terran Adventurers Society membership
7	70,000	SC Courier



Navy

The Confederation Navy patrol Solomani space and stand ready to resist Imperial, Aslan and Hiver aggression. They also perform exploration missions on the Rimward frontiers and engage in routine survey and message transmission activities.

Enlistment: Int 5+.

If you are aged 34 or more: —2 DM.

Per previous career: —1 DM.

Assignments:

Choose any of the following:

- **Crew:** You served as a general crewman, officer or political officer aboard a Solomani warship. An average naval career.
- **Technical:** You served as a specialist technician, gunner, scientific or engineering officer on a Solomani warship. This will provide you with good technical skills but fewer opportunities for advancement.
- **Flight:** You served as the pilot of a fighter, assault shuttle, system defence boat or other small vessel. This gives you excellent piloting skills and is a fast track to promotion but it is also the most dangerous.

Career Progress

	Survival	Advancement
Line/Crew	Int 5+	Edu 7+
Technical	Int 6+	Edu 6+
Flight	Dex 7+	Edu 5+

Commission: Soc 8+.

Skills and Training

Roll 1d6	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)	Officer Skills (Commissioned Only)
1	Language	Comms	Admin	Admin
2	+1 Dex	Gun Combat (any)	Computers	Astrogation
3	+1 End	Gunner (any)	Engineer (any)	Diplomat
4	+1 Int	Mechanic	Medic (any)	Leadership
5	+1 Edu	Vacc Suit	Pilot (any)	Science (any)
6	Carouse	Zero-G		Tactics (Naval)

Roll 1d6	Specialist: Crew	Specialist: Eng/Gun	Specialist: Flight
1	Comms	Engineer (any)	Pilot (any)
2	Gun Combat (any)	Engineer (any)	Flyer (any)
3	Mechanic	Gunner (any)	Gunner (any)
4	Melee (any)	Mechanic	Pilot (small craft)
5	Sensors	Remote Operations	Astrogation
6	Vacc Suit	Sensors	Zero-G





RANKS AND BENEFITS

Rank	NCO Rank	Skill or Benefit
0	Starman	—
1	Alternate	Admin 1
2	Delegate	—
3	Deputy	Advocate 1
4	Commissioner	—
5	Chairman	Leadership 1
6	Minister	—

Rank	Officer Rank	Skill or Benefit
0		
1	Ensign	+1 Social Standing
2	Lieutenant Junior Grade	Leadership 1
3	Lieutenant	
4	Commander	Tactics (naval) 1
5	Captain	Social Standing 10 or +1 Social Standing, whichever is higher
6	Admiral	Social Standing 12 or +1 Social Standing, whichever is higher

MISHAPS

1d6	Mishap
1	Severely injured in action (This is the same as a result of 2 on the Injury table). Alternatively, roll twice on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>) and take the lower result.
2	You spend the entire term in the Frozen Watch, in cold sleep within a cryoberth. You are not ejected from the career but do not make either an advancement or skill roll this term. You may automatically re-enlist if you wish. This term is not counted toward your physical age (for purposes of aging rolls). That is, your physical age will be four years younger than your chronological age.
3	In a moment of anger, you criticise the incompetence of an officer who you believe was promoted due to his Solomani Party connections. He discovers or trumps up evidence questioning your loyalty to the Solomani Cause, triggering a SolSec investigation that forces you out of the Navy. Exception: If you are a secret SolSec agent, you expose his activities. Your cover is blown and you must leave the service but you do not lose a Benefit roll.
4	During a crisis or battle, the ship's safety hinges on your actions. You must make an 8+ roll using a skill that depends on your branch: Sensors or Gunner (any) if you are crew, Mechanic, Engineering or Vacc Suit if you are technical and Pilot (small craft or spacecraft) or Tactics if you are flight. If you fail, the ship suffers severe damage and you are blamed for the disaster. You are court-martialed and discharged. If you succeed, your efforts ensure that you are honourably discharged. You still leave the career but may keep your Benefit roll from this term.
5	In a three-way political conflict between the Party, the Navy and SolSec, the Navy loses. You are among many personnel who are purged and ending your career. Exception: If you are a secret SolSec agent, you were instrumental in the purge. Your cover is blown, ending your career and you gain a former Navy officer as an Enemy but you do not lose a Benefit roll.
6	Injured. Roll on the Injury table.



EVENTS

2d6	Event
2	Disaster! Roll on the Mishap table but you are not ejected from this career.
3	Your starship explores an alien world. Gain one of Animals (riding or training) 1, Survival 1, Recon 1 or Life Science (any) 1.
4	Your warship is assigned to a lengthy patrol. In your off-duty time, you have a choice between recreation and joining a Party-sponsored political study group. If you choose recreation, gain either Carouse 1 or Gambling 1. If you attend a political study group, gain a +2 DM on your next Advancement roll in the Navy and roll Int 8+ to gain one of Advocate 1 or Social Science (History or Philosophy) 1.
5	You are assigned to test a new starship or weapon system, which is a prestige project of the Solomani Party. Throw Education 8+ to gain one level in either Admin or Engineer (any). Gain one Contact at a Party-run corporation or in the Ministry of Science and Technology.
6	Your vessel fights in a notable space engagement. Gain one of Sensors 1, Engineer (any) 1, Gunnery (any) 1, Pilot (any) 1 or Tactics (naval) 1.
7	Life Event. Roll on the Solomani Life Events table.
8	Your vessel participates in a diplomatic mission. Gain one of Language 1, Recon 1, Diplomacy 1, Steward 1 or a Contact.
9	Your vessel is assigned to a deep space survey mission. Gain Astrogation 1 or Space Sciences (any) 1.
10	Your starship is sent on a covert mission into the Imperial space to provide support for Solomani guerrillas. Gain one of Comms 1, Deception 1 or Remote Operations 1.
11	Your commanding officer takes an interest in your career. Either gain Tactics (naval) 1 or take a +4 DM on your next Advancement roll thanks to his aid.
12	You display uncommon valour in a crisis, saving the entire ship. You may gain a promotion or commission automatically.

MUSTERING-OUT BENEFITS

Roll	Cash (Cr.)	Other Benefits
1	4,000	Air/Raft or one ship share
2	8,000	+1 Intelligence
3	10,000	+2 Education or two ship shares
4	10,000	Weapon
5	20,000	+1 Social Standing
6	40,000	Terran Adventurers Society membership
7	50,000	+2 Social Standing



SOLSEC

Solomani Security is charged with ensuring the loyalty of the Confederation's population and its adherence to the principles of the Solomani Cause.

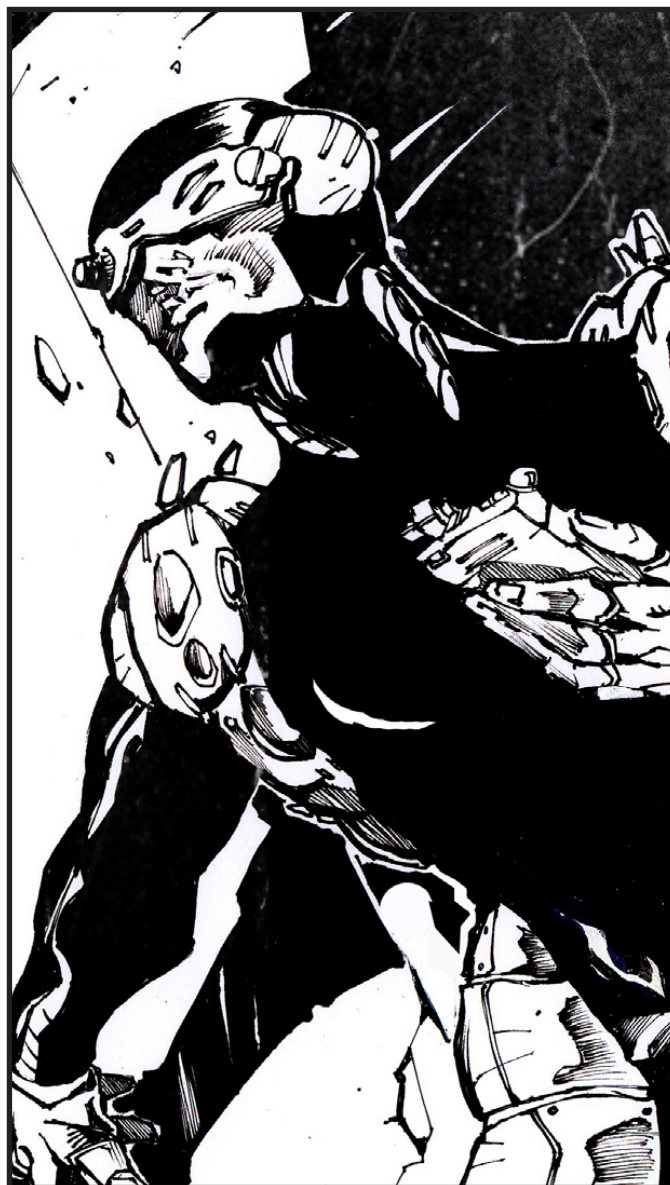
Assignments: Choose one of the following:

- **SolSec Field Agent:** You were an open agent of SolSec. Field agents arrest or follow suspects, protect SolSec offices and engage in paramilitary operations.
- **SolSec Administrator:** You were a desk officer, intelligence analyst, technician or administrator supporting SolSec's field agents, monitors and secret agents.
- **Secret Agent:** You were a sleeper agent in deep cover, usually assigned wherever trouble is expected. Choose any career other than SolSec; you automatically qualify for it. Proceed normally through that career but with a—1 DM on Survival rolls and a +1 DM on Advancement rolls. You may also change careers voluntarily as usual. If you are ever forced by a mishap or Advancement roll to leave that career or if you attempt to change careers but fail to qualify, it means your cover was blown. Your next career assignment, if you continue, must be as a SolSec Officer. You automatically qualify. You start at a SolSec rank equal to your sum of career ranks or Rank 4, whichever is lower.

Term Limits: Regulations limit agents to no more than four terms as field or secret agents. Agents who wish to remain in SolSec must either transfer to Administration or leave SolSec. Agents who leave are encouraged to become monitors.

CAREER PROGRESS

	Survival	Advancement
Field Agent	Int 7+	Int 5+
Secret Agent	Cover Career with -1 DM	Cover Career with +1 DM
Administrator	Edu 5+	Int 7+



SKILLS AND TRAINING

Roll 1d6	Personal Development	Service Skills	Advanced Education (minimum Edu 8)
1	Deception	Comms	Advocate
2	+1 Dex	Drive (any)	Engineer (electronics)
3	+1 End	Flyer (any)	Medic (any)
4	Persuade	Gun Combat (any)	Remote Operations
5	+1 Int	Investigate	Pilot (any)
6	Gun Combat (slug pistol or energy pistol)	Computers	Social Sciences (psychology)

Roll 1d6	Specialist: Field Agent	Roll 1d6	Specialist: Administration
1	Battle Dress	1	Admin
2	Explosives	2	Comms
3	Gun Combat (any)	3	Computers
4	Recon	4	Diplomat
5	Stealth	5	Investigate
6	Zero G	6	Social Sciences (psychology)



RANKS AND BENEFITS

Rank	Skill or Benefit
0	Rookie
1	Lieutenant
2	Captain
3	Major
4	Lieutenant Colonel
5	Colonel
6	Coordinator General

Rank	Skill or Benefit
0	—
1	Computer 1
2	Leadership 1
3	Deception 1
4	Social Standing 9 or +1 Social Standing, whichever is higher
5	Admin 1
6	Social Standing 11 or +1 Social Standing, whichever is higher

MISHAPS

1d6	Mishap
1	Severely injured in action. Roll twice on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>).
2	A covert mission into the Imperium is betrayed. You are arrested and put on show trial as a spy. After surviving 1d6-3 years in an Imperial prison you are released in exchange for an Imperial spy. However, a rumour that you were a double agent or co-operated with your captors damages your reputation. Lose one Benefit roll.
3	You become close to the target of your investigation and choose to protect them rather than complete the mission. Gain an Ally and an Enemy.
4	During an intense mission you disobey orders and go rogue, completing the operation but incurring the wrath of your superiors. You are reduced one rank.
5	You learn something you should not know and people, possibly in your own agency, want to kill you for it. Gain an Enemy and Deception 1.
6	Injured in action. Roll once on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>).

EVENTS

2d6	Event
2	Disaster! Roll on the Mishap table but you are not expelled from the career.
3	You are assigned to a risky paramilitary operation in support of brave Solomani guerrillas in the occupied systems. Roll Int 7+; if you succeed, increase one of these skills by one level: Explosives, Pilot (small craft or spacecraft) or Tactics (any). If you fail, roll once on the Injury table.
4	You become emotionally involved with a monitor agent you recruited. Add them as an Ally but the strain of covering up your involvement interferes with your promotion: suffer a -1 DM to your next Advancement roll.
5	You are saddled with a desk job organising SolSec monitor computer files. Roll Admin, Computer or Investigate 8. If you succeed, you uncover overlooked evidence that sheds new light on an old case. Add a +1 DM to your next Advancement roll and increase the skill you used by one level.
6	You undergo advanced tactical training. Throw Edu 8+ to increase one of Gun Combat (any), Explosive, Recon or Tactics (military) skill by one level.
7	Life Event. Roll on the Solomani Life Events table.
8	An acquaintance says or does something that could get them arrested. You may report them and receive a commendation for your loyalty (+2 DM on next Advancement roll) or cover for them (gaining them as an Ally).
9	You risk your career to press for the investigation of a senior Solomani Party member you believe is betraying the Cause. Roll Comms or Investigate 8; if you succeed, your evidence leads to their arrest. If you fail, gain an Enemy.
10	An investigation into links between organised crime and corrupt Solomani Party officials requires a joint op with local law enforcement. Gain one Contact in a world's police force or the Solomani Ministry of Justice. Throw Edu 8+ to add one to either your Investigate or Streetwise skill.
11	The actions of Solomani terrorists threaten delicate negotiations with the Imperium. Stopping them requires cooperation with your counterparts in Imperial Intelligence. Roll Carouse, Diplomat or Persuade 8 to manage the delicate relationship; if you succeed, earn their respect and gain a Contact at an Imperial spy agency; if you fail, gain a Rival.
12	Your efforts expose a major conspiracy against the Solomani Confederation. You are automatically promoted.



MUSTERING-OUT BENEFITS

Roll	Cash (Cr.)	Other Benefits
1	1,000	Scientific Equipment
2	2,000	+1 Intelligence
3	5,000	Terran Adventurer Society membership
4	7,500	Weapon
5	10,000	Combat Implant
6	25,000	+1 Social Standing or Combat Implant
7	50,000	SC Courier

MUSTERING OUT BENEFITS

The following minor changes and special notes apply to Solomani Confederation characters:

Retirement Pay: Retirement Pay in the Confederation is only half what is in the Imperium. The exception is service in the Solomani Party or in SolSec, which provides the full pension. Pensions may be collected at Class A or B starports within the Solomani Confederation. SolSec may also collect pensions at Class C starports; their offices are everywhere. Individuals caught passing as racial Solomani during a career lose this pension.

Anagathics: The Solomani Confederation lacks the technology to manufacture anagathics. Solomani may only begin taking anagathics if they have the Party connections to acquire imported anagathics, which requires Soc 11+.

Combat Implant, Gun, Weapon, Scientific Equipment: Restricted to TL 14 or less.

SC Courier: This is a small fast starship that is placed at the disposal of SolSec or Party officials for promoting the Solomani Cause. Fuel and maintenance are available for free at Solomani naval bases. An additional budget of up to Cr. 10,000 per month is also available to pay for crew and life-support expenses. All unused budget funds revert to the Solomani treasury. The ship is provided with few strings attached but it remains the property of the Solomani Party or SolSec. The character may be asked by the SolSec or the Party to perform diplomatic or fact-finding missions on occasion. Should he ever demonstrate disloyalty to the Cause, SolSec will make an effort to retrieve the vessel. Multiple rolls of SC courier instead add a further Cr. 10,000/month to the upkeep budget.

Travellers Aid Society and the Terran Adventurers Society

The Travellers Aid Society hostels and operations in Solomani Confederation were taken over by the Solomani Party in 870. They became the Terran Adventurers Society, a similar organisation whose membership is open only to racial Solomani.

Membership can be purchased as usual but it is also used to reward loyalty to the Solomani Cause.

If a Solomani character's career would grant a Travellers Aid Society membership it instead grants membership in the Terran Adventurers Society, provided they are racial Solomani or passing as such. If that character is not, they do not receive TAS membership. Instead they are rewarded with 2d6 travel vouchers each redeemable at any Class A or B starport for Cr. 1,000 toward the cost of an interstellar passage.

TAS members receive a subscription to Rising Phoenix News Service. RPNS provides up to date reports focused on the Solomani Sphere. Its business news and economic forecasts are of a high quality. General news is good but political reporting follows the Party line.

EXTENDED CHARACTER CREATION

Extended careers are appropriate for Solomani Confederation characters. In general make these changes:

- Imperium and Imperial should be read as Confederation.
- Noble should be read as high Party official.
- Scout Service careers are not available.
- Agent characters in Spy and Analyst careers may be assumed employed by SolSec.
- Naval characters may not serve in the Crew career's Subsector Navy assignment.
- Mercenary units can operate in both Solomani and Imperial space provided it has not broken the laws of either interstellar governments. Guerrillas and warmongers can be assumed to be involved in local conflicts or in cross-border conflicts extending over the Imperial or less often Aslan or Hive Federation, borders.

Medals and Commendations

Characters created using the extended rules in *Traveller: Mercenary* may earn medals and commendations. The Solomani Confederation awards a similar set of medals than the Imperium with identical criteria but different names.



Imperial Decoration	Solomani Decoration
Combat Ribbon	Combat Action Ribbon (CA)
Combat Command Ribbon	Combat Command Ribbon (CC)
Purple Heart	Blood Crest (BC)
Meritorious Conduct Under Fire (MCUF)	Solomani Starburst (SS)
Medal for Conspicuous Gallantry (MCG)	Order of Sol (OS)
Starburst for Extreme Heroism (SEH)	Banner of Terra (BT)

UPLIFTED DOLPHINS

During the early Interstellar Wars period Terra stood lone against the Vilani Empire and its many subject races. To create allies, Terran scientists turned to radical genetic engineering, creating enhanced variants of Terran animals as partners, colonists and soldiers. Chimpanzees, dogs, cats and even raccoons were all engineered but the most successful uplift was a variant form of Dolphin.

The common Atlantic bottlenose Dolphin was genetically engineered to create a hardier and more intelligent species, *Tursiops galactis*, that could easily adapt to the oceans of different planets. The goal was to provide partners for Human settlers and underwater combatants and scouts for nautical force commands.

The most complex modifications to *T. galactis* were in the brain and nervous system. Genetic engineering increased the number of nerve cells in the cortex by almost 50%. Flippers were altered to create short finger-like projections at their ends. This allows the Dolphin to operate a specially fitted set of artificial manipulative arms or waldos, which permit a Dolphin to handle objects almost as well as Humans. *T. galactis* still cannot move on land on its own. They can move in zero-gravity when they can use their tails to push off from solid surfaces but otherwise the best way to manoeuvre out of the water is to use a grav belt.

History

Tursiops galactis was a stable culmination of several generations of civilian and military genetic experimentation, some of which may have predated Vilani contact. The first generations of uplifted Dolphins were born in laboratories to wild Dolphin surrogate parents. Although there are indications that some early forms of enhanced Dolphins may have travelled with Humans on the pre-Jump drive generation ships, early examples of uplifted Dolphins are known to have served with Terran Confederation wet navy and exploration teams although they were initially treated more as smart animals than fully intelligent beings. Dolphins served in combat units and even aboard starships, displaying some talent as pilots and navigators. Over centuries,

these augmented Dolphins accompanied Terran colonists to settle the oceans of numerous worlds spreading far across Charted Space. In –1988 the government of the Rule of Man proclaimed the mature *Tursiops galactis* variant a fully sapient race deserving of citizenship. A few self-governing Dolphin colonies were seeded in water worlds in the Solomani Rim and neighbouring sectors before the Long Night brought an end to such endeavours.

Over the next few thousand years existing populations of uplifted Dolphins continued to thrive although some isolated colonies reverted to a pre-technological state during the Long Night. Several worlds with uplifted Dolphin populations were charter members of the Solomani Confederation and these often recognise uplifted Dolphins as partial or full citizens. Dolphins also served with distinction in the Solomani Rim War, especially in fighting on worlds held by the Gungan, aquatic clients of the rebel Vegans. These military Dolphins proved to be invaluable Solomani auxiliaries as underwater reconnaissance troops and were equipped with specialised battle dress to increase their capabilities. Dolphins also resumed their role as partners of Human settlers in the Solomani push to expand into their rimward frontier. The exact position of Dolphins within Solomani Confederation society is still controversial but their strong war record and long history of service to Terra has won them acceptance as junior partners of the Solomani race.

Populations of the original wild Dolphin species still exist in Terra's oceans.

Dolphin Society: Dolphin populations are common in the Solomani Confederation and Solomani Rim sector of the Imperium but the wide diffusion of Solomani during the Rule of Man and Long Night means they be occasionally encountered elsewhere in Charted Space. They are most common on worlds with thin, standard or dense atmospheres (4–9) and hydrographic percentage of 30% to 100%.

Dolphins usually live in pods of up to a dozen individuals. Large social organisations are superpods of up to 1,000 Dolphins; with *T. galactis*, superpods may have temporary or permanent status as organisations and can include Human citizens. *T. galactis* in the wild Dolphins can be quite aggressive within their own species. They tend to be curious, playful and protective of Humans, though military training can alter this.

Most Dolphin societies tend toward either communal anarchy or participatory democracies and on their own Dolphins tend toward non-hierarchical structures. Although some Dolphins are well integrated into Solomani society, many still have only a theoretical understanding of Human concepts like 'ownership' and 'borders'. Although most do understand trade and money, it is not unusual for a Dolphin to combine personal generosity with a rather cavalier attitude toward their friends and co-workers property.



Confederation Dolphins have been raised to be grateful to the Solomani for having made them sentient. They see themselves as a crucial part of the Solomani Movement and express their manifest destiny to colonise the oceans of the galaxy. The majority of these Dolphins seem willing to tolerate their junior status to Solomani Humans but balance this by with a cheerful sense of their own superiority over other races of Humanity and all aliens. Uplifted Dolphins have held posts in local and planetary government and the Home Guards but accepting them into the Solomani Party is still considered a radical position. No Dolphin has ever been appointed to the Secretariat or attained high rank in the Confederation military. There are small 'Dolphinist' factions within the Solomani Party who struggle for Dolphin equality but for the most part the majority of Dolphins and Humans accept the status quo. Some Dolphins do quietly see themselves as a Human's superior: after all, many worlds, including Terra, have more water than land; who would want to be a poor, limited land-dweller when one can be *Tursiops galactis*?

Appearance: *T. galactis* is physically similar to its terrestrial ancestor, with the notable exception of finger-like protrusions on the ends of each flipper. An average example is 3.7 metres long and masses 380 kilograms, with a grey coloration dorsally and a white ventral area.

Statistics: Uplifted Dolphins have Notable Strength (+4) and Notable Endurance (+2) but Weak Intelligence, Education and Social Standing (-2). They have the Uplifted, Aquatic (fully aquatic, air-breathers) and No Fine Manipulators traits. See the *Traveller Core Rulebook*, page 42.

Dolphins can swim at up to 40 kilometres per hour. A Dolphin may remain submerged for up to 30 minutes before needing to breathe again and can dive up to 200 metres. In unarmed combat a Dolphin will ram opponents, inflicting normal damage for their high strength.

Life Support: A Dolphin can breathe in a tainted atmosphere without a filter. Although they can breathe air, Dolphins cannot survive for long out of water, as their body will overheat and their skin will dry out. A Dolphin out of water will become fatigued within minutes equal to his Endurance and suffer 1d6 damage each hour. This does not apply if the Dolphin is in its equivalent of a vacc suit or in an atmosphere with very high humidity. A starship stateroom can be adjusted to create a Dolphin-friendly environment. Special suits are also available. Fish is the preferred diet; a typical Dolphin eats about 15 kilograms of fish per day.

A few Dolphins or Dolphin communities are wealthy enough to operate their own spacecraft or space stations. Dolphins tend to enjoy exploring and vessels are often free traders,

scout ships or research craft operated by all-Dolphin or mixed Dolphin and Human crews. Dolphin-run ships maintain zero gravity interiors. Instead of being filled with water they maintain a standard nitrogen oxygen atmosphere at extremely high humidity to provide the necessary moisture. Larger vessels may have some water-filled chambers for recreational purposes; these may be in normal G or zero-G. Shipboard controls are operated through their waldo sets or on sophisticated vessels via neural links.

Senses and Communication: The genetic engineering performed on *T. galactis* has increased the sense of echolocation, the ability to detect objects via biological sonar. They are highly aware of the terrain and moving objects within 100 metres of their front when submerged. Dolphins also have sharp eyesight in air and water but poor smell. Dolphins communicate through pulsed bursts of sound, whistles, clicks and body language. Each has a unique signature whistle; Dolphins can identify each other by 'voice'. The vocal component of this has been developed in uplifted Dolphins into a reasonably sophisticated language called Delphinese which derives in part from Anglic but uses completely different sounds. Dolphins can also learn to understand Human gestures and speech but Humans cannot easily follow Delphinese since the language extends into the ultrasonic; TL 10 real-time translator programs are routinely used.

Aging: Dolphins mature and age more rapidly than Humans. Dolphins enter a career at age 12. They begin aging throws at the end of their second term at age 20.

DOLPHIN CAREERS

There are two basic Dolphin careers: Dolphin Civilian and Dolphin Military. Dolphins must start in one of these two career types.

Any Dolphin may attempt to qualify for any other career that is open to Solomani Humans except Drifter but only after first acquiring Battle Dress 1+ in another career. The Nomad assignment of Dolphin Civilian replaces Drifter as the default career for any Dolphin characters. A Dolphin may automatically enlist in this career.

A Solomani Dolphin can join the Home Guard or become a SolSec monitor. One of the more confusing jobs in Solomani Security is making sense of reports provided to the agency by Dolphin monitors about other Dolphins. SolSec does find them very useful for keeping track of Human maritime activities.

When serving in careers other than Dolphin Civilian or Dolphin military Solomani Dolphins suffer the same career penalties as non-Solomani Humans.



DOLPHIN CIVILIAN

Uplifted Dolphins who are engaged in aquatic non-military careers.

Assignments

Choose one of the following:

Dolphin Liaison: You are acting as an intermediary between Human and Dolphin cultures or as a guide to Humans working underwater. In the process you may learn important skills that allow you to enter other Human careers or negotiate trade deals.

Dolphin Nomad: You are living the 'barbarian' life of an ancestral feral Dolphin, eschewing most technology and interaction with Confederation society. This is the only career open to Dolphins who are living on TL 6 or less worlds. This is equivalent to the Drifter career: a Dolphin who fails to qualify for a new career may opt for Nomad.

Qualification: Automatic for Dolphins.

Rank	Liaison	Skill or Benefit
0	—	—
1	—	—
2	Representative	Diplomat 1; Soc +1
3	—	—
4	Ambassador	Battle Dress 1; Soc +1
5	—	—
6	—	—

Rank	Nomad	Skill or Benefit
0	—	—
1	—	—
2	Pod leader	Leadership 1; Minimum Soc 6 or Soc +1
3	—	—
4	—	—
5	Megapod leader	Minimum Soc 8 or Soc +1
6	—	—

CAREER PROGRESS

	Survival	Advancement
Dolphin Nomad	End 7+	Str 7+
Dolphin Liaison	Int 6+	Soc 6+

MUSTERING OUT BENEFITS

Roll	Cash (Cr.)	Other Benefits
1	None	Contact
2	500	Waldo Set
3	1,000	Ally
4	1,000	Waldo Set
5	1,500	+1 Edu
6	2,000	+1 Soc
7	4,000	Dolphin Battle Dress

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Edu 8+)
1	+1 Dex	Athletics (co-ordination, strength or endurance)	Advocate
2	+1 End	Athletics (co-ordination, strength or endurance)	Art (acting, dance, singing)
3	+1 Int	Brawling (natural weapons)	Broker
4	+1 Str	Brawling (natural weapons)	Leadership
5	+2 Edu	Carouse	Navigation
6	Survival	Recon	Social Sciences (any)



1d6	Nomad	Liaison
1	Athletics (co-ordination, strength or endurance)	Battle Dress
2	Brawling (natural weapons)	Battle Dress
3	Leadership	Carouse
4	Recon	Comms
5	Stealth	Diplomat
6	Survival	Persuade

MISHAPS

1d6	Mishap
1	Injured. Roll once on the Injury table on page 37 of the <i>Traveller Core Rulebook</i> .
2	A purist faction of the Solomani Party comes to power on your world making trouble for uplifted Dolphins and costing you your job. Lose one Social Standing and gain a purist Solomani Party militant as an Enemy.
3	One of your friends becomes involved with a revolutionary Solomani Party faction advocating Dolphin rights. You are caught up in a SolSec investigation and fired from your job.
4	A war or insurgency erupts on your world. If you are serving in the Home Guard you may automatically choose to qualify for any Dolphin Military career as your next assignment. Otherwise your business or home is destroyed, forcing you into exile.
5	An accident leaves you caught on land without a suit. You suffer serious dehydration and require lengthy hospitalisation. Lose two Endurance.
6	You are accidentally trapped or shot by Human fishermen. Roll on the Injury table. In addition also roll Soc 8+ or Advocate 8+; if successful you successfully sue and instead of losing a Benefit roll you gain an extra roll on the Cash table as a settlement.

EVENTS

2d6	Event
2	Disaster! Roll on the Mishaps table but you are not ejected from this career.
3	Rivalries between Humans and Dolphins over your world's ocean resources lead to conflict. Do you choose violence or diplomacy? If you chose diplomacy roll 8+ using Advocate or Diplomat. A success means your faction was vindicated and you gain a +2 DM on your next Advancement roll; a failure means a loss of one Benefit. If you chose violence roll 8+ using your choice of Explosives, Gun Combat (any) or Tactics (any). Failure means a -2 DM on your next Advancement roll and you must roll on the Injury table on page 37 of the <i>Traveller Core Rulebook</i> . Whichever path you chose raise your Leadership or the skill you rolled by one.
4	You volunteer for a Solomani Confederation research project to test new waldo equipment or cybernetics to improve the lives of other Dolphins. Gain a Contact in the Ministry of Science and Technology and roll Edu 7+ to gain Science (cybernetics) 1.
5	You have a chance to travel off world on business and spend a long period of time in space. Increase either your choice of either Comms, Sensors or Zero-G skill by one level or gain Pilot (any) 1.
6	You rescue a high-status Solomani swimmer who was lost at sea. Roll vs. STR 7+; if successful gain a Status 10+ Solomani Human citizen an Ally.
7	Life Event. Roll on the Life Events table on p. 34 of the <i>Traveller Core Rulebook</i> .
8	Spend an extensive period living out of water among Humans. Raise Battle Dress or Diplomat skill by one level.
9	Your companions are attacked by fierce sea creatures! Do you fight or flee? If you flee gain one of the survivors as an Enemy. If you stay and fight, roll Brawling or Gun Combat 7+ to rescue them; if successful, gain one of them as an Ally; if you fail, roll on the Injury table on page 37 of the <i>Traveller Core Rulebook</i> .
10	You are asked to volunteer for a dangerous mission to rescue people in a sinking vessel or underwater city. Roll Survival or End 8+. If successful you are granted a +2 DM on the next Advancement roll and gain an extra Benefit roll. If you failed roll on the Injury table on page 37 of the <i>Traveller Core Rulebook</i> .
11	You discover a sunken vessel underwater that contains valuable salvage. Gain one extra Benefit roll.
12	Rise to a position of responsibility. Your next advancement roll automatically succeeds.



DOLPHIN MILITARY

Dolphins are usually welcome to enlist in any Army nautical force command. The Confederation Army maintains special Dolphin Commando units. Most Home Guards on worlds with 'wet navy' Nautical Force Commands and Dolphin populations have professional units open to Dolphins with equipment provided by the Confederation.

A character serving in the Dolphin Military career cannot be a reserve member of the Home Guard.

Enlistment: Edu 6+.

Assignment

Choose one of the following:

Sea Patrol: You served as a member of a paramilitary or coast guard unit that engages in nautical search and rescue, fishery protection and nautical law enforcement duties. On some worlds sea patrol forces also protect colonists from hostile underwater life forms or aquatic prindigs.

Underwater Commando: You served in a combat unit that specialises in nautical recon, underwater demolitions and undersea combat. These forces are most common on water worlds or those worlds that have extensive underwater cities or mining facilities.

CAREER PROGRESS

	Survival	Advancement
Sea Patrol	Dex 6+	Edu 7+
Underwater Commando	Int 5+	Edu 7+

Commission: Soc 9+.

Rank	Rank	Skill or Benefit
0	Private	Battle Dress 1
1	Lance Corporal	Gun Combat 1 (any)
2	Corporal	—
3	Lance Sergeant	Computers 1
4	Sergeant	—
5	Gunnery Sergeant	—
6	Sergeant Major	—

Rank	Officer	Skill or Benefit
0	—	—
1	Lieutenant	Leadership 1
2	Captain	—
3	Major	—
4	Lt. Colonel	Tactics (military)
5	Colonel	—
6	General	Social Standing 10 or +1 Social Standing

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Edu 8+)
1	Carouse	Athletics (any)	Medic
2	+1 Dex	Carouse	Survival
3	+1 End	Comms	Explosives
4	+1 Str	Sensors	Engineer (any)
5	Survival	Gun Combat (any)	Mechanic (any)
6	+1 Edu	Stealth	Pilot (any)

1d6	Specialist: Sea Patrol	Specialist: Underwater Soldier
1	Advocate	Gun Combat (any)
2	Diplomat	Heavy Weapons (any)
3	Animals (training)	Explosives
4	Athletics (any)	Heavy Weapons (any)
5	Comms	Battle Dress
6	Gun Combat	Zero-G



MISHAPS

1d6	Mishap
1	Severely injured in action. Roll twice on the Injury table on page 37 of the <i>Traveller Core Rulebook</i> and take the lower result.
2	You encounter anti-Dolphin prejudice from Solomani Humans you are serving with that hinders your career. You resign in disgust.
3	Your unit is involved in a savage campaign against primitive indigenous aquatic aliens that troubles your conscience. If you refuse to participate you are ejected from this career. If you participate in the massacre you may ignore the Mishap and remain in the career but instead gain an Enemy. He may be one of the few survivors or an embittered Dolphin ex-member of your unit who chose to desert.
4	An amphibious planetary operation goes badly wrong leaving you beached ashore without functional protective gear. Dehydration and skin damage requires a lengthy recovery and permanently reduces your End by 2.
5	A SolSec investigation uncovers links between your unit's commander and radical Dolphinit faction. You are given a chance to denounce your commander. If you do so remain in the career but instead gain one of his allies who escaped their net as an Enemy.
6	Injured. Roll on the Injury table on page 37 of the <i>Traveller Core Rulebook</i> .

EVENTS

2d6	Event
2	Disaster! Roll on the Mishaps table but the character is not ejected from this career.
3	You perform well during a black ops commando mission. Gain a +2 DM on your next Advancement roll and a Contact in an elite unit such as the Solomani Confederation Army's Commandos, Jump Troops or the Confederation Marines. A brutal amphibious warfare campaign forces you to spend as much time fighting on land as in the water. Roll Battle Dress 7+; if successful, gain one Level Gun Combat (any), Leadership or Tactics (ground).
4	Receive special training in underwater mine disposal. Roll Battle Dress or Edu 4+ to avoid injury. If successful increase Explosives skill by one level. If you fail roll on the Injury table on page 37 of the <i>Traveller Core Rulebook</i> .
5	Spend a lengthy period serving as an auxiliary aboard a spacecraft operating underwater such as a system defence boat. Roll Edu 7+ to gain your choice of Pilot 1 (small craft or spacecraft) or Sensors 1.
6	Participating in an underwater search-and-rescue mission you personally save the life of a well-placed Human. Gain a Solomani of Status 10+ as an Ally.
7	Life Event. Roll on the Life Event table on page 34 of the <i>Traveller Core Rulebook</i> .
8	Participate in a major sea battle. Raise your Battle Dress, Melee (natural weapons) or Gun Combat (any) skill by one or gain Tactics (military) 1.
9	Assigned to a joint mission with SolSec to catch Imperial spies or anti-Confederation insurgents operating near underwater base facilities. Gain a SolSec agent as a Contact and roll 7+ to gain an extra level in Recon or Stealth.
10	A mission goes badly wrong after a Human leader disregards your advice because you are 'just a Dolphin' and then blames you for his mistake. If accept this take a -1 DM on your next Advancement roll. If you protest roll Advocate, Leader or Soc 8+. A success means he is dismissed and you add +1 DM to your next Advancement roll and gain one level of Leadership or Advocate; failure means a -3 DM on your next advancement roll instead of the -1.
11	A senior officer takes an interest in your career offering. Either gain a +3 DM on your next Advancement roll and Admin 1 or take Tactics (ground) 1.
12	Display heroism in battle. The next Advancement roll is automatically successful.

MUSTERING OUT BENEFITS

Roll	Cash (Cr.)	Other Benefits
1	1,000	+1 Edu
2	2,500	Dolphin Battle Dress
3	5,000	+1 Edu
4	5,000	Weapon
5	5,000	Dolphin Battle Dress
6	10,000	Combat Implant or +1 End
7	15,000	+1 Soc

Uplifted Apes

Uplifted great apes – chimpanzees or gorillas – are the second most common genetically engineered intelligent animals created by the Terran Confederation. Like Humans ordinary gorillas and chimps are hominids. Although routinely referred to as ‘uplifted chimps’ due to their appearance most uplifted apes are neither chimpanzees or gorillas but *Troglodytes sapiens*. This artificial species is a transgenic hybrid of gorilla, chimp and some Human genes first developed late in the Interstellar Wars period. They were perfected by Old Earth Union genetic engineers on Terra.

There are currently several million uplifted apes living on Solomani worlds. They resemble a cross between chimpanzees, gorillas and Humans. They are larger than chimps and with a more bipedal posture. They are larger and heavier than natural chimpanzees but somewhat smaller and lighter of build than gorillas. Average height and mass are 1.6 metres and 100 kilograms.

The most important genetic augmentation involved transgenic alterations to the vocal cords and brain based on Human genetic material to improve speech and linguistic ability. This gives them the same linguistic capabilities as an ordinary Human although their voices have a somewhat more guttural pitch than the average person.

Statistics: Uplifted apes have Notable Strength and Endurance (+2) but all other Characteristics are Weak (-2). They have the Uplifted trait.

Careers: Uplifted apes may join any careers that Solomani Humans can. They suffer the same character generation penalties that are suffered by non-Solomani Humans.

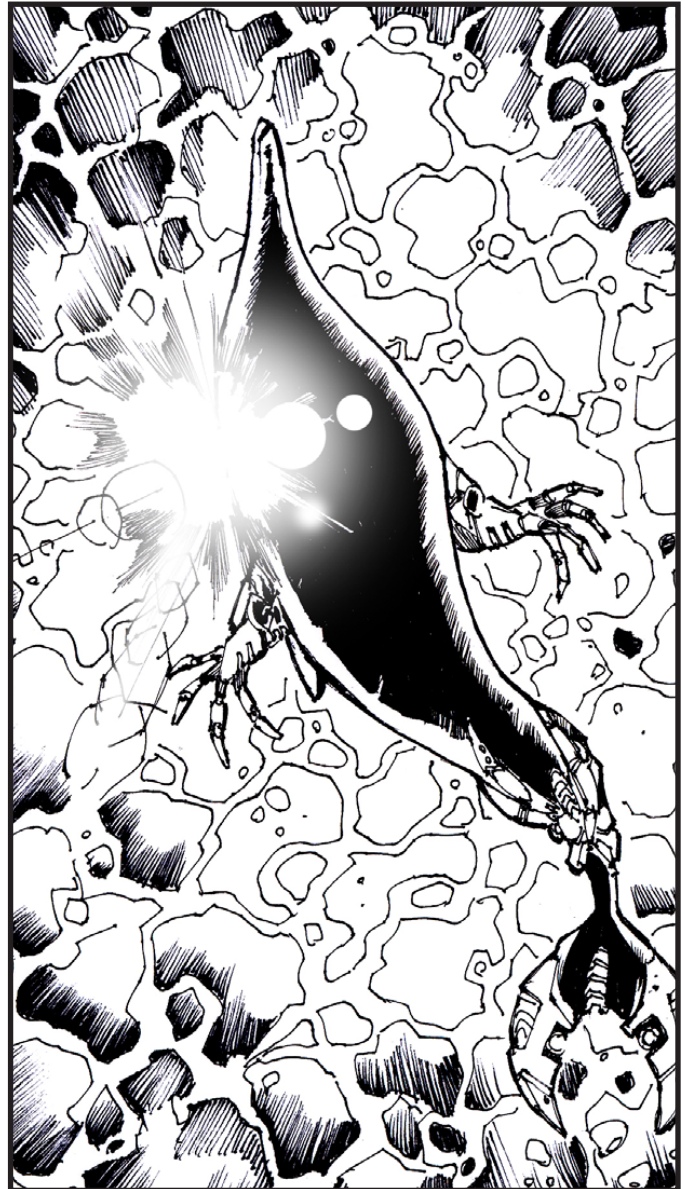
Dolphin Skill Use

A Dolphin with a waldo set can perform just about any skill a human can. Those without are limited to skill use that does not require hands or legs. A few other special considerations apply to Dolphins:

Athletics: Use Athletics (co-ordination) only for high jumping or long jumping if it begins in the water. Sprinting means fast swimming; use the normal rules except that a sprinting dolphin

can cover 72 + twice his Effect metres with every check. A dolphin may not climb. Co-ordination is also used for catching things with the dolphin's teeth. Use Athletics (endurance) or long-distance swimming. Use Athletics (strength) for feats such as swatting with a tail or ramming with its snout, though actual attacks would use Melee (natural weapons).

Battle Dress: This skill also covers Waldo use and is a very common among civilised Dolphins even if they do not serve in the military.





THE SOLOMANI RACE

Humans are the most pervasive race in Charted Space, comprising at least 45 nearly identical sub-species, each of which developed civilisation on its own homeworld. Three are classed as major races due to their invention of jump drive: the Vilani, Zhodani and Solomani. The Solomani, also called Terrans, are the Human race that evolved on Terra, the planet Earth. Upon reaching the stars they immediately encountered the Vilani and from them learned of the existence of other Human races, collectively called Humaniti.

Prior to contact with the Solomani the other races of Humaniti had no good explanation for two fundamental questions. How did so many genetically Human races come to evolve in widely separated star systems at approximately the same time? Why were none of the races of Humaniti biologically related to the other life forms of their homeworlds?

On Vland, the Vilani homeworld, no animal had any closer relation to a human than a human did to a crab or even a pine tree. There were few native diseases that affected humans and none with animal vectors. Animals were useless for comparative anatomical studies, nor could they be used to test drugs or other biological processes prior to their use on humans.

Similar limitations existed on the worlds of most other races of Humaniti. As a result, the development of medical and biological science in most non-Terran human races was stunted. The minimal threat from micro organisms and parasites helped contribute to higher overall health; the average Vilani had a longer life expectancy than a Terran. Vilani medical techniques also benefited from a reduced risk of post-operative infections.

The Solomani provided the answer. Their homeworld Terra was unique in possessing a complete ecosystem directly related to Humans along with fossil and genetic evidence indicating they had naturally evolved there. Verification was delayed by interstellar warfare with the Vilani Empire and by the Long Night of barbarism that followed. Centuries later, after Solomani-Vilani civilisation coalesced around the Third Imperium, Magis Sergei haut-Devroe proposed his Solomani Hypothesis. It theorised that Humaniti had originated from early Human stock on Terra that was transported by a mysterious Ancient race to their respective homes some 300,000 to 320,000 years ago. A scientific mission to Terra confirmed the genetic and fossil evidence. Further corroborating evidence was provided by the existence of similar Ancient ruins in many of the home systems of Humaniti, all dating to the same period. Today, haut-Devroe's Solomani Hypothesis is generally accepted as factual: Solomani are the original Humans.

This may also explain why Terra developed an interstellar civilisation much later than the Vilani, Zhodani and some other minor races of Humaniti. It is possible Terrans were held back because early civilisation led to crowding in cities before modern sanitation could be devised. On Terra, these towns and cities served as prime breeding grounds for disease, resulting in massive plagues that devastated entire populations. In contrast, transplanted races such as the Vilani, Zhodani and even the nonhuman but Terran-related Vargr could sustain larger urban centres or colonise new continents on their homeworlds without a risk of biological apocalypse. Advocates of this theory compare the Terrans with the Aslan and K'kree, who also achieved Jump Drive relatively late and like Terra suffered from multiple native diseases. Extreme anatomical differences between humanity and Hivers, and lack of data on the enigmatic Droyne, make it difficult to draw comparisons with these alien species.

RACIAL DISTINCTIONS

Solomani are ordinary Humans from Earth, *Homo sapiens*. Their physiology is the baseline to which other Human species can be compared. After Terra invented the jump drive, people from every country and region went to the stars. The present-day Solomani race is a broad sub-species that includes all terrestrial ethnic and racial groups.

The other races of Humaniti were taken from Terra in the period before modern Humans had fully evolved, then spent over 300,000 years adapting to conditions on their own homeworlds. Some were also subjected to Ancient genetic engineering. As a result, there are minor but real physiological differences between the various Human cousins, of a magnitude comparable to the differences between modern man and the Neanderthals. These distinctions can include differences in facial features, colouring, hair, blood type, number of teeth, circadian rhythm or even lifespan. They are most notable in those Human races that adapted to planets with significantly different environments, such as a lighter or heavier gravity. All of the differences are minor, however and most Human races can interbreed with Solomani and each other. Some races, notably the Vilani, can pass as Solomani in almost any circumstances short of a detailed medical examination.

During the Rule of Man and Third Imperium widespread intermarriage between Vilani and Solomani families occurred, especially among the middle classes. Today, the majority of the Imperial population blend into homogenous mixed race. Only careful genetic testing or the occasional appearance of blood types C and D, which are non-existent in pure Solomani,



can be used to distinguish racial Solomani from the ordinary Imperial mix.

Distinct Solomani can still be identified among the Imperial nobility, who keep careful track of lineage and on those worlds first settled by Terra or its daughter colonies. The majority of worlds with distinct Solomani populations exist in the area within 50 parsecs of Terra called the Solomani Sphere and in particular on those worlds controlled by the Solomani Confederation, where racial purity is a matter of ideological importance.

Smaller clusters of worlds with pure Solomani populations exist in isolated areas of Charted Space far beyond the Solomani Sphere. These were settled by colonisation ships launched from Terra long before the Imperium was founded. Examples include the Sword Worlds on the fringes of the Spinward Marches and the Islands in Reft Sector.

THE SOLOMANI CONFEDERATION

The Solomani Confederation, founded in 871, is the third largest Human interstellar state, exceeded only by the Imperium and the Zhodani Consulate. The original boundaries of the Confederation were the Solomani Sphere, a 50-parsec radius zone centred on Terra in the Solomani Rim. During the Solomani Rim War a quarter of its territory was lost to the Imperium, leaving a large bite missing from its central coreward region down to Terra.

The present Confederation includes portions of 13 sectors: most of Aldebaran, Alpha Crucis, Canopus, Magyar and Newworld and smaller slices of Dark Nebula, Daibei, the Solomani Rim, Spica and Ustral Quadrant. It also includes slivers of Reaver's Deep and Old Expanses.

Aldebaran, Canopus and Newworld sectors are collectively known as the Confederation's rimward frontier. Except for Home subsector, this is a less-populous region ripe for future Solomani expansion. Their rimward subsectors are sparsely populated with many young colonies and border a region of space not yet claimed by any other major powers. The population is 90% pure Solomani; the rest are mainly primitive indigenous races and genetic uplifts such as dolphins.

Dark Nebula and Ustral Quadrant are informally dubbed the Lion's Mane. A combination of lucrative trade and sporadic conflict with the Aslan Hierate clans dominate politics and business. The population is similar to the rimward frontier, with a tiny Aslan minority. Some of the Solomani worlds were settled by desperate refugees from the old Terran colonies deeper in the Hierate that eventually fell during the Aslan Border Wars. They settled in these sectors to make a last stand. The worlds

they retreated to in Dark Nebula and Ustral were often grim and unforgiving; so are many of their inhabitants.

Magyar, Solomani Rim and Alpha Crucis are sometimes called the Core Confederation, although this is often extended to Home subsector of Aldebaran as well. These sectors are home to the earliest Terran settlements, the minority of Old Solomani worlds that have been settled for as long as 3,500 years. There are also younger colonies in the more rimward regions, such as Alpha Crucis' trailing subsectors. The Core Confederation worlds also border the Imperium and include some worlds that have culturally diverse populations, with a mix of Solomani majorities and non-Solomani minorities. Border disputes, Solomani Movement politics and trade with the Imperium are major issues.

Spica and Langere are the Trailing Frontier sectors. They are both closely involved in trade with the Hive Federation and with independent worlds and pocket empires on the Confederation's trailing border. Langere is sometimes considered part of the in the rimward frontier, including several new colony worlds.

The Occupied Systems: Those worlds that once belonged to the Confederation but are now held by the Imperium. In practice, it is mainly used in reference to worlds with majority Solomani populations that might want to return, such as Terra, especially where pro-Solomani political action or guerrilla activity taking place or is still ongoing.

SOLOMANI CONFEDERATION SOCIETY

Solomani are ordinary Humans. In most respects the people of the Solomani Confederation are similar to their estranged cousins in the Imperium, with which they share a common language and cultural history. They are slightly more likely to retain customs or languages traceable to pre-star flight Terra than the average Imperial.

Solomani see themselves as independent, proud, self-reliant, culturally diverse, with a strong sense of individualism. Solomani emphasise their dynamism compared to more tradition-bound races, seeking to boundaries, find new solutions to old problems and open frontiers.

Solomani in the Solomani Confederation have cultural quirks that distinguish them from other Humans and also from most ethnic Solomani within the Imperium.

Racial Pride: Solomani are convinced of the distinctiveness and accomplishments of their race. This can range from a quiet pride in Solomani accomplishments to an arrogant expression of racial superiority over other Humans in general and aliens in particular.



Nationalism: Solomani also believe in the pre-eminence of their individual worlds and of the Confederation as a nation. Their worlds share a common political ideology, racial pride and sense of struggle that combines to make the average Solomani more patriotic than the average Imperial citizen. It is true that the Imperium fosters strong patriotism amongst its nobles and those who join its uniformed services but the Solomani will wave the flag at every opportunity and all levels of society. Every Solomani municipality has statues honouring the ancient pioneers who colonised their world from Terra, the politicians and militants who struggled to establish the Solomani Party and the war heroes who died fighting for the Cause in the Solomani Rim War. Schools consider it their primary mission to foster national pride from an early age and corporations employ patriotic symbolism to sell their products. The average Solomani grows up with the sense that his society does it better and other races should be looking up to them. Dissent is normally expressed as disappointment in failing to live up to the ideal, rather than criticism against the system or Confederation itself: 'my nation right or wrong'.

Love of Mother Terra: Solomani express an emotional and almost spiritual connection with Terra, the ancient home of mankind. It is commonly held in the Confederation that a true Solomani should make a pilgrimage to Terra's blessed soil at least once in their lifetime, tensions with the Imperium permitting. An interstellar lottery run by the Solomani Party pays for travel tickets for lucky winners. Several Solomani religions treat Terra itself, or certain parts of it, as a holy land. That Terra is under Imperial occupation is a festering wound in the Solomani psyche. This is exploited by nationalist factions in their Solomani Party to unite the population in seeking its liberation.

Nature's Bounty: Unlike other Human races, which were transplanted to alien ecologies, the Solomani evolved on a world where the animals and plants were their biological relatives. Solomani tend to be more comfortable using and breeding domestic animals as working beasts, companions or livestock than other races of Humaniti. The close bonds Solomani have developed over tens of thousand of years with animals like dogs, cats or horses stand out when compared to other Human races. Every other Solomani household seems to have a beloved pet. On worlds with appropriate environments and either poor roads or a low TL, Terran horses, mules and camels are common. Aboard Solomani free traders, a ship's cat will be a valued part of the crew, startling non-Solomani passengers when it suddenly streaks down a corridor in pursuit of rats or other non-terrestrial vermin.

The Solomani are also unusual among other Human races in using genetic engineering to enhance the intelligence of some of their animals to make them better partners. Non-Solomani Humans can be puzzled as to which Terran animals are

supposed to be treated as pets or partners, which are livestock and which are pests or wild animals.

Solomani tend to appreciate a more diverse array of natural cuisine than most other Human races, who could only digest some of their worlds alien flora and fauna, and only after extensive processing. Over thousands of years, the most hardy and popular Terran grains, vegetables, fruits, fungi, spices, meat animals, poultry and fish have spread across Charted Space. However, Solomani worlds closest to Terra are more likely to have been seeded with a greater variety of earthly crops and food animals or even been extensively terraformed to ensure that their ecologies are teeming with transplanted terrestrial life.

Solomani are likelier to be discriminating gourmands, preferring fresh rather than processed foods, comfortable working in or owning farms, fisheries or ranches. Their cities are filled with a bewildering array of restaurants and food markets. It has been said, not entirely in jest, that the real reason the Imperium insisted on capturing Terra was to ensure a supply of its famous wines and coffees for the Emperor's table.

Mild Paranoia: The Solomani see their Confederation as having no friends; instead they are surrounded by competitors and enemies. Due to the peculiarities of the political system, Solomani also tend to assume people are watching them, so are careful of what they say in public or at work. On the other hand, many Solomani cities have less street crime and fewer homeless drifters.

Pioneer Spirit: Solomani Confederation citizens celebrate the pioneer spirit of Terra. School books always point out how the ancient Vilani Empire doomed itself by halting its exploration and not expanding that one extra parsec to discover the Terrans just beyond its border. The Solomani are pleased to have an open frontier on their rimward border. Support for colonisation projects and long-range exploration are high. The Solomani Party claim that the Imperium once celebrated these values but lost them in the period after the Civil Wars. A race either grows or it dies; the Imperium is dying.

Romanticism: The loss of Terra and other worlds in the Solomani Rim War was a serious blow to the Solomani sense of superiority, yet did not destroy it. Decades have dulled the initial pain. The epic struggle of the Rim War culminating in the fall of Terra that bought time for the escape of Wolfe's grand fleet has now been romanticised into a narrative of heroic bloodshed in which outnumbered Solomani fought gallant rear-guard actions and last stands, their sacrifice saving the rest of the Confederation from destruction.

The Imperium's success is popularly attributed to its sheer size; it is obvious that a big enough mob can eventually pull down any single fighter, no matter how elite they are.



The sacrifices during wartime and the efforts to rebuild afterward also serve as a moral lesson for the current generation, who are encouraged to emulate the heroes of the past.

Sport: The Solomani love of competitive sports and games is typical of many species but Solomani tend to take enthusiasm to extremes, even when they are mere spectators. The Solomani Party spends considerable tax resources on training elite athletes for the honour of the Solomani Cause. The Olympic games continued to be held every four years on Terra until the Solomani Rim War.

The Solomani Cause

The key difference between Solomani and Imperials is the widespread belief in the Solomani Cause. This philosophy's origins are discussed in the History chapter. It can be interpreted in several different ways, which lead to factional disputes. Its central precepts are:

- All of Humaniti are exceptional, as demonstrated through their wide diffusion through Charted Space and their control of the greatest and most powerful of interstellar civilisations. Humans are superior to other aliens.
- The Solomani were the first and true species of Humaniti, who evolved naturally on Terra. Their racial origin, as well as their culture and historical achievements make them superior to the other races of Humaniti.
- This superiority means the Solomani have a special manifest destiny. It is their duty to themselves and the universe to dominate Charted Space and eventually the entire galaxy.
- Intermingling with other Human races threatens to dilute what makes Solomani special, both culturally and genetically. The Solomani destiny is best achieved through leadership of other races or failing that, the Solomani's own efforts.

The Solomani Movement and the Cause

The Solomani Movement is composed of all those who sincerely believe in the Solomani Cause, whether they are organised officially or not. This consists of the organised Solomani Party along with their disorganised or apolitical supporters. Probably about 25% of racial Solomani in the Solomani Sphere self-identify as part of the Solomani Movement. Many other Solomani agree with the Cause but do not actively support it.

The Solomani Movement do not usually claim their race is inherently smarter or stronger. Instead, they see its unique origin and successful history as demonstrating its superiority and destiny. The Solomani Movement uses evidence from biology, archaeology and history to reinforce their point but two central themes of the Solomani Cause are historical facts:

- Solomani are directly descended from the original Human race native to Terra.
- Solomani have impressive achievements in the political and technical fields compared to other races. They developed jump drive on their own, overcame the Vilani Empire from a position of weakness, were instrumental in creating the Third Imperium and did found the Solomani Confederation, two of the most powerful states in Charted Space, not to mention successful smaller powers such as the Sword Worlds.

The fact-based argument does not make the claims of superiority true but it does mean they cannot be disproved as long as the Solomani continue to exist as a distinct people.

Critics have pointed to Solomani failures, such as their loss of Terra to the Imperium.

The Solomani Movement counter that these are a natural cycle of history. Their race have suffered defeats before, like the collapse of the Rule of Man, only to rise again, purified in the fires of adversity, learning from their mistakes and stronger than ever.

The Solomani Movement believe the only thing that can defeat the cause is the elimination of the Solomani as a distinct race. Since extermination is unlikely, the primary threat to the Solomani Cause is the dilution of the race's cultural and genetic heritage through mixing Solomani with other Human races such as the Vilani. This is why participation in a mixed race society such as the Imperium is considered an existential threat to the Solomani Cause and why hardcore Solomani advocate racial separatism.

Races in the Solomani Confederation

Pure Solomani: The original Human species that evolved on Terra. Pure Solomani make up about 80% of the population of the present-day Solomani Confederation. The percentage on individual worlds ranges may vary greatly.

Mixed Human: The ordinary mix of Solomani and non-Solomani genetic heritage found throughout the Imperium. They form a lower middle class on many worlds near the Imperial border. Mixed Humans are generally considered 'non-Solomani' by many Solomani and by Party dogma but their status can vary from world-to-world.

Non-Solomani Human: Most of these individuals are of Vilani blood or more commonly a mix of pure Vilani and one of the other subject races the original Vilani conquered. Non-Solomani population in the Confederation are concentrated in the parts of Old Expanses and the coreward region of Alpha Crucis. They are subject to the worst Solomani discrimination. They are also the most likely to be involved in active resistance to Solomani control, including sporadic anti-Solomani terrorism and guerrilla warfare.



Aslan: A few Human worlds on the Confederation's spinward frontier have Aslan enclaves, the result of exchanges of population that took place in the Border Wars and afterward. Aslan enclaves exist at the sufferance of world governments and with the knowledge that there are some similar human enclaves on the other side of the border, so a modicum of mutual tolerance is required to avoid reprisal. They are tolerated for their usefulness in business relations with cross-border Hierate clans and their willingness to provide soldiers to serve in special ihatei mercenary units of local Home Guards. Outside of the spinward regions of the Confederation, Aslan citizens tend to be mistaken for foreign visitors, which usually gets them better treatment than other minorities.

Primitive Indigenous Aliens: Many intelligent species seem to spend hundreds of thousands of years at TL 0 stage before they achieve the social organisation or technology needed to progress further. Thus, the odds favour encountering races that are still at a primitive stage. Several such races exist in the rimward sectors of the Confederation who had the misfortune to be contacted by the Solomani Autonomous Region or Solomani Confederation. They were classed as primitive indigenous aliens or 'prindigs' for short. If their worlds were suitable for colonisation and they got in the way, they were initially forced into reservations or just pushed out of the way.

During the Solomani Rim War diversion of population into the military created a need for cheap labour. To fill it the Colonial Office decided to embark on a policy in which prindigs were given basic educations and recruited as workers. In the process their cultures were obliterated, the better to ensure assimilation into the lower levels of Solomani society. Prindig races that can manage Human speech are educated only in Anglic; they are encouraged to adopt Solomani culture, dress and living standards as far as their species' physical capabilities and environment requirements can permit.

The six-limbed nocturnal Tadonga or 'Ding-Dongs' found a niche as assembly line and fast food workers; they have become the trademark of the ubiquitous Confederation-wide SolBurger chain. The docile and attractive humanoid 'Ladybugs' of Alpha Crucis are equally widespread in domestic service. The strong, fast-breeding Zarm and despite some early racial unrest, the diminutive Kvaz or 'Chuckies' find gainful employment as agricultural day labourers throughout the Confederation.

Although the Colonial Office and SolSec's Integration Section attempts to facilitate assimilation, not all races have been successes. The Neozinga of Aldebaran resisted offers to relocate them during the Solomani Rim War; their attacks on colonials led to extinction. The Gamopedes of Canopus, while peaceful, failed to adapt to a high-technology lifestyle and stopped reproducing altogether. The aquatic Xabulamanti swarms are perhaps too alien to adjust to the concept of Solomani society;

under pressure from uplifted dolphin colonists, they continue to decline. A similar fate could still befall the newly-discovered Sciapods, although a promising pilot program in which their young are removed and raised under direct Human supervision has a chance of succeeding.

Uplifted Dolphins: They have been around for thousands of years and are considered citizens, although outside their own communities have little representation in politics. The average Solomani likes uplifted dolphins and sees them to be loyal junior partners in the Confederation. A significant minority of Solomani disagree and think of them as 'just smart animals' or even as unnatural freaks. There have been instances where established uplifted dolphin pods have clashed with Solomani business or industrial interests over the control of fisheries or ocean pollution but these are rare. A liberal minority of Solomani even think Dolphins deserve higher status; as they evolved on Terra they may be as much Solomani as anyone. Those views are also outside the mainstream but are gaining traction.

Uplifted Apes: Similar attitudes to dolphins apply but Apes tend to be stereotyped as a loyal, hard-working but mentally inferior worker class who can never, ever be the equal of Humans and who should stay out of polite society. Only a few radical Solomani liberals advocate otherwise. Provided the Ape knows his place, Solomani tend to like them. There is a mild undercurrent of unease that Apes can 'revert' to dangerous animals if provoked; police or armed citizens faced with an angry uplifted Ape tend to shoot first and ask questions later; they will rarely get in trouble for excessive force. This overreaction has been fanned in recent years by persistent rumours of secret genetic experiments to create super-Apes or further enhance the intelligence of other great apes. Such 'genetic war' stories are dismissed as nonsense by most authorities.

Vargr: There is a prevalent feeling that the Vargr should recognise that they should be a junior client race of the Solomani, since they are just uplifted wolves or dogs. Most Vargr are, fortunately, generally too far away to notice or take offence. 'Vargr corsairs' are popular in Solomani adventure dramas set in the Imperium as exotic pirate sidekicks to Solomani guerrillas or rebels fighting deep inside Imperial territory. The idea that a Vargr could rise high in Imperial society or even become a duke is met with total disbelief.

Other Nonhuman Major and Minor Races: There are few living in the Confederation. Large populations tend to attract local prejudice from neighbours. Individuals are normally simply mistaken for foreign tourists on most worlds. Tolerant Solomani treat them as fastening curiosities to be stared at or pestered with rude or silly questions. Other citizens avoid them out of nervousness or disgust. Outside of places like Class A starports or worlds near the Aslan, Imperial or Hiver borders, if a non-Human alien is sighted, a minor panic may ensue. Local police or SolSec will be called by frightened passers-by who worry



that 'it' might be lost, dangerous or even escaped from a zoo. Establishments that let aliens in will seat them in secluded areas to avoid disturbing customers.

Racism

Racism is institutionalised in Solomani society. The founding Charter of the Solomani Confederation defines itself as existing to fulfil the hope of 'the Solomani race'.

The mildest form of institutional racism that is practiced in the Confederation and the only type that has the force of Confederation-wide law is the rule that only Solomani can join the Solomani Party. Since the Solomani Party dominates politics and patronage this effectively impairs other races from gaining significant political and economic power.

The governments of individual worlds may or may not go any further than this. Thanks to restrictive immigration policies, worlds that were colonised by the Solomani may have few or no non-Solomani residents. These have no racial problems; other worlds look at their example and think what a good idea it would be if they could emulate it, although that would mean finding Solomani to do all the lower-paying jobs.

Worlds with non-Solomani populations are free to pass their own racial laws, provided they do not discriminate against Solomani. They can set up progressive laws or agencies to reduce discrimination, although these are rare. Unfortunately, the reverse is more often the case.

The historic conflict between the Solomani Confederation and the Imperium, as well as the revolts of some non-Solomani minorities during the Rim War showed the Solomani Movement that allowing non-Solomani to achieve political power was dangerous. Every Solomani school child knows how the Solomani Rim War started: Non-Solomani demanded more power and then used conniving politicians or armed rebellion to take over the government. Then they announced they were no longer part of the Confederation and petitioned to join the Imperium, who sent battleships and Marines to help them. War broke out. Millions died. Terra and other worlds fell to the Imperial aggressors. How can any patriotic Solomani citizen let non-Solomani minorities cause that tragedy again?

Most worlds with mixed-race or non-Solomani populations are dangerously close to the Imperial border. It would be suicide to give these minorities a chance to gain power and lead a pro-Imperial revolt!

On worlds with this type of restive or just potentially troublesome minority, sterner measures are often enacted by world governments to keep non-Solomani out of power. These may include laws that restrict them from living in certain neighbourhoods, using the same class of transport, attending the same schools or religious

services or marrying Solomani. It may prevent them obtaining business licenses in some areas, owning certain vehicles, such as grav vehicles or aircraft or owning firearms.

Many non-Solomani look just like Solomani, except for differences in their blood and genes. As non-Solomani Humans are often an invisible minority, stories that some are passing as 'true Humans' and achieving covert political or economic power, and even marrying into Solomani families, can trigger paranoia over this secret infiltration. This leads to Solomani Party militants adopting even more oppressive laws to identify them in order to enforce segregation. People may be required to carry internal passports that show racial status and strangers may be routinely asked to present them. Non-Solomani may further have to wear distinguishing clothes or marks. They may even be tagged with identity chip implants that trigger alarms if they enter segregated areas or facilities.

Bigotry

Just as levels of institutional racism vary from world-to-world, so do personal attitudes vary among individual Solomani. All Solomani Confederation citizens grow up in an environment where they were taught from childhood that pure Solomani are superior and non-Solomani are threatening. Moreover, if they share a world with a non-Solomani or mixed-race minority, they are taught not to associate with them as equals.

They will see them occupying inferior or menial jobs, living in poorer neighbourhoods, wearing cheaper clothes and lacking material goods like air/rafts which reinforces the idea of superiority. Racial jokes and slurs toward non-Solomani are acceptable in polite conversation. With fewer legitimate opportunities, non-Solomani are over-represented as criminals or drifters, further increasing prejudices; the fear of a 'Vilani syndicate' controlling organised crime becomes a self-reinforcing reality. Cultural distinctions or differences in education levels often mean non-Solomani also have different accents or less educated speech patterns, increasing the feeling of otherness. All of these factors mean that even Solomani of generous character find it hard to escape ingrained racism.

The average Solomani Confederation citizen's attitude toward non-Human aliens is much more direct xenophobia. Aliens are generally seen as intrinsically inferior to Humans in some way; there are few aliens in the Confederation and most of them are potentially hostile or untrustworthy. In the Spinward sectors of the Confederation, the Aslan have been a grave threat since the Long Night. In the Solomani Rim, the Vegans are the conniving, cowardly enemy who manipulated the Imperials into doing their fighting for them and who now hold Solomani colonial populations in alien bondage. The Hiver Confederation seems friendly but they are manipulative, clever busybodies and who knows what goes on their clearly alien minds? The prindig minor



races are just a step up from animals and should be grateful to receive the benefits of civilisation. Dolphins and Apes are fine fellows but of course are just enhanced animals that Solomani created in the first place.

Individual Solomani can overcome these prejudices through education or personal experience but doing so means going against a lifetime of cultural conditioning.

It is not just pure Solomani that hold these attitudes. Non-Solomani and mixed-race Solomani are taught to believe that they are inferior to pure Solomani. Their exclusion from the Party and its system of patronage along with institutionalised racism leaves them trapped in inferior situations. Most do what they can to maintain their self-respect, keeping their heads down. Some risk reprisals to struggle against the system. Others see pure Solomani as richer and more successful and cannot help but feel inferior themselves.

Genetic Profiling

Confederation worlds of TL 7+ routinely perform genetic testing of Human infants either soon after birth or as a prenatal process, depending on the world. Standardised genetic testing practices and policies are developed on Home by the Ministry of Genetics and used throughout the Confederation. Similar testing is performed on any citizen of the Imperium or other foreign state who wishes to emigrate to the Solomani Confederation.

Although mass genetic testing is used to assess racial Solomani status, which can determine eligibility for Party membership, it is seen as a public good for other reasons. Determining a citizen's genetic profile is an important part of high tech medicine. This testing also determines their sub-species, which is clearly listed on birth certificates and identity papers. The Solomani government takes pains to point out that races have medical issues or even different dietary needs and vulnerabilities to diseases, all of which are genetically linked.

This means that whenever a Confederation citizen does anything that requires showing official papers, such as applying for a weapon or pilot's license, opening a bank account, receiving medical treatment or passing through customs at a starport, their race will be apparent. On most high Law Level worlds, authorities and employers routinely check identity papers. This is true on Imperial as well as Solomani planets; the difference is that racial origin is always clearly indicated in Confederation documents. How this will influence reactions depends on the local culture, the dominant faction of the ruling Solomani Party on the planet and the personal attitudes of the individuals involved.

GOVERNMENT

The Solomani Confederation is the youngest of the great interstellar powers, founded a mere 234 years ago. Even so, this means it is older than the legendary Terran Confederation from

Racism: A Solomani Defence

Liberal Solomani acknowledge that racism exists in their society but justify it as a response to Imperial and Aslan aggression and claim Solomani politics are becoming more diverse and the situation will improve.

The more mainstream Solomani Movement defence against these charges is to go on the attack. The Solomani Movement claim that a preference for one's own kind is perfectly natural and in the Solomani case, justified by historical evidence. They claim Imperials who object to their views are hypocrites. They argue Imperials only take offence at the Confederation because the Solomani dare dispute the privileged position of two Human races who are powerful in the Imperium: the mixed race Imperial masses and the cultural Vilani. Do not Imperial citizens perpetuate distinctions like the 'minor race' and 'major race' classifications? Try asking the average Imperial citizen, especially one from the Spinward Marches, what his feelings are toward the perfidious Zhodani! His response will likely be as vituperative as a Solomani's and contain just as colourful a set of racial epithets.

which it takes its name and some of its forms of government. Ten generations of citizens have lived and died under its rule and its predecessor, the Autonomous Region, lasted for additional centuries. For most Solomani its institutions are just the way things work rather than some authoritarian regime imposed upon them.

The Solomani Triumvirate

Real power in the Solomani Confederation is divided between three institutions: the Solomani Party, the Solomani Confederation Armed Forces and Solomani Security. The existence of each power block serves the Solomani Cause but each has their own purposes and goals and is held in check by others.

The founders of the Solomani Movement believed they were creating a new order that was superior to the Imperium. They rely upon the dominant position of the Party in civil organisations to prevent fragmentation. The gloved fist of Solomani Security ensures the Party maintains its own integrity and remains integral to Solomani society. The military is the shield of the state and serves as a unifying force by recruiting from multiple worlds, factions and social classes. In simplistic terms, the Party rules, the Armed Forces defend against physical threats while SolSec protects against ideological threats.

THE SOLOMANI PARTY

The Solomani Party is the binding organisation under which political and government activity is conducted within the



Solomani Confederation. The Party, in various forms, also exists on most worlds with a significant ethnic Solomani population within 20 parsecs of the Confederation border.

The Party originated as an interstellar coalition of planetary, subsector and sector-level Solomani Movement political organisations. They coalesced in their opposition to changes in Imperial policy and to ensure the promotion of a distinct Solomani identity. The higher levels of the Solomani Party provided the organisation with the structure needed to present their demands to Empress Margaret and the strength to negotiate the First Charter that created the Solomani Autonomous Region. In the late 700s and early 800s, the Party took on an increasingly hierarchical structure and increased its influence in the governments of member worlds, laying the foundation for the Second Charter that established the Solomani Confederation.

Today the Solomani Party interprets the Solomani Cause and unifies the Confederation through its control of the machinery of government and the power of patronage. In particular, the Party exerts direct power over the Confederation's interstellar government through its control of the civilian ministry systems and their bureaucracies.

Membership

Solomani Party Membership is automatically open to all Solomani Humans. At present only Solomani Humans can join the Party, although some factions continue to press for a more expansive definition of Solomani. However automatic membership does not mean automatic participation. A large fraction of Solomani, typically about 95%, choose not to participate in the Party, either through apathy, disinterest or a disagreement with the basic principles of the Party or its local base.

Party members are expected to be active in attending meetings, taking and passing courses in Solomani history and philosophy and studying their genealogy. On worlds where the Party is under threat membership could involve more militant activities, such as participating in demonstrations, strikes, street fighting, revolutions or even terrorism.

Party membership is colloquially known as the 'Blue Card' for the sky-blue cards that all new members have been issued since the 824. In 1005-1040 membership cards changed to Black, symbolising the loss of Terra, although in the recent years the Blue Card has been re-issued. Blue Cards show the date at which a member joined the party and contain biometric and holographic data as well as current Party rank and position, if any.

The term 'ranking Party member' refers to anyone with Rank 1 or more in a Party career. They gain privileged access to assets owned and operated by the Party such as special shops, vacation resorts or communication networks. Starports offer

private terminals for Party members and their guests. These are not free but service or quality are better than ordinary citizens can enjoy at the same price. Party members go to the head of the line when dealing with Solomani Confederation bureaucracies such as the various Ministries.

Planetary Solomani Parties

The Party can exist in different forms on different worlds. The most common is a hierarchy of committees and ruling councils, with a new level of administration at approximately every order of magnitude of members. Thus, 10 party members form a cell; 10 cells form a local committee; 10 local committees form a supervisory committee and so on up. The head of the highest-ranking committee will be at the pinnacle of each world's Party.

Depending on the percentage of inhabitants who are Party members and the exact organisation, the number of rungs in the party hierarchy to whoever is in charge at a planetary level will usually be 0-3 levels less than that world's UWP population rating. For example, if one in a hundred were Party members, a typical figure on most Solomani worlds with sizable populations, then a world with population 8 (100 million or more) would have about six levels of Party hierarchy.

A planetary Party's importance within the broader Solomani Party depends on the number of members, the world's influence and the personal qualities of its leadership. The chairman of a planetary party with 200 members on a TL 7 world with a population of 20,000 has far less influence than a Party chairman who represents a hundred million Party members of a TL 14 world with a population of 10 billion people.

The Interstellar Solomani Party

This term refers to the Solomani Party hierarchy above the level of individual worlds. It consists of higher-level permanent bodies and committees charged with organising Party affairs at the subsector, sector and Confederation levels. In the early years of the Solomani Confederation, this interstellar Party was unified by the goal of building strength to oppose the Imperium and gaining full control of the Solomani Sphere. After the defeat in the Solomani Rim War and its loss of Terra, confidence in it was shaken.

Although formerly of great power and influence the interstellar organisation's grip is now weaker. At the interstellar level, the Solomani Party has become decentralised: real power in it is instead held by the Party organisations operating at the level of world governments, which dominate local affairs and choose representatives to select the Secretariat and by the factions and High Council.

Nevertheless, the interstellar Party does wield significant influence when they can agree on anything and in particular, dominates the Confederation's interstellar bureaucracy.



Congresses

The major events of the Solomani Party are the Congresses, conventions that are held to handle Party business, such as debating policy and anointing or electing leaders.

Planetary Congresses are held each year on Solomani worlds. Their character and importance depends on the world's government, population and Law Level. They may be held in public or secret, in isolated high security compounds, in public arenas or convention halls, in members' homes or even online networks. Some are tightly orchestrated media events with everything planned in advance; others involve spirited debate, grassroots activism or conflicts between rival factions.

If the local party is divided into ideological factions or there are rival power blocs, their struggle can range from background deal making to intimidation tactics using street demonstrations, Party militants or the faction-in-power's Home Guard troops. If a convention seems to be drifting away into radical ideas that no longer seem compatible with the Solomani Cause, SolSec will take action. This could be a local SolSec political section officer politely advising the dozen people who make up his tiny colony world's political Congress to think before they act. It could also be a series of midnight arrests, or a covert black ops operation aimed at discrediting or quietly eliminating radical leaders.

The General Congress is the main event of the Solomani Party. Present-day General Congresses are enormous conventions held on Home every four years. These are intense affairs, with a million or more visiting Party Members and countless partisans or lobbyists from diverse factions. Security is tight and decorum is usually maintained, at least in public, although some convention can turn into political circuses if the Party is badly split. Delegates vote on key issues based on the Party rank and size and power of their local Party but this is done in secret so that the final results give the appearance of consensus. The last few days are endless rounds of public speeches and policy papers.

The decisions made at a General Congress do not directly affect world or Confederation government but they have great influence. Which faction or politicians give the official keynote speeches to the media or whose name is on a policy paper are indications that predict the way the Secretariat will vote and the actions the High Council will pursue.

The General Congress does have the significant power to admit, suspend or expel a world's Solomani Party from its Congress. The former is used to pave the way for a new colony or other world to enter the Confederation, as it certifies that they are loyally following the Solomani Cause. The latter is a way of declaring a Party is no longer loyal to the Solomani Cause. Since the Charter of the Solomani Confederation requires that all worlds follow the Solomani Cause, it is effectively a way to excommunicate a planetary government, usually done prior to the Secretariat

reducing the world to Protectorate Status or the Secretary General calling for intervention by the Confederation military.

The Standing Committee of the General Congress of the Solomani Party consists of 100 or so senior ranking Party members based at Home supported by several thousand political staffers representing major world parties. They serve as a permanent liaison between interstellar and local parties and coordinate the Party's affairs with the operations of the High Council. They also have the power to call an Emergency Session of the General Congress if a crisis requires the Party to work out a political response. It would take about six months to assemble delegates from across the Confederation.

Solomani Party Factions

The Solomani Party was once united behind their support for the ideal of Solomani exceptionalism and an autonomous state independent from the Imperium. Having achieved this long ago, the various world and interstellar party organisation have fragmented into factions that stand for different interpretations of the Solomani Cause.

Factions are most obvious during Party congresses and in the Secretariat but also exist within the High Council, among local parties and in the bureaucracies.

Factions differ in interpretations of doctrinal issues. Significant issues include the pace and direction of Solomani expansion; balance of power between the Confederation government and world governments; relations with the Imperium or Aslan; tax policy; degree of support for violent Solomani guerrilla and terrorists in the Imperium; the rights of uplifted animals, mixed race Solomani and even artificial intelligences. Creating actual political parties is not supported, so factions tend to go by the names of their leaders or popular nicknames such as Manifest Destiny, Dolphin Embracers or Purists. Factional strength is also regional, reflecting the local interests of planetary Solomani Party organisations and the worlds they represent. Several factions are detailed in the Alpha Crucis chapter.

Party NGOs: The Solomani Interstellar Development Corps (SIDC)

The Solomani Party supports dozens of nongovernmental organisations (NGOs) with interstellar reach that serve to promote the Solomani Cause. One example is the SIDC.

This Confederation-wide organisation, founded in 1021, is dedicated to giving young Solomani citizens fresh out of school the opportunity to perform developmental and educational work among disadvantaged people, low-tech regressed worlds and aliens.

On primitive worlds and pocket empires on the Solomani frontier, SIDC missions are the face of the Solomani Party. Educational teams help spread Solomani culture and technology. Where



there is trouble, SIDC relief teams distribute emergency supplies to non-Solomani worlds suffering from poverty, plague, natural disasters and war.

SIDC mission teams also work busily within the Confederation itself, especially on newly settled frontier worlds. They devote time and resources to helping primitive indigenous aliens discover their place within interstellar society. They teach them to understand Anglic, use Solomani technology and perform useful work within Solomani communities. SIDC also work within the prindig communities to help them improve their own infrastructure and approach the basic standards of Solomani Confederation society.

The SIDC missions, full of earnest, well-scrubbed Solomani youths bent on bringing civilisation and culture, do occasionally get in over their heads. Incidents involving SIDC youth being captured, murdered or otherwise abused have resulted in intervention by Solomani Army forces, followed by an increased presence to protect Solomani citizens.

Other Examples of Party NGOs

Party Academy for Public Administration (PAPA): This is a Confederation-wide organisation of main world universities for training Party bureaucrats and theorists.

Solomani Athletic Committee: Dedicated to the perfection of pure Solomani athletes who excel in interstellar competition and promoting Party solidarity through sport.

Terran Veterans Association: A patriotic society open to descendants of soldiers who fought in the Battle of Terra.

PLANETARY GOVERNMENTS

Solomani Confederation worlds have a single world government, or occasionally multiple governments. They are guaranteed freedom of self-rule within certain limits set by the Charter of Confederation. This requires them to support the Solomani Cause, pay taxes and respect the sovereignty of Confederation levels of government over interstellar matters.

The Solomani Party often appears to be identical with the Government of the Confederation but this is not the case. The Charter of the Solomani Confederation requires world governments be approved by the Party and espouse the Solomani Cause but the government itself will usually be separate, but parallel to, the Party system.

Planetary governments in the Confederation can exist in a variety of forms, from corporate states to religious dictatorships, as long as all recognise the primacy of the Solomani Party. On worlds in which the entire population are Solomani, every adult may be a Party member and the world is therefore a fully

participatory democracy. On other worlds, the Party could be an oligarchy that control politics through doling out patronage, a bureaucracy whose senior service posts are controlled by Party leaders or even a theocracy whose religion incorporates the 'holy' Solomani Cause into its dogma.

On worlds where Party influence is strong, positions in the Party hierarchy correspond directly to parallel positions in government. On such a world the planetary president or dictator may be leader of the Party; the chairman of every city's Solomani Party is also its mayor and the Solomani Party educational committee runs the local school and picks its teachers. In a nominal representative democracy, for example, the Party's influence may be more subtle, perhaps existing as an old boy's network of patronage and privilege that vets all candidates for office and controls the civil service and big-money political donors. All candidates stand for the Solomani Cause; elections would turn on their support for other issues or their personal character.

CONFEDERATION GOVERNMENT

The interstellar governing body of the Solomani Confederation is the Secretariat, named after the government of the Terran Confederation and before that, the executive of the United Nations. It consists of delegates who represent the worlds in the Confederation.

There are currently 765 seated delegates, one representing each significant self-governing world or group of minor worlds within the Confederation. This number can change every decade with redistricting based on census results and economic performance.

Delegates to the Secretariat are given one or more votes, depending on a formula based on their world's contribution to the Solomani economy. This is derived on tax revenues from the world's Gross National Product but also considers traffic merely passing through the system and the presence of Confederation military bases. These two weighting factors ensure that the Secretariat is not entirely dominated by a few high population, high technology main worlds. Nevertheless, many low population, lower-technology or economically depressed worlds do fall below the GNP threshold to elect a delegate. To ensure their representation several nearby worlds will be grouped into a multi-world district whose combined economies equal one delegate vote. Some entire subsectors on the rimward border are represented by a single multi-world's district.

The choice of who will serve as a delegate is left up to the government of the world. It could be the head of that planetary government or someone they appoint to the position. The Solomani Parties of each world generally control that world's government, so the membership of each world's Party also determines who will represent it. Where there is a multi-world



district or a balkanised world, that district or world's member governments vote to choose who the delegate will be, with the number of votes each can cast in this election once again determined by their relative economic contribution.

Powers of the Secretariat: The Secretariat exists to debate and vote on resolutions affecting the Confederation as a whole. Resolutions cover treaties, amendments to the fundamental law supporting the Charter, confirmation of new High Council members and senior generals or admirals, and taxation levels, and allocation of budgets between the various government ministries. All are usually carried by majority vote. The secretariat can also create committees to investigate issues of Confederation-wide importance and summon witnesses to testify before it. It can also vote to summon a member of the High Council to give testimony regarding their ministry or service they control.

The Secretariat's most important responsibility is to vote to elect or confirm in office the Secretary General of the Solomani Confederation. The Confederation Charter is required to elect or confirm every four years, usually held about a month after the Solomani Party's general congress. They can also remove a Secretary General or demand the resignation of a member of the High Council but this is difficult, requiring a 75% vote of no confidence.

The High Council takes most of the budget to fund various agencies but typically some 5-15% are left for discretionary funding. This gives the Secretariat the ability to allocate it to fund pet projects of 'interstellar interest' that will 'further the Solomani Cause' such as building starports named after local Solomani politicians or war heroes.

The Secretariat has limited powers over the internal affairs of worlds but via two-thirds majority can declare a planetary government illegitimate should it 'no longer support the ideals of the Solomani Cause' and expel it. This is normally only done punitively if the Solomani Party's General Congress has revoked the credential of that world's Party, although it would also be done if a world rebelled against the Confederation.

The Secretary General and military leadership are given the power to order Confederation forces into action. However, the mobilisation of planetary Home Guards for off planet service requires that the Secretary General propose and the Secretariat then ratify a general mobilisation through either a declaration of war or a state of emergency. A state of emergency is declared when it is only necessary to mobilise a system, subsector or sector or when the Confederation wishes to prepare for war without declaring it.

The Secretariat has various standing committees to discuss specific areas of policy in private chambers. They have no power but significant influence with the ministries.

Secretary General

The Secretariat is presided over by the Secretary General, who is elected by its membership. The Secretary General is the chief source of executive power in the Solomani Confederation government and commander in chief of the military. He is usually also chairman of the High Council. His Office of the Secretary General has discretionary power over 20% of the Solomani budget.

A candidate for Secretary General must be a current or former member of the Solomani supreme executive, the High Council. He must be nominated by any two delegates of the Secretariat. This is a formality, although a good nomination speech will occasionally sway wavering delegates. If there is more than one candidate, voting proceeds in multiple rounds, with the weakest candidates being eliminated until the new Secretary General is elected by a majority.

The elected Secretary General has traditionally been the most influential member of the High Council or a consensus choice of different factions. Often, the High Council will come up with a candidate that they can all support, then influence the Secretariat to select it, although sometimes a popular choice will be rammed through instead.

The High Council and the Ministries

Executive power in the Solomani government is exercised through the High Council, a supreme policy-making body ordinarily chaired by the Secretary General. The High Council decides how to spend the budgets voted to the various ministries. It meets to coordinate ministerial policy.

The High Council normally follows the direction of the Secretary General and reaches decisions by consensus but may vote where this is impossible. If a minister or the Secretary General loses a vote he must either resign or switch his vote to follow the majority. Traditionally, the Secretary General casts his votes last and thus can always see where the wind is blowing.

The High Council has existed in various forms since the founding of the Confederation. The current streamlined organisation was established just after the Solomani Rim War.

It has 11 seats and its debates are held in closed chambers. The Secretary General traditionally holds two seats, Chairman and Secretary General, giving him two votes but this is not required and occasionally the Chairman is a distinct individual. Before the Solomani Rim War the chairman was often the head of Terra's Solomani Party.

In theory anyone with requisite experience can be appointed to the High Council. In practice the nominees for Ministries invariably go to those high-ranking members of the Solomani Party hierarchy who hold Party positions associated with these bureaucracies.



The power of the High Council rests in the fact that its membership holds all ministerial positions within the Confederation Government and thus appoint and control the bureaucracy. In addition, some High Council members also hold powerful positions as leaders or representatives of particular world governments. For example, Ryoko Skinner was Solomani Party sector supervisor for Alpha Crucis (Party Rank 6). She was also on the board of directors of MacroGenesis, a Solomani Party-owned genetic engineering corporation. This positioned her at the upper levels of Party power and she was a prominent speaker on various bio-tech related committees at the last General Congress. With her nomination to the High Council, she filled the vacant spot as Minister for Genetics.

The High Council meets once a month and the standing committee meets weekly. The agenda for the meetings is controlled by the Secretary General. New members of the High Council must be nominated by the Secretary General and be confirmed by High Council vote. However, the High Council members do not serve at the pleasure of the Secretary General; he cannot ask a member to resign and they will continue to serve after his term ends. Thus, High Council members serve indefinitely unless they are dismissed by the Secretariat, die in office or opt to retire. This makes them a self-perpetuating oligarchy that is occasionally subject to replacement.

Since much real power exists within the High Council, elections for General Secretary have far greater significance during periods when a High Council member's seat is either vacant or one or more members seem likely to retire or die in office.

In 1105 the High Council had the following seats:

- Chairman of the High Council and Secretary General – Osmond Salazar.
- Grand Admiral of the Solomani Confederation Navy –Elijah Drummond.
- General of the Solomani Confederation Army – Ivy Bergman.
- Minister of Economics – Regina Rogachova.
- Minister of Information – Feng Banerjee.
- Minister of Foreign and Colonial Affairs – Heidi Lopez.
- Minister of Genetics – Ryoko Skinner
- Minister of Justice – Khalid O'Sullivan
- Minister of Science and Technology – Jordan Azazi.
- SolSec Coordinator – Juliet Chen.

The Ministries

The Ministries are powerful administrative organisations controlled by the Solomani Party, the Confederation's equivalent of the Imperial bureaucracy. The ministries exist to fulfil functions that are mandated in the Confederation Charter, such as maintaining a treasury, regulating interstellar commerce or promoting the Solomani Cause.

Ministry of the Economy: This manages the Solomani Treasury and runs the Solomani Bank. It sets monetary policy, interest rates and exchange rates between member worlds and against other economies. It writes regulations that affect interstellar commerce and starship operation. Its analysts determine the economic performance of Confederation worlds and develop the formula that determines what taxes they pay and how many votes their delegates receive in the Secretariat.

Ministry of Foreign and Colonial Affairs: This ministry manages relations with foreign governments through the professional Solomani Diplomatic Corps and its staff of foreign embassies and numerous translators, foreign trade specialists, linguists and xenologists. Its small Office of Diplomatic Intelligence uses agents to gather information on foreign governments without it being filtered through SolSec. Also under Foreign Affairs is the Colonial Office that provides businesses and would-be settlers with assistance in establishing or emigrating to new Solomani colonies and manages their smooth transition from protectorates into Solomani member states. Its Prindig Bureau looks after the affairs of primitive indigenous races and assists their integration into the Confederation.

Ministry of Genetics: The fundamental importance of race in the Solomani Cause explains the existence of this ministry. The ministry's primary role is to make genetic testing available throughout the Confederation. Specialists in the Ministry's High Dolphin Bureau helps manage Confederation relations with uplifted dolphins and the small number of other uplifted cetaceans. The Uplifted Animal Office does the same, with somewhat less sensitivity, for uplifted Apes, enhanced dogs and similar cases. The Ecological Perfection Office is also in charge of regulating large-scale ecological engineering projects such as seeding worlds with terrestrial life forms, although this is normally done in cooperation with planetary governments and corporate interests.

Ministry of Justice: This ministry administers the Solomani high court system that handles interstellar lawsuits and crimes, negotiates extradition between worlds and operates the court system in Confederation protectorates such as frontier colonies. The Solomani Ministry of Justice was derived from its Imperial counterpart and operates in a broadly similar fashion. It has no mandate to deal with issues involving political crimes or the military; that jurisdiction is left to SolSec. The staff is composed of Solomani Party personnel recruited from backgrounds in planetary law and law enforcement.

Ministry of Justice marshals provide close protection bodyguards for the interstellar leadership of the government, Solomani Party, and for SolSec offices and personnel. They also investigate interstellar terrorist threats to the Solomani



Confederation, often in coordination with SolSec or planetary police. They coordinate with the Navy and planetary law enforcement bodies to handle interstellar crimes such as human trafficking, arms smuggling or piracy. Their elite Special Police protect important Confederation government facilities and administer the Confederation's prison planets.

Ministry of Information: This administers tax credits and grants that promote information and educational initiatives deemed important to the Confederation, whether that is graduating more students with advanced degrees in jump space physics or ensuring school children take classes in Solomani History and Philosophy. It engages in a wide range of activities such as promoting Confederation tourism, countering anti-Solomani propaganda, funding worthy pro-Solomani cultural events and even running the Office of Solomani Languages, which works to support endangered archaic Terran languages while ensuring that Anglic be purged of improper influences such as Vilani loan-words.

Ministry of Science and Technology: This ministry deals with issues such as interstellar patent protection but it also provides Confederation funding to scientific research and experimental projects. The ministry tends to prefer spending on 'big science' prestige projects that vividly demonstrate Solomani prowess. These include programs such as fast planetary terraforming, launching long-range interstellar exploration missions into the next galactic arm, creating a planet-encircling particle accelerator for high-energy physics research or even building the biggest meson gun ever made. The Ministry runs multiple state-funded research stations usually in partnership with academia or private enterprise.

Multi-World Alliances

The worlds that joined the Confederation included several multi-world alliances, a few of them dating back to pre-Imperial times, as well as scattered Human pocket empires on the rimward and trailing frontier. These states agreed or were induced to join the Confederation as individual worlds but continue to maintain some of their old relationships, often formalised through reciprocal free trade pacts or mutual assistance treaties between their respective governments and Home Guards.

The majority of power in the Confederation lies with independent worlds but informal or formal multi-world alliances do wield significant economic power in some subsectors. Along with the various ideological Party factions they also control blocs of votes in the Secretariat and used it to gain advantage over economic rivals.

For example, the Near Boötes League in the Solomani Rim consists of wealthy neighbouring star systems whose political, economic and cultural ties predate the founding of the Confederation. The interest the Boötes cluster worlds have in cross-border trade with the Imperium has helped foster a post-war spirit of détente.

Centrist factions in the Confederation fear these alliances could end up splintering the Confederation if they use force to threaten non-aligned neighbours. SolSec keeps a close eye on such internal associations, balancing the risks that intervention could destabilise important worlds with the danger that regional rivalries and trade wars could escalate into a conflict that threatens the internal peace and cohesion of the Confederation itself. Instability on or near the Imperial or Aslan borders could also attract foreign intervention.

Interstellar Politics Within the Confederation

The Confederation is far more factionalised than the Imperium. Control over matters of interstellar interest such as foreign policy, trade, the employment of military power flow from the bottom up. Every world has its own say in these matters, based on the number of votes it can bring to the Secretariat. The world governments, controlled by their local Parties, vote in their own economic and political interests, often in coalition with other allied worlds or representatives from similar factions.

This bottom-up approach to politics is radically different from that of the Imperium, where authority on matters of interstellar concern flows from the top down, from the emperor to the nobility and where there is a clear division between the rules of planets and those of space. The important role of the mass of individual worlds in determining policy is what enables Confederation citizens to boast that their own institutions offer greater freedom than that of the Imperium. Anyone who has witnessed the sometimes raucous meetings of all 700+ delegates of the Secretariat can attest to the vibrancy of Solomani interstellar politics. Numerous informal caucuses and alliances exist within the Secretariat, representing blocks of the planets, the interests of the Ministries and the military and the dozens of philosophical factions of the Solomani Party itself.

The glue that keeps the entire interstellar system from falling into disarray is the Solomani Party and the Solomani Cause and the institutions that use force to defend the Party and its ideology, the Solomani Armed Forces and Solomani Security.



Solomani Confederation Public Holidays

Solomani Party and Confederation government offices close on these holidays, with the exception of essential services like SolSec, as do most world government agencies and many private businesses. Secretariat funds are liberally used to ensure holidays are memorable events that emphasise the Solomani Cause and Solomani heritage.

New Years Day (Jan 1): An official holiday celebrating the start of the Terran year.

Liberation Day (Jan 21): Celebrates the date of the founding of the Solomani Confederation. The Secretary General gives a speech on the State of the Confederation.

Leap Day (Feb 29): Commemorates the Terran invention of the jump drive and celebrates scientific achievements by people of Solomani origin. The prestigious Ministerial Prize for Scientific Excellence is awarded at Home. Held every four years.

Public Vigilance Day (March 15): SolSec officers speak at schools to emphasise the responsibility of the citizenry to remain alert to threats, the social problems caused by spreading rumours and false information and the importance of the monitor program.

Festival of Earth (April 4): Celebrates the biodiversity of Terran life. It is popular with local merchants. Cities are decorated with imported or simulated Terran floral displays. There may be performances by uplifted dolphins and parades led by uplifted Apes and other Terran animals or people dressed like them. On some worlds it is the 'the Festival of Flowers' and is a major romantic holiday and favourite time to propose marriage

Navy Day (June 5): Honours the Confederation Navy, the Navy Home Guard and the Marines. Fleet reviews and mock battles are held in the skies of major worlds, with an especially impressive performance at Home. The Confederation Navy makes sure one or more warships are open to public visits at every A, B or C class starport in the Confederation and Navy personnel may participate in parades in major cities.

Ivan Wolfe's Birthday (August 20): Local holiday on Home and some other worlds.

Solomani Day (first Monday in September): A day for celebrating pride in the Solomani race and the Solomani Cause. It is now mainly a family vacation date, although various Party events are often scheduled for the faithful. Honours the creation of the Solomani Party at the first all-Party Congress on Terra. On worlds with mixed populations, Party militants will sometimes march on parade through mixed-race or non-Solomani neighbourhoods.

Terran Heritage Week (last week in October): A celebration of ethnic pride in all things Terran, with parades of people dressing in ethnic costumes and eating Terran food. At the end of the week, Solomani children dress in traditional Terran costumes and go door-to-door distributing Party buttons or flags and receiving treats in return.

Remembrance Day (November 9): The day Terra surrendered to the Imperium. It honours the sacrifice of Solomani Rim War veterans, especially the Army and remembers the continued oppression of Solomani people in the occupied systems. Flags are flown at half-mast and Party and government officials promise the occupied systems will eventually be freed.

Bellerophon (last week in December): A week of giving presents to friends, children and the less fortunate and being grateful for one's own accomplishments. Honours a Terran Mercantile Consortium starship of the same name, whose possibly apocryphal voyage distributed Terran goods, including toys, to isolated colony worlds during the Long Night. It is also a time of Solomani Party charity drives. Since the Solomani Rim War, it has often been preceded it with a week of fasting to symbolise the rationing worlds experienced during the War. This honours the civilian Merchant Marine and free traders who risked ships and lives to bring supplies to isolated systems despite Imperial commerce raiders. Those in port get free drinks at startowns across the Confederation.

Religions and world governments also celebrate additional own holidays, which often overlap or coincide with those celebrated Confederation-wide.



THE SOLOMANI ARMED FORCES

The Solomani Confederation maintains military forces as instruments of policy, to defend against attacks by its neighbours. Unlike those of the Imperium, its central military forces are also used in a planetary peace-enforcement role and their commanders have a direct seat in political decision making as voting member so its High Council.

The Solomani Armed Forces consist of the Solomani Confederation Army and a Solomani Confederation Navy, which are equivalent to Imperial forces. It also has the Home Guard, somewhat analogous to the planetary military forces of Imperial worlds but which is also organised to provide a wartime reserve for the Confederation military.

The term Solomani Armed Forces refers to the massed armies and fleets of the Confederation itself including the planetary forces of all member worlds. The term 'Confederation military' refers to central forces under the control of the Secretariat.

The Confederation military may be deployed by the Secretary General under the direction of the Grand Admiral and General of the Army to maintain peace and domestic tranquillity, enforce laws and sometimes, to suppress dissidents. During a state of emergency or declared war some or all of the Home Guard may be mobilised as well.

The Confederation has no direct equivalent to the Imperium's subsector-level 'colonial' fleets, although Home Guard forces of friendly or allied worlds may cooperate together, especially if they share a multi-world voting district in the Secretariat.

The Confederation military forces serve as a symbol of national pride and a way to bring recruits from many worlds together in order to foster a sense of unity. More than SolSec or the Party, the Confederation Army and Confederation Navy command the respect of the Solomani citizens who remember their sacrifices during the Solomani Rim War.

The Solomani Confederation Navy

The Navy is the senior service of the Solomani Confederation. Its mission is to use interstellar warships to project military power in the service of the Solomani Cause. The Navy defends Solomani citizens, territory and trade. It deters threats to the Solomani Confederation's peace and prosperity. It also ordered to prepare to be ready to take the offensive in a new war against the Imperium should its political masters ever determine that a credible strategic opportunity exists to break the armistice and liberate Terra.

The Confederation Navy is, to some extent, the prodigal son of the Imperial Navy. It inherited its first ships, commanders and traditions from those Imperial colonial fleets that were

transferred to the Solomani Autonomous District. Some of its first flag officers had even served in the Imperial Navy before the formation of the Confederation.

A few hundred years have led to differences in approach but both Navies share many common traditions, ranks and practices. Perhaps the major distinction is that the Solomani Navy also performs scouting, message transmission and survey functions that in the Imperium are under the Scout Service. Dedicated courier and Xboat vessels are used for message transmission but ordinary Solomani warships often perform exploration and survey operations, albeit with additional specialised personnel aboard. Confederation warship captains consider themselves simultaneously explorers, diplomats and soldiers. To this end, the Navy will train some of its officers in scientific fields such as xenology. Not only does this allow it to better perform exploration functions but these specialists will also provide militarily useful information. Naval xenologists can explain how an alien enemy thinks, geologists can help locate and target buried fortifications and so on

The Navy's control of the Xboat network gives it significant ability to monitor, interdict or control the civilian flow of information. The Navy wields this message interdiction capability as means of concealing fleet movements from foreign agents or, at the direction of the Secretary General, of punishing misbehaving worlds. Rerouting a system or alliance's Xboat access can cause great financial harm without the need for overt intervention or physical blockade. SolSec envies the Navy's direct control of the Xboat system; negotiations between the two organisations can sometimes hinge on the Navy's willingness to give SolSec access to this capability. SolSec does not always need to ask; it tries to have trusted open and sleeper agents at key way stations.

Each subsector has a Confederation Navy fleet or squadron. These are reinforced in frontier regions, especially on the Imperial and Aslan borders. Due to the Navy's important role in peacekeeping operations, its interior fleets are also busy; with a few squadrons in each sector generally busy with internal patrols and police actions.

The Confederation Navy's combat history and the real threat of war with the Imperium or Aslan has led to it maximising its combat capabilities by investing heavily in capital ships: dreadnoughts, battleships, battle riders and heavy cruisers along with carriers, tenders and logistic ships to support them.

The Navy's peacekeeping mission and the possibility it may have to retake lost territory or intervene in support of client Solomani Parties outside its borders has led to a significant force of military transport and assault ships for moving the Confederation Army and performing planetary landings or evacuations. It also operates a few busy vessels used as mobile hospital and disaster relief.



All of this capability comes at a price. Maintaining a large battle line and assault force has forced the Navy to cut back on medium-sized ships. The Solomani are short of cruisers, large fleet escorts and destroyers, which in peacetime often leads to larger or smaller ships doing these jobs, and in wartime limits their options for independent raids and strikes. They do have many plentiful patrol ships, close escorts and couriers, as well as the Xboats and tenders for their communications mission. Rather than use full-size escorts or cruisers, the Solomani rely on heavy patrol ships in the 800 to 2,000 ton range carrying a small Marine or Army jump troop contingent when patrolling the Aslan and Hiver frontiers, for exploration missions, for general anti-piracy operations.

Another reason the Confederation Navy has fewer cruisers, still unknown to Imperial Naval Intelligence, is the construction of two classes of planetoid-hulled vessels for specialised infiltration operations. Built in part with 'black budget' SolSec External Directorate funds, the concept is similar to the Imperial reconnaissance cruiser but intended to perform covert missions deep within Imperial or Vegan space. These vessels prefer to stay far away from populated worlds, instead jumping into the sparsely defended outer reaches of a solar system or even its Oort cloud and refuelling from icy asteroids or comets. Upon arriving at their objective they will pretend to be an asteroid, with nearly all systems powered down and crews in frozen watch to eliminate heat signatures.

Passive sensors gather intelligence by monitoring the system's radio signals and ship movements. They may also covertly insert or retrieve SolSec agents, Solomani terrorists, or equipment to support Solomani guerrilla operations. To do this, a local Solomani guerrilla group or SolSec undercover team in the Imperial system working as asteroid miners will travel into the belt and pretend to 'prospect' the visiting 'asteroid'. After equipment or personnel are exchanged and they have departed, the 'asteroid' will let its orbit carry it away from any nearby observers, thaw the full crew, activate its jump drive and leave the system. The Navy have built a small planetoid escort and a larger cruiser class that use this technology. The later is intended to jump into occupied systems well in advance of any Solomani invasion to provide a force in being to support a popular rising.

The Navy maintains bases and naval academies across the Confederation. The Fleet High Command is at Home, as is the prestigious Albadawi Academy and general staff college, the latter named after a military hero of the old Terran Confederation. As part of the reforms instituted by Secretary General Ivan Wolfe, these academies are also attended by senior personnel from the Navy Home Guards.

Solomani Confederation Marines

The Confederation Marines are directly subordinate to the Navy, rather than a separate organisation. They are used as

a rapid-reaction strike force but their primary duty is to serve as ship's troops and security force for the Navy. They are trained for shipboard boarding and counter-boarding actions, to pull security duty protecting Naval bases and vessels in starports. They also serve as an elite protected-forces unit trained in assaulting asteroids, highports, space stations and vacuum worlds. They are not intended for extended planetary deployments. They lack the support infrastructure that the Army possesses, relying instead on Navy vessels and personnel for logistic and medical functions.

Confederation Marines wear battle dress and are fully equipped with man-portable heavy weapons but are essentially an infantry force. They do not have the grav armour and artillery Imperial Marine regiments are equipped with, expecting to rely on Navy fire support and ship-launched fighters instead. Confederation Marines land aboard assault starships or in naval shuttles and pinnaces, although some units may use jump capsules.

Like the Navy, the Marines also find themselves used in non-combat scout and survey missions, serving as landing parties on exploration ships. Marine officers are encouraged to take degrees in fields useful for planetary exploration, such as anthropology and biology.

The Solomani Army

The Army are deployed throughout the Confederation. They handle peacekeeping functions, garrison key border worlds to protect against raids and piracy and, most importantly, stand ready to defend the Confederation in an all-out war with the Imperium.

The Army may also be deployed to help Home Guards crush major anti-Solomani insurgencies, to act as peacekeepers to stop war breaking out between rival factions or nations on balkanised worlds and to assist in training Home Guard forces. They may also be used in conjunction with the Navy to invade a member world if the High Council decided it had turned against the Solomani Cause or against the Solomani people. Usually this would be in support of 'loyalist' elements in the world's Party or population.

In an Imperial invasion joint operations with the Navy would see Confederation Army forces forward deployed to stiffen the Home Guard in key worlds, while retaining other units as a mobile reserve ready to liberate captured planets or counterattack to liberate occupied systems in Imperial territory if the opportunity arose. They also plan for scenarios where major war with another power or a new civil war weakens the Imperium, allowing the Solomani to come to the aid of uprisings on Terra and other captured worlds.

The Solomani Army maintains an extensive special operations capability that in the Imperium would instead be handled by the Marines. These elite units include:



Jump Troops: The Solomani Army continues the traditions of the Terran Confederation in maintaining distinct Jump Troop units within the Army. Jump Troops are orbital paratroopers in battle dress trained to assault planetary targets by freefalling from orbit in personal jump capsules. They also serve as the most elite light infantry divisions in the Solomani Confederation Army, both highly trained and politically reliable. Two Jump Troop divisions, the 82nd and 101st, bear numbers and lineages that date back to the Interstellar War period Terran Confederacy and even before that, to the national forces of the United States. They were all but destroyed in urban fighting during the Battle of Terra but have since been rebuilt. In the Solomani Confederation the title 'Jump Trooper' carries it with it the same aura that 'Imperial Marine' does within the Imperium.

Commandoes: These special operations regiments are specialists in raiding, reconnaissance, counter-insurgency and unconventional warfare. Their several brigades have been in continuous action over the last century. They are the forces most likely to be called in to assist Home Guard units when a planet asks for a modest Confederation intervention to deal with insurgents or ongoing terrorist campaigns. They have a reputation for precise but utterly ruthless application of violence, including hostage rescue, assassinations, psychological warfare and where necessary, terror and reprisal operations. Most worlds with A or B class starports in the Solomani Confederation will also include at least one Confederation Army Commando platoon trained in counter-terrorist operations.

Commando forces also train extensively with foreign and low-tech weaponry. The Solomani Commando is equally at home making lightning raid in full battle dress on an enemy military headquarters or showing a band of allied TL 4 steppe nomads how to use a rocket launcher from horseback. Commando regiments fought with distinction during the Solomani Rim War and there are indications some units may even have remained behind enemy lines to serve as cadre to train and organise Solomani guerrilla movements.

Solomani Commandos have engaged in infiltration raids against Imperial and Aslan border worlds and outposts, usually in retaliation for Imperial actions against Solomani Movement supporters or Aslan raids. They have a close relationship with SolSec and sometimes work with them in missions that require extra firepower. Imperial commandos are sometimes confused, perhaps deliberately, with SolSec paramilitary teams.

Solomani Home Guard

The Solomani Home Guard forces are the planetary defence forces of the Solomani Confederation. The primary mission of the Home Guard is the defence of the individual worlds in the event of invasion. The Home Guard also perform missions on their own worlds: local counter-guerrilla or insurrection

suppression, rescue at sea or in dangerous areas and emergency labour in the event of disasters and public works. Engineering units engage in bridge, dam and road construction projects. Some world's Home Guards are citizen soldiers dedicated to protecting their homeland. Others are regime protection forces recruited from Party loyalists and employed by their governments to brutally suppress any local dissent. Many include both. Governments can opt to augment their forces by hiring local mercenaries or passing laws that conscript citizens into joining the Home Guard.

A planet's Home Guard is liable for activation by the Solomani military for missions or assignments. The Confederation reimburses some of the costs if Home Guard forces are all called up to augment Confederation units. Home Guard members may be able to find meals, transportation or temporary lodging at active Solomani military bases.

The current status of the Solomani Home Guard is an artefact of the Solomani Rim War. While some worlds maintained large military forces before that war, many did not or focused on forces optimised for internal security or palace guard duty rather than planetary defence. These had little capability against raids by advanced Imperial Navy or Marine forces or sustained resistance against invasion. This meant that political requirements that forced the military to spread its troops and naval forces all across the Confederation in small garrisons and compromised its ability to concentrate against the primary Imperial threats. The policy of defending everywhere meant there were somewhat fewer forces than necessary to adequately hold onto key worlds like Terra.

After the Solomani Rim War, General Secretary Wolfe pushed through a complete reorganise of the Confederation military. One of his reforms was the creation of the Home Guard, whose goal was to ensure that every world in the Confederation could defend itself, at least against a modest Imperial or Aslan raiding force. A secondary but still important goal of this was to provide additional funds and jobs for demobilised Confederation soldiers. The Home Guard program was to ensure part time employment for many veterans that returned to civilian life in the economic disruption that followed the Rim War. It also provided poorer worlds with additional funding for rebuilding infrastructure lost during the war by using Home Guards as engineering battalions.

The Home Guard is legally provided for in Secretariat resolutions, which mandate a minimum level of military funding and provide Confederation matching payments for vulnerable worlds. In worlds grouped into multi-world districts in the Secretariat the Navy Home Guard is organised on the district rather than the planetary level. This ensures even poor worlds can still pool enough funds to provide modern space defences. Secretariat resolutions currently require that a minimum of 1.5% of their



Gross Domestic Product be spent on Naval Home Guard and 1.5% on Army Home Guard. World governments may exceed these budgets if desired. The Confederation provides some incentives to do so. Home Guard spending may be deducted from the world's income before Confederation taxes are calculated. Most importantly, the Confederation also grants subsidies to threatened border worlds, matching the amount these worlds spend with their own funds. This is granted to worlds that could be reached at Jump-4 within four weeks time from an Imperial, Aslan Hierate or Hive Federation system. These subsidies may be in the form of payments but more often come through the transfer of obsolete Confederation Navy and Confederation Army military material to Home Guard forces. Some Home Guards are equipped with stocks of weaponry dating back to the Rim War. Even low-tech worlds have some TL 9+ gear due to this subsidy and also reserve personnel who are retired Confederation military veterans who know how to maintain it.

The Confederation may further vote additional strategic defence transfer payments or resources to a local Home Guard if strategic conditions are deemed to warrant it. This funding is supposed to be loan guarantees to allow mid-TL worlds in strategic border locations to fund, construct and pay contractors to maintain extremely useful higher-TL military systems, such as deep meson gun sites, hardened command and control networks or modern SDB wings. These funds can also be an excuse for pork barrel spending that provides extra local defence contracts to influential Party-run corporations.

A planet's Home Guard is a mix of full-time and reserve soldiers but only a few will be actually deployed, in garrison or training at any given time. Usually this is two echelons lower than the actual mobilised size of the world's Home Guard: if a Solomani planet with 10 million citizens can call up a division worth of troops, the best it could manage for an emergency would be a battalion-sized unit. Similarly, an outpost system with a company-sized Home Guard militia may keep a squad at the Home Guard armoury.

About 5–25% of a local Home Guard consists of full-time employees, mostly in support roles, though some Home Guards, especially on authoritarian or balkanised worlds, may have a core of regular troops as well. These maintain equipment and bases, monitor planetary defence command, control and sensor facilities and supplement local security and police forces by using their equipment for routine disaster-relief, recovery, police and rescue missions.

The remaining 75–95% of a Home Guard unit is composed of part-time warriors who are expected to report for period training (for example, one weekend out of every month). These are supplemented by annual or biannual field exercises. On key border worlds, exercises will be more realistic and may involve

Confederation Army or Confederation Navy elements playing the role of invading Imperial forces or Aslan raiders. Training on TL8+ worlds is enhanced through extensive use of ever-more-sophisticated simulators, sometimes without citizen soldiers needing to leave their homes. Relying on simulators is insufficient for hands-on technicians, medics or field infantry but vital for combat vehicle and planetary defence units and training high-level commanders.

Part-time Home Guards are expected to keep their Home Guard office informed of their whereabouts. If travelling in a different system, they should inform the nearest Confederation Army or Confederation Navy office. If they have no fixed address, something like 'serving as crew on the free trader *Adam Smith*' is adequate. The military are good at finding people. Individuals may apply for a special waiver to defer service, as long as this time is made up later. A year or two of deferments are granted for activities the military deem reasonable, like having a baby, a trade mission outside the Confederation or studies at an isolated research station.

Members of a Naval Home Guard serving in System Defence Boat and similar space units typically serve for longer periods. Instead of a two-week exercise each year, a deployment of 2–3 months every couple of years is more likely. This permits part-time reservists in Naval Home Guard forces to be deployed on operational tours aboard SDBs or orbital bases to patrol the solar system or protect outer planets, asteroid belts and gas giants.

Home Guard members receive Army or Navy wages during periods when they are training or deployed. Members deployed off their home world will receive higher pay.

In addition to regular training or general war, all Home Guard members can be called up in a state of emergency. If it is Confederation, sector- or subsector-wide members who aren't on their planet report to the nearest Confederation base for temporary assignment; they may be assigned to Confederation military or the local Home Guard depending on their experience. If it is a planetary emergency, only members of the local Home Guard will be called up. Failing to report for duty is a criminal offence punishable by internment in a military prison, followed by removal from the Home Guard upon completion of sentence.

The majority of Home Guard call-ups tend to be local ones. These can include regular deployments to protect against natural or manmade disasters such as starship crashes, hurricanes, earthquakes, floods, forest fires, epidemics or meteor strikes and to protect the society or their local Solomani Party, against widespread social disorder, terrorism and rebellion. Usually about half of all Home Guard funding will be oriented toward such civil defence and paramilitary security operations. The other half of the funding and the vast majority of the supplementary funds and surplus equipment provided



by the Confederation is oriented to the Home Guard's primary mission of planetary defence.

This differentiates it from the planetary armed forces on most Imperial worlds, which except for a few border worlds can count on the subsector and Imperial-level forces of the Imperial Army, Navy and Marine. The Solomani worlds have no such surety. The speed and depth of Imperial Navy's advances during the Rim War saw enemy forces striking five or six subsectors deep into Solomani Confederation. No world can consider itself safe; those that are most distant from the Imperial border are vulnerable to raids from the Aslan Hierate or, albeit with considerably less likelihood, incursions from the Hive Federation or its client states.

The Home Guard's primary mission is to ensure Solomani worlds can offer effective, sustained resistance against sudden raids by small or medium size Imperial or Aslan forces. This means that they are expected to train to fight the Imperial Navy and Imperial Marines or Aslan *ihatei*. Since most Confederation worlds are of significantly less advanced than the TL15 elite troops of the Imperium, their doctrine is non-conventional, based on lessons learned in the defence of Terra and other worlds during the Solomani Rim War. While Terra did eventually fall, the price exacted by its defenders, which included not only regular troops but also many thousands of civilian guerrilla, was high enough to stop the Imperial advance in its tracks. Had the Confederation Navy forces not already been expended in scattered defence of frontier worlds, a counter-attack might have been possible that could have ended the War on more favourable circumstances. Confederation planners see the Home Guard as the lynchpin of a defence-in-depth strategy, soaking up and pinning down invaders until the Navy can cut them off and the Army liberate lost territory.

Retired veteran Solomani officers who have served in the Confederation military and studied Imperial doctrine usually command Solomani Home Guards. The Imperial military teach that elite space born forces rarely have the manpower and logistic resources to take an entire planet. Instead, they rely on paralysing bombardment followed by Marine raids to seize key nodes such as communication and transport centres, government buildings, power stations and military and police command and control centres.

The Home Guard's counter to this is to allow a planet to resist long enough to be relieved. This requires designing key military and political and infrastructure such as communication systems and logistics to enable them to withstand external shocks from a superior enemy force. The pervasive, cellular structure of the Solomani Party is employed in conjunction with the Home Guard to organise civil defence measures such as evacuation, food distribution and the continuity of civil government. Civil

defence drills against planetary assault are regular affairs on border worlds and not neglected even on worlds far from the boarder. Naturally, these activities have the useful benefit of serving the Cause by keeping the Solomani population anxious about external threats.

On an individual level, Home Guard combat forces, even on lower-TL worlds, are given weapons and training intended to acclimate them to fighting mobile, higher-TL military forces who posses air and space superiority. In the absence of Confederation Army forces, which will likely be held in reserve or used to stiffen strategic worlds like Home, a local Home Guard is trained to engage in planetary guerrilla warfare, emphasizing urban warfare, swarm-based attacks and decentralised command and control. Home Guard Navy forces emphasise training in the use of hidden System Defence Boat raiding squadrons, deep meson guns, submarines equipped with cruised missiles and lasers and small units of combat grav vehicles with widely dispersed urban or rural sites.

On worlds where Home Guard lack high-tech weaponry such as grav tanks, gauss rifles and plasma guns, lower-TL weapons will be selected for their ability to affect opponents in TL14+ battle dress or grav armour. The Solomani know that Imperial forces will be deploying first line troops. Rather than equip Home Guard squads with assault rifles, mortars or light machine gun, which have negligible effect against Imperial Marines in battle dress or an Aslan or Ithklur warrior in combat armour, infantry formations in the Home Guard are encouraged to arm themselves with heavy infantry weapons such as rocket launchers, RAM grenade launchers, light assault guns and heavy sniper rifles.

While wealthier worlds do maintain tank and artillery forces, even lower TL Home Guards are encouraged by the Confederation to eschew obsolete forces that require large infrastructure, such as heavy surface navy fleets or fixed wing aircraft. The ports, supply vessels and runways required to sustain and maintain them could not survive the initial strike of an Imperial assault force that obtained space superiority.

Home Guard forces test this doctrine in exercises against Confederation Army and Navy forces. Of course, such exercises are expensive and most often occur in threatened border systems. A local Home Guard unit in a backwater system may have to rely on theory mixed with the experiences of whatever Confederation Army veterans serve in it.

Still, a side effect of training to fight Imperial or Aslan forces is that Home Guard units tend to be well prepared to exercise resistance to Confederation Army forces as well. Over time, the self-reliance of the Home Guard has also encouraged greater independence among Solomani worlds.



Home Guard Organisation

Ground Forces Command: The majority of most worlds' Home Guards. These follow Confederation Army organisation with a mixed force of infantry, cavalry and artillery and support troops but this can vary greatly depending on budget and TL. A cavalry formation may range from a troop of TL5 horse cavalry armed with a mix of TL 5 carbines and imported shoulder-fired rocket launchers to a fully equipped TL12 grav tank brigade.

Nautical Force Command: 'Wet navy' forces consisting of surface ships, submarines, naval aviation, plus troops trained for amphibious warfare, maritime boarding actions and or underwater combat. At TL 10+ watercraft tend to merge with grav vehicles and aircraft, with System Defence Boas (SDB) forces often operating as submarines, spacecraft and orbital craft. On worlds with 80-100% hydrographical percentage Nautical Force Command his may be the dominant military branch.

Close Orbit and Aerospace Command (COAC): Air force and space defence forces. At TL 10+ COAC combat forces tend to merge with Army elements due to the widespread availability of high-performance grav vehicles. However, a distinct COAC arm will continue to manage planetary defence installations and defend orbital highports and satellite constellations. In the Solomani Confederation, the most important element of COAC is the operation of the deep meson gun sites, mobile laser and plasma gun batteries and planetary SDB squadrons that defend cities and worlds from bombardment.

Naval Home Guard: The roles and missions of the Naval Home Guard include customs and anti-piracy patrols, deep space rescue and system defence. The majority of Naval Home Guard units are SDB wings but they are supplemented by larger spacecraft such as planetoid-hulled monitors. The Naval Home Guard share jurisdiction with the Confederation Navy for solar system defence but have full authority over civilian law enforcement operations within 100 diameters of any body.

SOLOMANI SECURITY

SolSec is the secret police force and intelligence agency of the Solomani Confederation.

Its purpose is 'the maintenance and protection of the Solomani Cause against all enemies'. It grew out of the Solomani Party's Committee of Consolidation, an organisation intended to resolve disputes of dogma between Party factions and the

Delegate Protection Group that provide security at the early General Party Congresses.

After the Solomani Confederation became a state, it turned into the state's major intelligence and security agency, acquiring professional staffs from various planetary security forces and Solomani supporters with ex-Imperial Ministry of Justice and Naval Intelligence veterans. However, it never lost its fundamentally political orientation.

During the troubled period leading up to the Solomani Rim War, the agency began working with the Monitors, a patriotic citizen's watchdog group that exposed government and corporate corruption in the Solomani Rim. The monitor program was extended to reporting on Imperial subversion but its success saw it greatly expanded into a network of public observers and secret informers that pervades Solomani society.

Today, SolSec has far greater power than its main rivals, Imperial Intelligence or Imperial Naval Intelligence. However, most of its power is directed inward against its own population.

SolSec has broad constitutionally granted powers of investigation and arrest, which allow it to wield these powers, limited mainly by its dependency on the civilian government for funding, the oversight of the High Council and the rivalry of the military. However, the true strength of SolSec is in its personnel and in particular its centuries-long cultivation undercover agents. Its two most potent capabilities are the many undercover or sleeper agents it inserts, often for years, into targeted organisations. These are supplemented by its extensive monitor program, which in concert with highly automated data processing systems give it a society-wide capacity for surveillance exceeded only by the Zhodani thought police.

Organisation

SolSec is divided into several directorates and sections:

Office of the Coordinator

The office of the SolSec coordinator manages the affairs of the three directorates. Under the Coordinator are various sector and subsector offices, as well as departments such as Archives, Personnel, Training and Finance. The office also includes the Committee of Consolidation, now an advisory body that directly reports to the SolSec Coordinator.

The Committee of Consolidation decides what ideologies constitute a real threat to the Solomani Cause and disseminate it to the other directorates of the agency. The Policy Committee also acts as a final star chamber who sits in secret judgement whenever a question comes up regarding disloyalty of any Solomani Confederation citizens too important to be summarily



arrested. This includes admirals, generals, members of the secretariat or ministry and leaders of planetary governments or Party factions. This would apply to anyone with or directly connected to a person with Social Standing 14-15.

In the early decades of the Solomani Confederation 'Consolidation' was often a rubber stamp for the general consensus of the High Council. In the century since the Solomani Rim War it has become more scientific, commissioning detailed, secret academic studies to determine what levels of control or openness will best serve to sustain the Solomani state and how permitting or suppressing particular ideas, philosophies and factions will have long term socio-political trends affect the Solomani Cause. This has slowly moved it into the position of engaging in psychohistorical manipulation, albeit only within the limited sphere of information control. The very existence of these studies is highly secretive and often the academics involved in reviewing or gathering sociological data involved have no idea where their actual funding is coming from. SolSec's ability to engage in low-level psychohistorical research is greatly enhanced by the vast resources of personal and political information it possesses in its database and the enormous computing power it has available to collate this data. SolSec is nowhere near the capability of performing Hiver-level psychohistorical manipulations but its ongoing operations do give it a reasonable chance of detecting ongoing attempts to manipulate the Confederation's population.

SolSec Directorates

SolSec is subdivided into three directorates and these are divided into various sections and offices, each of which is a huge organisation in their own right. Within a given directorate, there are field agents, secret agents, paramilitary or security personnel and interrogation experts as well as ordinary analysts, administrative and support staff.

A SolSec headquarters complex on a mid-size world will have a building for each directorate and a floor for each section, and probably a private landing area for a few SolSec courier ships at the world's main starport. A tiny SolSec office in the startown of a backwater world may only have a few multi-tasking agents from the Internal Directorate.

Internal Directorate

This branch of SolSec is focused on operations within Solomani Confederation society. It has the highest status within the agency and the largest size; it also administers the SolSec monitor program. The coordinator-general of the internal directorate frequently becomes the next SolSec coordinator. The Internal Directorate is ubiquitous throughout the Confederation. Offices are normally found on any Confederation world with population 1,000 or more and an A, B, C or D starport. Smaller or less important systems may not have offices but probably have at least one monitor or secret agent present.

The Internal Directorate benefits from the extensive volunteer monitor system and commuter networks that automate most data processing and analysis. Automated systems do sometimes result in citizens being investigated and on rare cases arrested by mistake. If so, further diligent investigation will usually uncover something questionable the citizen or an acquaintance has done wrong, justifying a warning or penalty.

The Political Section is the most important branch of the Internal Directorate. Its mission is to ensure the loyalty of Confederation politicians, ranking Solomani Party members, especially those with key positions in world governments, the Secretariat or the ministerial bureaucracies.

The General Section has a broader mandate. It is charged with maintaining the loyalty of the average Solomani citizen outside of government. Its focus is those involved in activities that can influence large numbers of people, such as people in the media, education and business. They organise and analyse reports provided by the monitor program and open sources and take action where necessary, sending agents to warn or arrest the individual or informing employers or business partners.

The Internal Directorate's Navy and Army Sections are concerned with political surveillance to ensure the loyalty of the armed forces. This includes stationing of SolSec officers in military bases and task forces as observers, as well as sleeper agents within military careers. Since 1001, SolSec officers have also handled all criminal investigative activities within the Solomani Army and Navy. This means that military personnel can never be sure whether a SolSec agent is investigating something mundane, like a sexual assault or misappropriation of military stores or something political, like their commander's commitment to the Cause. They also investigate any charges of war crimes or atrocities connected to the Army or Navy or local Home Guard forces.

The Counter-Intelligence Section is tasked with eliminating foreign agents within the Solomani Confederation. The similarity between Imperial and Solomani cultures and the many Imperials of Solomani background make this task difficult, although the task is simplified by SolSec's extensive extralegal powers. Counter-Intelligence operates in all areas of Solomani culture but is especially diligent in ferreting out spies within SolSec, the Party and the Military. Considerable effort is also spent in hiding strategic activities such as factories building military components or the construction of military bases and planetary defences on border worlds. Their zeal can lead to the arrest or elimination of innocent travellers who accidentally stray too close to such activities.

The Integration section has the responsibility to ensure that non-Solomani of mixed race, Vilani ancestry or non-Human origin, including primitive indigenous natives (prindigs) are properly



integrated into Confederation society. This means monitoring and handling those individuals or populations that are causing problems. To this end, the section recruits low-level agents and monitors from non-Solomani citizens so that cooperative members of such non-Solomani minorities can better help police their own kind. The Integration section also monitors non-Human aliens that are legally visiting the Confederation. For example, when Aslan or Hiver visit the Confederation; the Integration section assigns agents to unobtrusively ensure they do not become involved in or cause problems due to their unfamiliarity with or insensitivity toward Solomani culture, laws or politics. Another important role of Integration is to assist planetary Solomani Parties or their governments in dealing with racial unrest among non-Solomani. The Integration section maintains special paramilitary units ranging from squad to battalion size. These are trained to assist political cadres in quietly and efficiently removing troublesome elements without the need to involve ordinary police, Solomani Army or Home Guard forces.

The Monitor Program

The Internal directorate administers the SolSec monitor program. A monitor is a trusted Solomani citizen working as a volunteer operative for SolSec. A monitor arranges to file reports on the actions and behaviour of those around them, especially any actions that may reflect on their loyalty to the Solomani Cause or affect the safety of the state. Reports are filed into the local world computer net or at SolSec offices at any A, B or C class starport.

Monitors may decide whether or not to reveal themselves. Monitors are not required to be secretive. Some choose to work openly, believing their presence will make others more loyal. Others believe they are more effective if they conceal their status. SolSec offices will confirm a public monitor's identity if queried but will protect the identities of those monitors who wish to remain anonymous. Monitors are unpaid and have no formal position with SolSec. Other citizens may view them as patriotic, politically aware concerned citizens – or as informers.

External Directorate

This section is charged with engaging in intelligence and covert operations intended to further the Solomani Cause beyond the Confederation's borders. In particular, it is responsible for monitoring and often manipulating Solomani Party organisations and Solomani militants inside the Imperium. It also attempts to keep track of all Solomani Confederation citizens who travel outside the Confederation on non-governmental business. Although it cannot monitor all of them, External Directorate will shadow persons of interest and if necessary, make use of them for its own purposes. It is the SolSec branch likely to be involved in non-Intelligence black ops missions in the Imperium. It also operates in support of pro-Solomani movements in the various pocket empires and border states located along the rimward, Hiver and Aslan frontiers.

External Directorate is also in charge of gathering foreign intelligence especially information of political, military, corporate or scientific significance. Its operations here overlap and sometimes compete with Confederation Naval Intelligence and the Ministry of Foreign and Colonial Affairs' Office of Diplomatic Intelligence but SolSec tends to perform riskier operations. Its chief tactic is recruiting foreign citizens as spies, especially those of Solomani descent living in the Imperium.

The External Directorate is organised into sections responsible for particular areas of operation, such as the Aslan Border or the Solomani Rim, or the Hiver Frontier. The main area of operations are the Imperial-occupied subsectors of the former Solomani Sphere but they do run agents beyond this region, such as a section assigned to work Capital to gather intelligence on political developments at the Imperial court. Their primary targets include the Imperial nobility, diplomatic corps, bureaucracy and military and well-placed individuals working



for megacorporations or border world governments. For the last three decades, SolSec has mounted covert operations aimed at developing agents within the households of Imperial nobility; a recent defector claimed these high-placed agents include the spouse of an unnamed subsector duke within either Alpha Crucis or the Solomani Rim.

Technical Directorate

This branch of SolSec is in charge of assisting the other directorate through the maintenance and development of specialised scientific and technical capabilities and equipment. It develops and maintains everything from SolSec grav vehicles to cybernetic implants. The Technical Directorate uses all the techniques available to the paramount intelligence agency of a huge interstellar state: advanced electronic surveillance, massive computer systems to process information, agents with cybernetic and biotech implants, personal courier starships for its elite agents, secret training programs that produce psion units or brainwashed assassins and billions of credits worth of exotic intelligence and counter-intelligence gadgetry.

Its major focus is information technology, from the advanced synaptic computer networks that analyse monitor reports to sophisticated systems for tapping into data networks. It also has access to much of the civilian information infrastructure of Solomani society – SolSec routinely taps television cameras, phone systems, post offices and computer networks within the Confederation. SolSec has infiltrated all Solomani corporations that produce hardware and software for the Confederation's major planetary comm networks and have installed back doors into almost all Confederation-manufactured computers and communications networks. The Technical Directorate's back doors give a +4 DM to attempts by SolSec operatives to tap or hack into any Solomani-made computer device or network, unless it is one that SolSec or the military installed.

This has been going on for centuries, so the Confederation's elite are aware of it. In fact, many senior Solomani Party members and business people quietly import comm. equipment and software from the Imperium or Hive Federation to keep SolSec from listening in. Of course, if SolSec discovers such activity, it will certainly lead to questions of loyalty and there is also a chance agents of Imperial Intelligence services will have a back door into such imported equipment.

Life Under SolSec

The majority of the Solomani Confederation's citizens regard SolSec as a perfectly necessary security agency. In fact, SolSec's monitor program allows citizens to blow off a lot of steam by complaining about problems in local planetary regimes that might otherwise fail to listen to them. Solomani are supposed to be superior. If someone in authority is failing to deal with a problem, they are damaging the image of the Solomani Party and harming the cause. SolSec's response in

that situation is to correlate the information with other reports and if there seems to be a real problem that is damaging loyalty to the local Party and thus potentially breeding dissent, to have a quiet word with the offending planetary official or that person's superiors so he knows he is being watched and will hopefully correct his behaviour out of fear of further consequences.

SolSec primarily works by creating a climate in which people internalise from an early age what they should and should not say. The uniformity of public thought is ultimately a matter of sensitivity to the ideological atmosphere and is largely the result of people's actions themselves, rather than heavy-hand of state censors. Publishers, educators and public speakers in the Solomani Confederation rarely do anything that they *imagine* might risk SolSec disapproval. Therefore, they never stray far from the party line.

In the Solomani Confederation, Social Standing also governs how much attention the SolSec secret police are likely to pay them. SolSec may ignore reports that a Soc 6 store clerk is demonstrating imperfect loyalty, perhaps merely sending a report to a local Party cell. They are less likely to do so if similar reports implicate the Soc 9 owner of the city's major air/raft dealership. They will almost certainly intervene if they have reason to believe someone of Soc 10+ is disloyal, since that person's status places him in a position where his disloyalty could damage the Solomani Cause.

Authoritarian governments live in fear of SolSec. The sleeper agent program of SolSec is not designed to ensure that there is someone watching over everyone's shoulder. That is what is what the citizen Monitors are intended to do. Instead, it exists to allow SolSec the power to intervene quietly against the powerful leaders of the Solomani Party hierarchy and planetary governments. A world's dictator may be surrounded by mercenaries, his planetary secret police and regular Home Guard force but he can never tell whether his personal chauffeur, his mistress, the commander of his Home Guard or the person who cleans his toilet is actually a deep cover SolSec agent trained to act against him if he misbehaves. The more important he is, the more likely one or more are.

Freedom of Speech in the Solomani Confederation

Solomani are free to believe what they want and even publicly express those beliefs, provided what they choose to say can be plausibly expressed within the framework of Solomani Party dogma. It is not good form to publicly say the Solomani Confederation should not try to regain Terra because the Imperium is too powerful to defeat or is a force for good. On the other hand, it is fine to argue for détente because the Confederation must build up its strength before starting a new war or even that war is unnecessary, as the Imperium's internal corruption will cause it to fragment on its own.



On the local level, it is acceptable to criticise a Solomani Party-run bureaucracy for inefficiency and blame a department head. It is not acceptable to claim that the same department would run better if instead of Solomani, members of the Imperium's administratively-talented Vilani or Bwap races were manning offices. Nor is it wise to point out the reason things at the department were slow last week because SolSec had arrested a key department head for disseminating an underground news report criticising the Home Guard for committing atrocities quelling an anti-Solomani rebellion.

ECONOMY

The Solomani Confederation is an open, thriving economic region rivalling the most productive regions of the Imperium. The interstellar government does not regulate commerce involving Solomani businesses. People are free to run businesses and make money as long as they pay their taxes and do not rock the social boat by questioning the basic underpinnings of society. Interstellar business taxes are kept low.

Confederation citizens may be born into a variety of circumstances but for those of racial Solomani background there are plentiful opportunities to rise by achieving success and fame in particular fields or becoming rich through business success. The influence of the Solomani Party is also important. Jobs applications, bank loans, business deals or license applications are all expedited through the support of influential Party members.

Contacts in the Solomani Party are vital for expediting business but mostly this involves giving the local or regional levels of the Party an opportunity to invest. Normal levels of corruption exist but mitigated by the ever-present risk that SolSec may decide a business venture is important enough to the economy that any graft threaten the Solomani Cause.

Although commerce within the Confederation is quite open, there are tighter restrictions on business deals involving foreign states, especially the Imperium. Regulations prevent foreign individuals or companies from purchasing controlling interests in Solomani companies. They also restrict and heavily tax the operations of companies whose corporate headquarters are based outside the Solomani Confederation, such as megacorporations. Foreign companies can operate if they partner with Confederation firms in relationships that ensure Solomani receive control, local jobs and an equal share of the profits and such operations do not undercut native Solomani industries. SolSec spends a surprising amount of its time ensuring these regulations are followed.

The absence of megacorporations – with the exception of Transstar – means that the Solomani Confederation has more

business opportunities for smaller firms. There are no economic superpowers that dominate particular fields. The Solomani population is growing on its newer frontier worlds and many worlds have markets that are still undeveloped. The rimward border is wide open for investment and exploitation, with the Confederation offering substantial tax credits for investments in those regions.

Making up for the lack of megacorporations is the greater economic role taken by the Confederation Armed Forces. The Navy and to a lesser extent the Army do own many businesses of their own, mostly connected with the production of munitions or vehicles.

The military corporations differ from government-run arsenals and navy yards in the Imperium by also marketing their products in order to make a profit. The customers include local Home Guards and an approved list of mercenary units, client states and independent worlds to rimward and trailing of the Confederation, Ithklur worlds in the Hive Federation and a few Aslan clans the foreign ministry are attempting to influence.

Foreign military sales are a source of friction between different factions. The Confederation is usually careful not to release any secret or cutting edge technologies but concentrates on combat-proven designs whose service record is also a selling point.

SOLOMANI CORPORATIONS

The factionalism in the Solomani Confederation makes the emergence of sphere-wide companies difficult. Most Solomani companies are sector-wide or smaller. The term sector-wide is somewhat of a misnomer, however. Most such companies have operations or business interests that extend into bordering regions of adjacent sectors as well.

There are tens of thousands of these; see the Alpha Crucis chapter (beginning on page 123 for several examples).

Transstar: The Solomani Megacorporation

Transstar is the only Solomani corporation to achieve actual megacorporation status, benefiting greatly from its early support of the Solomani Movement. The largest transportation line in the entire Solomani Sphere, Transstar is a merchant line running freight and passage service throughout the entire Confederation. Now mainly owned by the Solomani Party, it is a primary source of Party income. Jobs at Transstar also serve as a prime source of Party patronage. This also goes both ways: a post as regional manager of Transstar is often a step on the path to appointment to the Solomani High Council's Ministry of Economics. Transstar offers a discounted travel rate (75% of fare) to Party members. Transstar is believed to be heavily infiltrated by Solomani Security.



Transstar's passenger line has a reputation for efficient but somewhat unfriendly no-frills middle passage service. Some of the older passenger liners are rather grim second-hand colony ships or demobilised troop transports purchased during an austerity period after the Solomani Rim War. Recent effort has gone into changing this perception, particularly through improving high passage service on major sector routes connecting to Home. Transstar's pride is its *Taj Mahal* Jump-4 fast luxury liners, whose internal fittings and standard of service rivals any similar design in the Imperium, with prices to match. Transstar also operates orbital highport facilities throughout the Confederation.

LAW

Solomani Confederation Law or just 'Solomani Law' is a body of law whose basis is set forth in the Solomani Confederation's founding Charter. Its framers derived it from Imperial High Law along with elements of the legal codes of the Old Earth Union, Terran Confederation and Easter Concord. It sets rules for the interactions between world governments and the Confederation government and the basis by which regulations can be made for matters like interstellar trade.

Confederation law applies everywhere, including protectorates and on Confederation territory such as naval bases or warships. It covers the same general category of crimes as those illegal in the Imperium: murder, theft, fraud, resisting arrest, treason and so on.

Confederation law makes it illegal to spread 'anti-Solomani propaganda' and broad laws against 'conspiracy to subvert the Solomani Charter' can be taken as disallowing criticism of the Solomani Cause and thus allow SolSec to legally function.

Confederation law contains a broad guarantee of individual rights to a fair trial and the broad extension of law to governments – that is, a government may not murder its own or foreign citizens, unlawfully seize their property or discriminate against specific groups. However, all individual rights are subordinate to what the Charter calls the Fundamental Principle, the right of governments to perform those actions that are necessary to 'uphold and defend the Solomani Cause'. One fundamental right that is guaranteed is the freedom of any adult citizen of pure Solomani birth to join the Party.

SolSec can be less concerned with the question of what a person is reading and more with whether an oppressive Solomani Party regime's violation of citizen rights really is necessary in keeping the Solomani Movement in power. A government facing an anti-Solomani revolution or with a large non-Solomani minority can trample on basic human rights almost at will as long as it is justified as protecting the Cause. SolSec will often perform a lengthy investigation to see whether, for example, a religious cult was persecuted for 'legitimate' reasons, such as it preaching

sermons or spreading dogma that questioned the legitimacy of the Solomani Cause or attempting to stir up revolt against the Party or illegal ones, such as the cult merely having a divergent faith to that of the ruling elite.

Every so often, a world government does such a poor job that the High Council or majority opinion in the Secretariat determine it is dragging the Solomani Cause down through the mud with it and it has to go. The quietest way to do this is a SolSec-sponsored covert operation, often using sleeper agents. If this fails and a world produces a political system so incompetent or brutal that it is starving or murdering its Solomani population or which threatens to use its military against its neighbours, actual public action may be required. The General Congress of the Solomani Party can intervene by suspending its Party status or the Secretariat may vote to sanction it. The bar is set high but the Secretary General can ask the Secretariat to vote on a resolution declaring a state of emergency that permits peacekeeping intervention by the Confederation Army and Navy.

Phoenix Rising News (Willeson/Sephi Hydra, 1105):

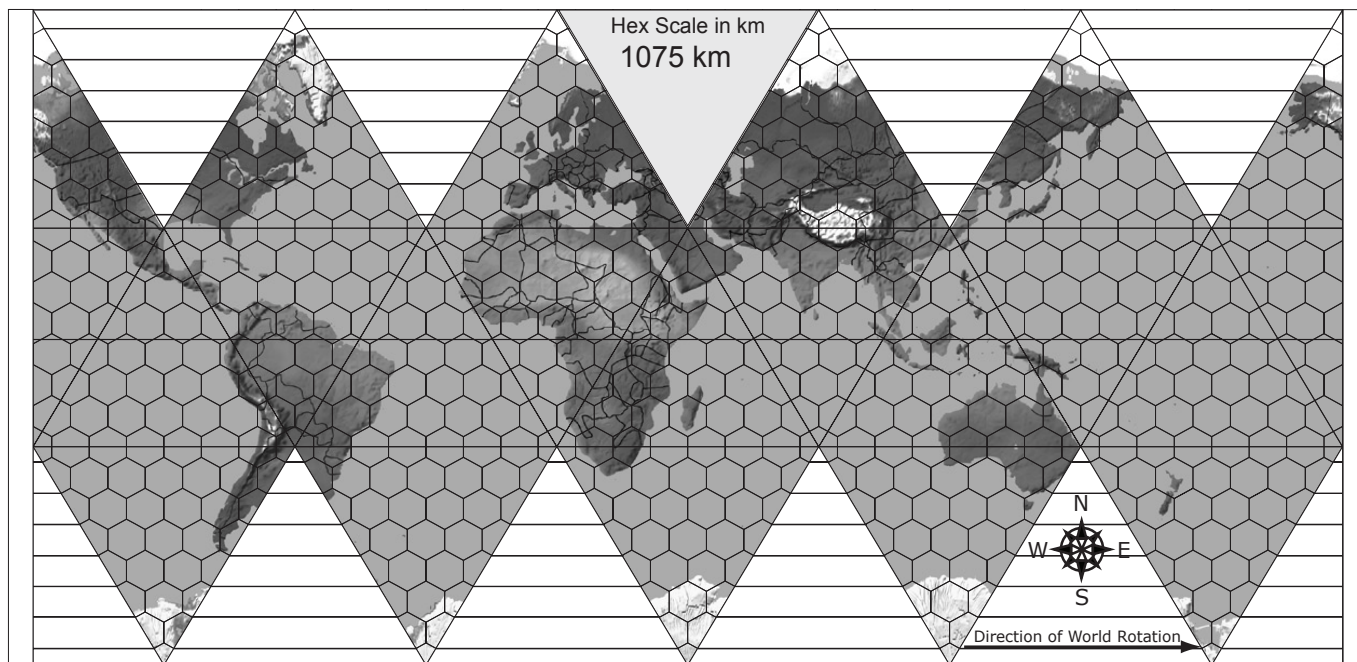
Following last February's resolution in the Secretariat, at the direction of the Secretary General, Solomani Confederation Army forces landed today at Willeson as part of Operation Critical Mass. Their objective is to bring an end to dictator Yasmin 'Granny' York whose genocidal actions against her own people were exposed after investigation by SolSec and diligent Party media. York, whose criminally incompetent regime caused widespread starvation and economic dislocation, brought grinding misery to the citizens of Willeson and weakened the very Solomani Cause she falsely claimed to champion. Confederation Army forces are supporting loyal Solomani Party cadres who had organised elements of the planet's Home Guard to stand against York's mad regime.

TERRA: THE SOLOMANI HOMEWORLD A867A69-F

The homeworld of the Solomani is Terra, once called Earth, located in hex 1827 within Sol subsector, within subsector K of the Solomani Rim. The former capital of the Solomani Confederation, Terra is now under military occupation by the Imperium.

Terra is the third planet of the star Sol, a solitary yellow G2 V star. Sol is used in the Imperial and Solomani scientific systems as the basis for defining stellar mass, radius and luminosity; Sol has a value of 1 in each of these figures. Effective stellar temperature is 5,800° K. The system has four rocky planets, four gas giants and many smaller bodies.

TERRA



Terra orbits sol at an average distance of 149,598,000 kilometres, with a period of one 365.25 standard days. It rotates on its axis once every 24 hours. Terra has an orbital eccentricity of 0.01673.

World Data

Terra is 12,742 kilometres in diameter and has a standard atmosphere. 70% of the world's surface is covered by water which divides the land into seven continents. About 10% of Terra's surface is covered by permanent ice. Terra has an axial tilt of 23.5°. Average temperature for the world is 15° C.

Terra has one moon, Luna. It orbits Terra at a mean distance of 384,405 kilometres with a period of 27.3 days. Luna is tidally locked to Terra and only shows one face to it. Luna is used as a naval base and research laboratory. At various times Luna has been heavily populated and it was the first extraterrestrial member of the Terran Confederation.

Social Data

Terra has a population of 40 billion with considerable ethnic diversity. There are three giant starport complexes, LaGrange in north eastern Australia, Phoenix-Mesa in south western North America and AECO in North Africa. Its greatest city is Rio de Janeiro; South America, the Caribbean and southern Africa are the most urbanised and industrialised regions. There are also extensive underwater cities. Climactic and geological changes and mega-engineering projects have altered the planet since

Terrans went into space, notably the warming of Siberia and greening of the Sahara desert.

Terra is under military occupation, with an appointed Imperial governor managing a civil service bureaucracy backed up by a substantial Imperial Marine garrison. Terra is permitted local police forces but has no planetary army. There are plans to lift military rule in 1109 if Terra remains quiet. The oppressive law level 9 means that all weapons outside the home prohibited. Terra is TL 15 and is a major source of high quality, high tech products.

The physical and emotional scars of Solomani Rim War have been mostly repaired. Ruthless Imperial counter-insurgency operations in the 1040s appear to have stamped out the last major guerrilla groups. Its Amber zone travel code was rescinded in 1064. Despite a few sporadic incidents of violence since, Terra is considered safe to visit. It is the third most popular tourist destinations in the Imperium, after Capital/Core and Vland and not merely among those of Solomani descent. Tourists and scholars of many races are drawn to Terra by its legendary status as the birthplace of all Humaniti. Visitors enjoy its timeworn cities and monuments, remnants of authentic Solomani ethnic cultures, great biodiversity and reputation for the best Solomani cuisine in the Imperium.

Citizens from the Solomani Confederation visiting the Imperium can and do travel to Terra but should expect to endure careful scrutiny by Imperial authorities.



HOME: THE NEW SOLOMANI CAPITAL A866999A-E

The fall of Terra to the Imperium forced the Solomani to establish a new capital. Their choice was Home in Aldebaran sector, some 30 parsecs from Terra. Home was selected for its close physical similarity to Terra, its distance from the Imperial border, its pure Solomani population and its central location within the Confederation.

Home is in Aldebaran's subsector B in hex 1009. Its star is Dril, a solitary G2 V star nearly identical to Sol. The planet is the third planet from Dril orbiting it at an average distance of 152,000,000 kilometres with a period of 376.24 days. It rotates on its axis every 26 standard hours. Home has an orbital eccentricity of 0.024. The system contains two gas giants. An inner asteroid belt close to Home's orbit makes for regular spectacular meteor showers; the Navy and Home Guard takes care of any threatening rocks.

World Data

Home is 12,422 kilometres in diameter with a standard atmosphere. 60% of the world's surface is covered by water, dividing the surface into three continents and a large archipelago with many island subcontinents. 10% of Home's surface is covered by icecaps. Home has no moon, making its oceans fairly placid but its night darker than those of Terra, though the stars are brighter by comparison. It has an axial tilt of 12°, giving it seasons less severe than Terra. However, Home experienced dramatic climactic shifts over hundreds of thousands of years, possibly due to its lack of a stabilising moon, and these impeded the development of large and complex animal life. Today, imported Terran flora and fauna dominates the ecology. Home has a smaller albedo than Terra; as it absorbs more heat; the average surface temperature is a slightly warmer 18° C despite the planet being more distant from Dril than Terra is from Sol. There are large interior deserts that are uncomfortably hot but most of Home is an agreeable place to live.

Social Data

Home was settled during the Rule of Man by a hardworking Terran agrarian religious sect opposed to high technology. Content to maintain a TL 5-6 society, they barely noticed the Long Night. During the 700s they found Solomani Party ideology fit well with their own religious beliefs. Membership in the Solomani Autonomous Region and then the Confederation brought increased off-world trade and investment. Society

developed a more business-oriented elite that was willing to accept controlled change and technical development, at least around the starport and capital city.

The world still retained its sleepy agricultural character until 1000. As the Solomani Rim War turned in the Imperium's favour, important citizens and industrial plants were evacuated from threatened front-line worlds. Home received hundreds of thousands of these evacuees, including key government and military families and recuperating soldiers. As the war came to an end, the planet's pleasant character, Earthlike conditions and central strategic location made it a natural compromise choice for a new Confederation capital.

The last century has seen rapid economic development, some of it perhaps too rapid. The population of 1.1 billion includes many transitory inhabitants and those living in orbit.

Home is the headquarters of the Solomani Party, SolSec and the Armed Forces; security levels can be oppressive in major centres. The majority of the population are employed in government bureaucracies or interstellar business, although there are also extensive agricultural and industrial sectors. There are still regions, especially near deserts and in the mountains, that retain their pastoral character and their traditional religious beliefs, and some of these communities still try to live at TL 5-6 levels. They have drifted toward more extreme interpretations of their original faith, and can be unwelcoming to outsiders.

The capital First City is the site of the Secretariat's General Assembly and the architectural oddity of SolSec Central, popularly known as the Octopus. High above them, the Solomani High Council meets in secure chambers inside Resolution, Home's hive-like orbital highport. Resolution was carved from an asteroid that was pushed into orbit; 'Wolfe's Rock' as it is popularly known is also home to Ivan Wolfe Naval Base and the adjacent Albadawi Naval Academy. It has a large Confederation Marine garrison.

Home is free of the racial tensions that exist in some Solomani worlds closer to the Imperium. The planet appears to be cosmopolitan, with Humans of many different colours, ethnic backgrounds and a Babel of accents from all sectors of the Confederation. However, with the exception of some Aslan and Hive Federation embassies and trade missions, there is a total absence of permanent non-Solomani inhabitants. Restrictive immigration and security policies ensure only Solomani may settle or work on Home.

Solomani Heraldry

The Solomani Movement and the Confederation use various symbols.

Solomani Cross: This is the ancient astrological symbol for Earth, a cross inside a circle. It symbolises the Solomani Party and until 1070 was also the flag of the Solomani Autonomous Region. The Solomani Cross is employed on Party membership cards, stationary, vehicles and other paraphernalia and flown as a flag above Solomani Party offices. The colour can vary but the Party prefer a black cross on white. It is also used in Solomani military insignia. In regions outside the Confederation where the Party is an underground movement or in areas of racial turmoil, the Solomani Cross is used as pro-Solomani political graffiti to mark neighbourhoods or terrorise non-Solomani by spraying it on houses and businesses. Terrorists have even carved it into their victims.

Solomani Confederation Symbol: The interstellar government of the Solomani Confederation, the Secretariat, voted to adopt a modified Solomani Cross as a flag and symbol in 871. This is a Solomani Cross flanked by two olive branches, evoking symbols used by the old Terran United Nations and Terran Confederation. Various colours are used; government buildings and embassies may use this symbol in white on a sky blue field, know as the Flag of the Secretariat, while the military insignia is a black or low-visibility grey. The symbol distinguishes officials, agencies and facilities operated by the interstellar government from those operated by the Party or by individual worlds.

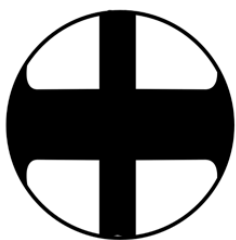
Rising Phoenix: In official ceremonies to mark the bicentennial of the Solomani Confederation in 1071 the Confederation unveiled another symbol, a stylised fiery bird, wings spread, arising from a solar hemisphere. This symbolised the Confederation's rebirth from the ashes of the Solomani Rim War. It also honoured the continuing efforts of Solomani resistance fighters within the Occupied Systems; guerrilla units on Terra used 'Phoenix' as a codename and rallying cry. The Rising Phoenix stands for the entire Solomani people as a unified nation. It is now used on official seals, stationary and stamps and emblazoned on government buildings, and is also the logo that appears on Confederation media channels. It is not used as an actual flag; the Confederation still flies the Flag of the Secretariat, while the Party continues to use the Solomani Cross. It is typically red on a white field.

Solomani Security Symbol: SolSec uses an eagle clutching a Solomani Cross in its talons, often silver on black. The eagle symbolises the vigilance of the agency. The symbol is used on badges and public offices. The Solomani Cross is used on vehicles.

Military Insignia and Colours: The Rising Phoenix and Solomani Confederation symbol are incorporated into cap or shoulder rank badges. The Solomani Cross and Solomani Confederation symbols are both used as roundels to identify Solomani combat vehicles, aircraft and spacecraft. Warships typically use the Confederation symbol on the ship's side and the Solomani Cross on wings or fins. The Rising Phoenix is increasingly used as additional blazon to identify Confederation Navy vessels, especially capital ships and sometimes as a tail fin art on Navy fighters. Home Guard forces use the Solomani Cross along with local insignia, as the Rising Phoenix and Flag of the Secretariat are reserved for Confederation Army and Confederation Navy units

Transstar: The Solomani megacorporation uses a Solomani Cross that is encircled by 13 stars, one for each of the sectors that its routes extend into.

Worlds: Planetary governments may have their own flags and symbols. Some of these predate the Confederation but they have often been modified through Party influence to incorporate variations of the Solomani Cross, demonstrating their support for the Cause.



HISTORY

The history of the Solomani people is the history of Humans on Terra as they left the cradle of their world and ventured into space and then onto the galactic stage, where their independence and fierce racial pride so often challenged the might of empires.

Yet the roots of the Solomani story go farther back, to the prehistoric and even pre-Human past. The Solomani were the first race of Humaniti to make contact with aliens, an event that occurred even before the dawn of modern man.

THE EVOLUTION OF HUMANITY

Classification of Terrestrial life is based on a series of categories that show relationships to other life forms, such as family, genus and species. A species classifies members of a genus that can interbreed with each other and is identified by two words: the genus, which is capitalised and the species, which is not.

About 15 million years ago the family of hominids, the great apes, evolved on Terra. These hominids included several genera, among them gorillas, chimpanzees and bonobos of genus *Pan* and orang-utans of genus *Pongo*. Some 4–6 million years ago the hominid genus *Australopithecus* ('southern ape') diverged from a common ancestor with chimpanzees. Australopiths shared traits with both apes and modern Humans, including simple tool use and spread widely through Africa.

A mere 2.5 million years ago, what may have been the first distinct Human beings appeared on Earth. The *Homo* genus were related to *Australopithecus* but were characterised by increasingly greater brain capacity and linguistic ability, an erect stance and use of stone tools. The first true archaic species of early *Homo sapiens* ('wise man') evolved between 500,000 and 200,000 years ago. They were nomadic hunter-gatherers, the ancestors and cousins of modern Humans – and through alien intervention, many other races as well.

The Ancients and Humaniti

The Ancients were a mysterious, highly advanced alien race that dominated Charted Space 300,000 to 400,000 years ago. They visited Terra about –310,000, when the world was emerging from an ice age and several sub-species of early *Homo sapiens* existed. It is uncertain how long they stayed on Terra or how many times they visited.

What is known is that the Ancients took samples of *Homo sapiens* away with them to their own worlds. They proceeded to breed Humans for use as servants, pets or both and established sizable populations on perhaps 100 worlds throughout Charted

Dating Systems

The present date is 1105 in the Imperial Calendar or 5625 AD in the Terran dating system. The dates in this chapter use Imperial dating unless otherwise indicated by AD or B.C., which instead indicates a Terran year.

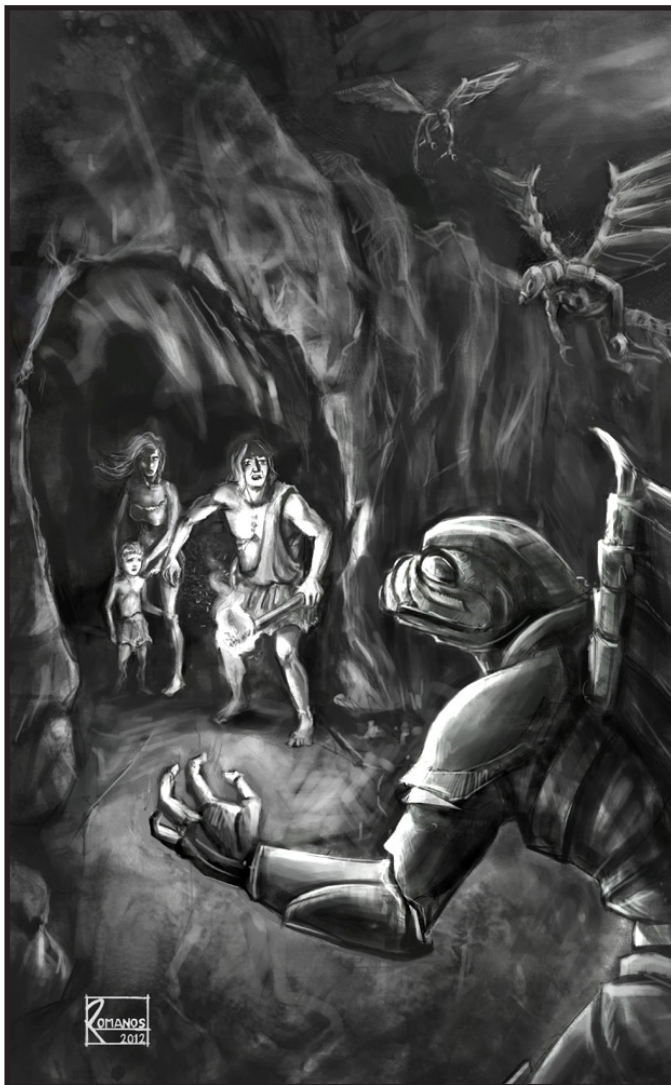
The following are correspondences between Imperial and Terran dates:

Imperial Year	Terran Year	Event
0	4521 AD	Founding date of the Third Imperium
871	5392 AD	Founding date of the Solomani Confederation
1002	5523 AD	Siege of Terra; end of the Solomani Rim War
1105	5626 AD	Present date

Space, including Vland and Zhodane. The Ancients performed genetic experiments on some Human stock, creating variant Human races. Today, all of these variant races and the original Humans, are collectively known by the term Humaniti.

The Human populations that were maintained by the Ancients flourished under their care for a few millennia. Then the Ancients destroyed their own civilisation in a cataclysmic conflict, the Final War. The Human populations were also devastated, reduced to a primitive state. Nevertheless, some remnants survived on at least 45 worlds. Forced to adapt to widely diverse environments, these scattered orphans evolved in different directions, becoming distinct sub-species of Humaniti. Nevertheless, they remained biologically members of the larger Human species, most of them still fertile to a greater or lesser degree with Terran Humans and with each another.

The scattered Human races – Humaniti – learned to live on their homeworlds without Ancient care. On some worlds, Ancient technology still worked for a time but it seemed like magic and it gradually it wore out, leaving the races to look after themselves. They typically followed a slow climb to civilisation, then rapid technological progress in the last 30,000 years. Only two of these races, the Zhodani of Zhodane and the Vilani of Vland, succeeded into discovery jump drive, giving them the opportunity to develop large interstellar empires and establish hegemony over other Human and alien races.



THE RISE OF THE TERRAN CONFEDERATION

On Terra, *Homo sapiens* continued the slow evolution into its modern form, *Homo sapiens sapiens*, which became dominant on Terra about 50,000 years ago. They developed increasingly sophisticated tools, complex language, early art, music and the beginnings of society. Between 30,000 and 100,000 years ago several cousin sub-species also existed, such as Neanderthal Man. These became extinct or merged with modern Humans. Around -13,000, advances in stone tools made large-scale clearing of forests possible and settled agriculture developed. Villages grew into towns, towns became cities; civilisations rose and fell. After millennia of slow progress, the pace of technological development began to accelerate at an ever-increasing rate. Terra gave birth to a modern industrial society that was on the verge of expanding into space. The first orbital satellite, Sputnik I, was launched in -2564, in the Terran year 1957 AD.

The Terran space age began in an era of intense national competition, when the planet's population were still divided into rival national super powers, although they had also created a weak supranational organisation, the United Nations. Initially space operations were a competition between two national super powers, the Soviet Union and United States who saw it as new frontier to be explored for national prestige and a high ground whose control provided military advantage. Spurred by national pride and scientific curiosity, they sent Humans into orbit, launched explorers to walk on their moon and sent probes throughout their solar system but they did not at first take any further steps. Limited to crude reaction drives, manned space travel was too expensive.

The Cold War between the big superpowers ended and a new multi-polar era began. Nations and private corporations filled Terra's orbital space with a swarm of satellites that performed vital commercial and military functions. As advances in aerospace engineering continued to lower the cost of access to space, Terra's orbit became increasingly crowded with everything from imaging and communication satellites to space hotels. There was an obvious need for international coordination for such matters as traffic control, space debris removal orbit assignment and even law enforcement. The agency that met this need was the United Nations Space Coordination Agency (UNSCA).

Over time, UNSCA evolved into a promoter of multinational scientific projects and a coordinating body for global endeavours such as planetary defence against asteroid strikes. It became a clearing-house for scientific and technical information on space operations and techniques, some of which resulted in valuable patents.

Orbital development ushered in a renewed age of manned deep space exploration. In the middle of the 21st century, permanent bases were established on Luna, the asteroid belt and even Mars. Some were national ventures, while others were manned on a cooperative international basis under the auspices of UNSCA. Industry also began to venture into deep space, first in transport and space tourism, then asteroid mining and manufacturing. UNSCA monitored and supervised this traffic as a natural outgrowth of its original responsibilities. It also came to jointly hold patents on improvements to spacecraft equipment and micro gravity industrial processes and their royalties helped fund the agency. Additional income came from performing service associated with debris removal, traffic control and equipment inspections. National members also made annual budget contributions to fund its operations. Almost imperceptively it also expanded its control, becoming a powerful political entity in its own right.

One of UNSCA's natural directions was research. It established research facilities throughout within the Solar System: a high-temperature laboratory on Mercury, a solar power station in



Earth orbit, an electronics lab on Luna investigating the new field of gravitic technology and an engineering station in the asteroid belt. Originally a mining facility specialising in rare earth materials, its focus soon turned to study of exotic propulsion technologies that earlier work at Luna had pioneered. It was UNSCA's breakthrough physics lab in the asteroid belt that developed the manoeuvre drive thruster.

The M-drive thruster powered Earth's new generation of deep spacecraft. These opened up the solar system, reducing travel times from months to days and permitted the design of true spaceships with the size and reliability of ocean going vessels, rather than the slow, delicate and cramped solar sail and reaction drive craft that came before. The solar system opened up with dizzying speed and even the distant stars were now within man's grasp. While the manoeuvre drive was limited to sub-light speeds, it was capable of continuous accelerations. Although interstellar voyages would take decades or centuries, they were now feasible and spacecraft could easily be built that displaced thousands of tons. Nations and multinational alliances planned interstellar missions. Terra's first sublight starship, the European Union's *Europa*, was a giant vessel by earlier standards, intended for a multi-year voyage to Alpha Centauri. Designs for similar craft followed.

Royalties for the new UNSCA gravitic and thruster technology patents paid not just the UNSCA budget but also made a substantial contribution toward the parent United Nations budget. Freeing the UN from a tax-based budget and its ties to the pioneering successes of UNSCA greatly enhanced the body's public reputation. This would lay the foundations for the UN's role as a world government.

UNSCA's new wealth helped fund further scientific research. In 2087 AD (-2439) this paid off with the most significant scientific discovery in mankind's history: the jump drive. UNSCA's asteroid lab, chosen for its ease of studying micro gravity fluctuations during advanced gravitic module research, had turned out to be the ideal location for conducting interstellar drive experimentation. An environment far from any planetary body was required in order that that space-folding effects of jump drive could be achieved.

The fact that the strange new jump drive permitted faster than light travel was not immediately apparent. The first jumps took pace over interplanetary distances. For a voyage between Ceres and Earth or Mars, the one-week travel time was actually slower than a constant acceleration trip using the newly developed manoeuvre drive. Moreover, some attempts at greater jumps ended in disaster, due to the then-limited understanding of the risks of jumping in proximity to a world's gravity. Even the first interstellar missions continued to be built with older M-Drive propulsion over the next few decades.

As the 21st century came to a close, a spirit of optimism and adventure seemed to have taken hold of mankind. Scientific wonders like flying cars, teleporting spaceships, cryogenic sleep and advanced nuclear fusion had all become realities. Human colonies and commerce sprouted like weeds throughout the planets and planetoids of the solar system. Old restrictions were cast away and experiments were performed in fields once considered taboo, such as using genetic engineering to enhance intelligence of smarter animals such as chimps and dolphins. The *Europa* mission was even followed by the launch of other generation starships, in a daring effort to conquer the distant stars at sublight speeds. It was in this atmosphere that mankind discovered they were not alone.

First Contact

UNSCA had licensed its jump drive to its national members, in particular the United States government. They began testing its capabilities, launching missions farther and farther out, to Uranus, Neptune, Pluto and the cometary Oort Cloud. It took several years before a US Space Force team based at Luna attempted the first interstellar mission. Since the nearest stars were just out of range of the then-available jump technology, they established an intermediate stopover and refuelling point at about one parsec out. Perhaps due to political pressure to not upstage the ongoing *Europa* sublight mission that was still voyaging to Alpha Centauri, they chose as their destination Barnard's Star, the second closest system to Sol. StarLeaper 1 set out in 2096 AD (-2425) and returned less than a year later. Originally, their homecoming was planned as a triumph, a testimony to American ingenuity and pioneer spirit. Instead, they returned in secret, reporting to an emergency session of UNSCA's governing board. StarLeaper 1 had made first contact with an alien culture: intelligent extraterrestrials that were undeniably Human beings!

Barnard was the site of a small Vilani prospecting base, a minor outpost of the Vilani Empire: the Ziru Sirka or Grand Empire of Stars. Many thousands of years ago, the Vilani branch of Humaniti, placed on the planet Vland by the Ancients, had invented jump drive themselves. They used this technology to expand through a vast region of space, encountering conquering and assimilating many other Human and non-Human alien races in the process.

The Vilani's Consolidation Wars lasted 1,000 years but once no independent states remained on the Ziru Sirka's borders, their empire ceased to expand. Its furthest rimward provincial border terminated just parsecs away from Terra. Another dozen centuries of peace and prosperity raised Vilani civilisation to a new plateau. While interstellar exploration had all but ceased, social and economic integration continued and standards of living and technology reached a uniformly comfortable level across the Empire. Stability was emphasised over innovation. Scientific research ground to a halt, as Vilani culture became



locked into heredity caste system. Working under the distant direction of the Vilani's Shadow Emperor, giant corporate bureaux supervised all aspects of government, trade and industry. The Ziru Serka's provincial sectors closest to Terra fell under the control of Sharurshid, a bureau specialising in trade and transport.

The tales the American astronauts heard of the size and power of the Vilani Empire were almost unbelievable but it was obvious that the aliens were stronger than any one Terran nation could ever deal with. Joint UNSCA expeditions were quickly dispatched to negotiate with the Vilani leaders on Barnard and later on the Vilani-settled worlds of Gashidda and Nusku. A crash program was also launched to settle Barnard despite the Vilani prospectors presence there.

It came as a terrible shock to Terrans that the majority of worlds beyond a few parsecs distance from Sol were already claimed by the Ziru Sirka. Popular sentiment, quickly echoed by politicians, held it was unfair for aliens from distant stars to claim worlds so close to Terra. Individual nations expanded their space forces and began building military and civilian starships, even as a nervous trade began with the Vilani. This exchange was lucrative. While Terra lagged about two Tech Levels behind, at TL 9 to the Vilani Empire's TL 11, many Terran medical and biotechnological goods and even some food products, were superior to what the Vilani had to offer. The engineering advantage held by the Vilani would prove fleeting, as Terran engineers quickly began to reverse engineer imperial technologies. The reasons behind Vilani backwardness in biotechnology was not immediately understood but it helped maintain a reasonable balance of trade.

Mercantile and scientific contact between both races brought understanding and prosperity but also exposed Terrans to the Vilani ruling caste. Their condescending sense of superiority toward a single-world race on a distant provincial frontier was strong enough to transcend cultural barriers. Terran traders and diplomats made little progress at receiving formal recognition from the Vilani aristocracy. Instead, they defied Vilani bureaux-imposed regulations to make their own trade agreements with whatever imperial worlds they liked and began to reach out to dissident factions within the empire.

There was a growing sense among both Terran nations and supranational bodies like UNSCA that it would only be a matter of time before the Vilani attempted to forcefully incorporate Terra into the Ziru Sirka. The Barnard and Alpha Centauri outposts were reinforced and then fortified and the growing national star forces began preparing for interstellar operations. Even as the Vilani Empire slept, Terra prepared with increasing urgency for an interstellar war.

The First Interstellar War

The spark was lit in -2408 (2118 A.D). At Barnard, a caravan of Vilani merchant starships ignored traffic control signals from the American base, leading to an exchange of fire. Two Vilani vessels were destroyed. War had begun.

At first, the Vilani Empire barely understood a war was going on. The Vilani forces treated the conflict as a mere punitive expedition. Only escort-sized warships were deployed, without accompanying assault ships and ground troops. They met and defeated the Terran squadrons in space, then bombarded the Barnard's Star outposts. The Vilani fleet then withdrew rather than pressing on to Terra, confident that these barbarians had learned their lesson. This was fortunate for the Terrans, who had no experience in interstellar warfare, lacked unity of command and deployed a technological inferior fleet. Their several national squadrons had fought bravely but without coordination and they were unable to stand up to the larger and more advanced Vilani starships.

They had. A period of skirmishes followed as Terra introduced newer classes of warships built to counter Vilani technical superiority. When Terran forces next fought a fleet engagement four years later, Imperial losses were high enough that the Vilani's sector government accepted an unofficial armistice. It was a draw but for Terra, that was victory. The war was over by -2400. The peace was both uneasy and short.

The Unification of Mankind

Their initial defeat taught the nations of Terran that there no substitute for a unified high command and political structure. In the course of the three decades after the first Interstellar War, the UN transformed itself from a debating society into a true world government. Its primary purpose was the defence of the solar system and the Human race against the Vilani Empire. To create such a government the United Nations was transformed. The Secretary General was given far more extensive powers and recognised as the supreme executive leader of Terra. The Secretariat, previously an advisory body, was made the legislative body and took over most of the powers of the old Security Council. The General Assembly was retained as a forum for debate of issues but had no executive power. The Security Council was disbanded.

Colonies on other worlds, initially Luna, Mars, Mercury, Barnard and Alpha Centauri, were granted seats in the United Nations as well. With their admission, the UN formally changed its name, first to the United Worlds, then to the Terran Confederation. Some degree of autonomy was granted to the member worlds off Terra but the existing government structure of the United Nations continued to be the common legislative body for the Confederation. Founded in -2398, it proved a hardy enough



structure, surviving for centuries until the end of the Interstellar Wars. Even thousands of years later, its name and saga still exerts a powerful hold in the imaginations of the Solomani people.

The Second and Third Interstellar Wars

Terra benefited from the sheer size and structure of the Ziru Serka. The provincial Vilani administration was charged with winning wars and maintaining the power of the Empire but operated under a limited budget. Appeals to higher levels of government and ultimately to the Vilani's Shadow Emperor were costly in terms of personal power and prestige and so generally avoided. In consequence, the provincial governor (Vilani *saarpuhii*) often compromised, choosing to accept a truce with some territorial losses, while claiming victory for any tactical successes in reports to the emperor.

The Second and Third Interstellar Wars were marked by see-saw exchanges of territory, with the majority of the fighting in the Dingir and Sol subsectors. The most dangerous moment came during the height of the Third Interstellar War, when Imperial forces broke through and Terra itself was besieged. Despite a nuclear bombardment that killed tens of millions, the homeworld refused to surrender. The overextended Imperial fleet was unable to capture the planet and were forced to withdraw. The attack on Terra was a turning point in the Interstellar Wars. It convinced the population of Terra that there was no turning back. Mankind could not retreat to Mother Earth and remain safe.

Empty Peace and a Return to War

The Third Interstellar War was followed was an extended armistice, the Empty Peace, in which the Terran Confederation expanded its colonies, administered and settled captured Vilani worlds and expanded their merchant operations. With Vilani worlds added to its own colonies, the Terrans were stronger than ever, as they converted captured Vilani industry to their own uses.

The Terran political and military leaders grew complacent during the Empty Peace, believing the Terran Confederation could securely hold the territory it controlled and that their military could deter further aggression. They were taken by surprise when a dynamic Vilani provincial governor built up her forces and launched a carefully planned offensive. This Fourth Interstellar War went badly for the Terran Confederation, who lost territory and ended up suing for terms in -2346. This was again granted by the Vilani government, who believed they had finally delivered a decisive check to Terran ambition.

Instead, the Terran Confederation embarked on a crash rearmament program. Within three years Terran fleets were on the offensive again, repudiating the terms of the peace treaty and swiftly regaining most of the lost territory in what became the Fifth Interstellar War. Only heavy fighting stopped further Terran advances, ending in an uneasy peace.

Terra Triumphant

Despite occasional reverses of fortune the Terran Confederation steadily grew in size and power during the Interstellar Wars. Its successes were made possible by political limitations innate in the structure of the Ziru Sirka. Although the Terran Confederation devoted its entire resources to the war, the Vilani fought using only with those ships and troops that were available to a provincial governor. For the first six Interstellar Wars, the central Vilani government was always too distracted managing other problems across its immense empire to bother using its full power to crush the Terran Confederation.

Military power was not the Terran Confederation's only weapon. The Ziru Serka was at its heart a series of vast corporate bureaucracies built around conservative monopolistic practices. In periods of peace between the wars, Terran free traders and smugglers ranged through the rimward provinces of the empire, disrupting ancient economic systems and establishing relationships with political minorities and non-Vilani races throughout the Ziru Serka. Terran diplomats exploited these relationships, causing social shockwaves that rippled through the empire and winning allies who would provide crucial support in the final struggle. Billions of Vilani empire dissidents seized the opportunity granted by Terran victories to take up arms against their own empire. This fact was often forgotten in later Solomani propaganda, which depicted Terra as fighting alone against the universe.

As the struggle continued, the Vilani provincial government began to lose control over its own territory. The Sixth Interstellar War (-2327) was begun not by the empire but by pirates raiding into the Terran Confederation. This nevertheless provoked a massive Terran response: a full-scale invasion of Vilani space. The loss of two key worlds forced the Vilani provincial government to seek a new peace treaty, in -2321. With major systems now fallen and even the provincial capital at Dinger now under threat, the Vilani provincial government took the unprecedented step of admitting they could no longer handle the Terran problem. They dispatched a delegation to the capital at Vland to request direct assistance from their emperor.

The emperor was slow to respond. Other provinces besides the rim were causing problems, with the coreward sectors – closer to the capital on Vland – under sustained assault from Vargr raiders. Help eventually arrived in -2317, in the form of several squadrons of Imperial battleships. Their arrival triggered the Seventh Interstellar War but their power failed to have a decisive impact. In fact, the weakened Vilani provincial economy was barely able to support and repair these new reinforcements. The Terran Confederation retaliated by constructing its own capital ships. Despite some initial military successes by the Vilani, a stalemate was soon followed by a strong Terran counterattack over a wide front. The Vilani province was in no state to fight



a long war and again suffered humiliating defeat, with half of Dingir subsector falling to the Terran Confederation. The Seventh Interstellar War ended in –2308 with another armistice.

The Eighth Interstellar War began after the Vilani had mustered sufficient capital ships to attempt another offensive. It failed. Led by their inspired strategist Admiral Manual Albadawi, Terran Confederation fleets counter-attacked in a multi-pronged campaign that cut off their opponent's supply lines and forced the main Vilani fleet to surrender. Encouraged by the Terran successes, the Vegans, a non-Human subject race of the Vilani, now rose up in revolt. The Eighth War ended with the Vilani Empire ceding all its provincial territory rimward of Vega to the Terran Confederation and its new ally.

This crushing victory finally forced the central government of the Ziru Serka to give full attention to Terra. The Vilani Core Fleet, invincible for over 2,000 years, was on the move. The Terrans were waiting, with the brilliant Admiral Albadawi once again in strategic command. The combined fleets of Terra and Vega slowed the Vilani advance with hit-and-run tactics and then sprang their trap. Terran engineers had recently refitted their ships with two new inventions, Jump-3 technology and meson guns. The newer warships of the Terran fleet used their superior strategic mobility to mount a surprise attack and meson fire blasted apart the enemy's most powerful warships. The Vilani military suffered the worst disaster of its history, losing 90% of their fleet. This time the Terran Confederation did not accept a Vilani surrender, maintaining a relentless pursuit.

This Ninth Interstellar War was an overwhelming victory for the Terran Confederation. The Ziru Sirka abandoned most of what is now the Solomani Rim sector. From this point on, the Terran Confederation was almost constantly on the offensive, further wars broken off only when the Confederation needed to pause to digest its most recent conquests.

As Terran forces broke out of the Vilani rimward provinces, the theatre of conflict expanded. Peace and war blurred together; new wars would sometimes break out in distant regions even before the existence of a peace treaty could be communicated to respective capitals. The governing Secretariat of the Terran Confederation, still dominated by the citizens of Earth, also found it increasingly difficult to maintain control of its far-flung colonies. Many were now distinct societies in their own right. They supported the war effort and often provided the majority of Naval personnel for Confederation fleets but came to resent policies that placed Terra first and seemed out of touch with colonial interests.

Terran society was profoundly affected by two centuries of interstellar war. National distinctions remained, citizens came to see themselves as Terrans first and national citizens second. By the time the Interstellar Wars against the Ziru Sirka were over, Terra was a united world operating under a single world

government, ready to extend its rule beyond its own gravity well and star system. That was both great strength and weakness, for a people who still thought of themselves in terms of a single world, however confident and united they were, were ill-prepared to govern a growing confederation of increasingly independent colonies . . . let alone to rule the Vilani's grand empire of stars.

Historians simply refer to the Interstellar Wars after the Ninth by the indeterminate variable *N*. Regardless of nomenclature the *N*th Interstellar War (–2235 to –2219) ended the centuries of conflict with the Ziru Serka. Terran and allied fleets advanced deep into Vilani territory, reaching as far as Massilia sector before the empire ultimately collapsed.

RULE OF MAN

The fall of the Ziru Sirka after the *N*th Interstellar War left the Terrans with a formidable task, one that many historians believe was impossible. For more than 1,200 years the Vilani had enforced an uneasy peace that kept their many subject systems under centralised political and economic control. Although the price of stability had been cultural rigidity and technological stagnation, the Vilani bureaux had centuries of practice in the art of governing an immense interstellar empire. The administrators of the Terran Confederation were now called upon to take on that role following a scant 200 years of such experience on a far smaller stage, in an economy that had been devastated by war.

The Terran Confederation lacked the structure to attempt it. Instead, the Terran Navy tried. Between –2219 and –2204 more than 100,000 Terran Confederation naval officers were sent throughout the defeated Vilani Empire. Their mission was to take control of the reigns of government, provide direction to local bureaucracies and bureaux and keep the peace. Their numbers were wholly inadequate to the task at hand. Terran ensigns were sometimes assigned to administer entire planets; warship captains that previously commanded nothing larger than a light cruiser were placed in charge of subsectors.

Fortunately, the majority of the exhausted Vilani population openly accepted Terran rule. The Terran Confederation's military forces, who had previously known the Vilani as enemies and competitors, now learned to treat them as partners and sympathise with them as people. Between –2219 and –2204, the Terran Navy worked tirelessly in cooperation with surviving elements of the Vilani bureaucracy to prevent the empire sliding into chaos. With the cooperation and survival of Vilani governmental and mercantile structures they prevented an immediate socio-economic collapse that would have cost untold lives.

Many politicians back on Terra did not appreciate the sheer scale of the Vilani Empire and the challenges the Navy faced in its administration. In –2204, believing the immediate crisis



was over, the Terran Secretariat narrowly voted to transfer control of the conquered territories directly to Terra. The Vilani bureaux were ordered dissolved and the empire incorporated into the Terran Confederation as a subject territory. This would theoretically multiply the wealth of every living Terran by 15,000, making them instant millionaires – but it also threatened to undo all the work that the Terran Navy had done.

The secretariat's policy was widely denounced as disastrous by political and business leaders in the Terran colonies and even by many opposition politicians on Terra itself. In the Terran Confederation Navy it was seen as a suicide pact. To stave off renewed economic catastrophe and a potential civil war, the supreme commander of Terra's forces, Admiral Hiroshi Estigarribia, staged a military coup. Supported by the colonials who manned the majority of Terra's fleet, Estigarribia declared the dissolution of the Terran Confederation. Henceforth, both the Terran Confederation and the Vilani Empire would be forged together into a single interstellar state, the Rule of Man, whose government would be dedicated to serving the common interests of all Humaniti.

The new capital of the Rule of Man was Terran Fleet Headquarters at Dingir, seven parsecs from Terra. However, the bureaucratic centre of the empire initially remained on Vland, deep in the heart of the former Vilani Empire. The Rule of Man formally recognised that Vilani institutions would be preserved within a Terran-led government.

Terrans Become Solomani

The term Solomani first appeared in history at the beginning of the Rule of Man. It is traced to a holographic recording made by Admiral Estigarribia in which he addressed the people of the Vilani worlds in their own language, to introduce his new regime and its ideals. In searching for a Vilani-resonant term that referred to Humans from Earth, the Admiral decided not to use Terran, tied as it was to the Terran Confederation that had just overcome them. 'Terran' had also lost favour with colonials, who no longer accepted central control by the mother planet.

The word he used instead, Solomani, can variously be interpreted as Men of Sol, the Only Men, Sole Men or even All Men. From context in his speech, the Admiral may have meant a more inclusive All Men. However, in popular usage it became accepted during the Rule of Man as a synonym for the branch of Humaniti that had evolved on Terra and expanded through the stars, now distinct from the world and inhabitants of Terra itself. Similarly, the sector containing Terra, Vega and the old Vilani Rim province that the Terran Confederation had battled would become known as the Solomani Rim.

The Imperial Tradition and the Solomani Migration

Estigarribia was an autocrat in all but name. The military-led Rule of Man swept away Terra's tradition of republican government at the interstellar level. Earth's pre-star flight history had a rich tradition of accepting dictators and kings; the Vilani wanted another emperor and the Terran military wanted one of their own in charge. When Estigarribia died, he was succeeded by his chief of staff, who crowned himself Emperor Hiroshi II. He transferred governmental functions from Vland and Dingir to Hub/Eshar, in the more centrally located Massilia sector. This world, later renamed Khaggushus, would remain the capital of the Rule of Man over the next four centuries.

The first centuries of the Rule of Man were marked by waves of Solomani emigrants who left Terra and its older colonies and spread throughout the Vilani worlds. They came as administrators, bureaucrats, consultants, engineers, leaders and scientists. They found themselves struggling with the same problems of size and stagnation that had fatally weakened the Ziru Sirka. The Vilani had achieved stability through a rigid caste system. The Solomani destroyed the old ways but failed to establish a true social foundation to replace it. On some worlds the Solomani simply became a new amateur governing caste, with Vilani rigid social hierarchies translated into old Earth titles of nobility. On others, a hybrid society slowly evolved and Solomani emigrants were partially absorbed into the older and in some ways richer Vilani culture they found themselves submerged in. The idea of a pure Vilani culture

Not all Solomani experienced such assimilation, though. Terra and its older colonies retained their Earth-derived culture, barely modified by Vilani contact. Throughout the entire Interstellar Wars period and much of the Rule of Man, these worlds continued to send expeditions discover and settle on worlds that the Vilani themselves had never visited. They were scattered in a wide arc to rimward of the old borders of the Ziru Sirka and many had been founded by groups that deliberately sought independence.

The creation of the Rule of Man had forced the dissolution of the Terran Confederation but Terra remained an influential and wealthy world and strong bonds still existed between the mother planet and her original colonies. In –1690, Terra and her nearest colonies formed a loose corporate trade association, the Terran Mercantile Community. The Rule of Man prohibited its members from building private interstellar navies. The Terran Mercantile Community circumvented these restrictions by building a merchant fleet that toed a fine line between commercial ships and naval vessels. The ships carried enough armament to protect themselves from pirates and raiders but not enough to



classify them as naval vessels. Even as its political importance declined, the merchant fleet made Terra and the other member worlds in the TMC a formidable commercial force. Its merchant adventurers ranged far beyond the worlds of the TMC, keeping in sporadic contact with some of the outposts of Solomani settlement outside the Rule of Man.

SOLOMANI IN THE LONG NIGHT

Many historians see the Rule of Man as stillborn. The transfusion of Solomani blood into Vilani society may have prevented collapse for four centuries but could not fix a terminal disease. The Vilani Empire might have lingered for centuries more but the shock of Terran conquest was too great. The Rule of Man could not save it. After 2,000 years, despite the best and worst efforts of its citizens, the collapse of interstellar civilisation was unstoppable. The Twilight of a pending dark age was followed by a Long Night.

Decline was apparent as early as -1900, with parts of the empire falling into a multi-sector recession. Attempts to patch the system slowed but did arrest the economic and social problems. They merely made the final collapse more sudden and total. In -1776 the central treasury at Hub refused to honour a monetary issue of the branch treasury at Antares. The resulting loss of confidence in the basic financial systems underpinning large-scale interstellar commerce signified the beginning of the end.

The collapse of the financial system of the central Rule of Man government signalled the beginning of a new dark age for the peoples subject to them. Net growth of industrial output throughout the entire Rule of Man became negative. Factories closed more rapidly than new ones could open. The empire broke into factions led by rival emperors and admirals with competing claims, adding the scourge of war and fragmenting the Navy's fleets. As authority broke down, interstellar trading ships and isolated worlds were regularly menaced by pirates and by rogue navies that were pirates in all but name. Eventually there was so little commerce that not even piracy could be sustained.

The chief result of the Long Night was to cut off interstellar communication and trade. Worlds were isolated on their own or in tiny groups with close stellar neighbours. Technology levels declined. The great fleets of the Terran Navy and Vilani Empire could no longer be repaired and were cannibalised for spare parts.

Even as the Rule of Man withered, other alien races moved into the vacuum left by its implosion. To spinward and coreward, the Zhodani and alien Vargr gradually expanded their own spheres of influence. Aslan explorers and traders wandered through the rimward sectors of the former Rule of Man territory, sometimes coming into contact or conflict with isolated far-flung Solomani colonies. First contacts were made between exploring Hivers and the Solomani worlds (in -1802) and with the K'kree (in -200).

Solomani populations did as well as most races during the early Twilight years and suffered less than some in the Long Night. Each world's Solomani population was cut off from other worlds. On worlds that had been settled entirely by Solomani, this often meant that echoes of old Earth ethnic cultures and languages survived for longer than they would have if the worlds had remained part of a cosmopolitan interstellar state. On those worlds where Solomani had settled among Vilani or other non-Terran populations, they became more immersed in local customs and culture and often intermarried with them. Exceptions were members of the ruling class, who sometimes held themselves aloof.

Terra itself was a naturally rich and hospitable planet, so its inhabitants were affected far less than worlds that depended on imported goods or resources. As interstellar trade collapsed there was economic hardship but the Terran Mercantile Community still had a star fleet to patrol its systems and to replace the now gone Rule of Man navy. The TMC's armed merchant fleet cushioned the blow of the Long Night let Terra to survive in relative comfort and even maintain a small trading community extending over about 10 parsecs. Later in the Long Night, the Terran Mercantile Community took over political responsibilities. In -1110 it reorganised into an interstellar state known as the Old Earth Union. Other Solomani splinter states of the Rule of Man also emerged in this period. Two of those in the Solomani Rim were the Easter Concord and the Dingir League.

Similar small interstellar communities were created in the Long Night by other Human and non-Human governments but each kept more or less to itself. Between those governments' borders was a lawless waste open to piracy and raiding by any who ventured into it. Many worlds regressed to a pre-star flight level and some planetary populations collapsed into barbarism or died out. Others established small pocket empires, often controlled by degraded remnants of the Rule of Man's military forces.

Solomani and the Aslan Border Wars

If the Long Night was a dark age for Solomani and Vilani, it was a renaissance for the Aslan. Like the Terrans, they were latecomers to the game of empire. They benefited from the power vacuum left behind by the conquest of the Ziru Sirka and the collapse of the Rule of Man.

Between -1180 until c. 380, the Solomani colonies that had been established far from Terra in the Iwahfuah, Reaver's Deep, Dark Nebula, Ustral Quadrant and Magyar sectors came under increasing pressure from the expanding Aslan. This was not a conflict of one huge empire against another. Instead, independent land-hungry Aslan clans fought, schemed against and allied with tiny Human pocket empires that had been isolated by distance and the Long Night from the rest of humanity. Some Solomani colonies took on Aslan *ihatei* as mercenary soldiers trading land for protection. Aslan also



provided aid to migratory Solomani groups, such as the Sword World colonists, who sought passage into and through Aslan territory to settle in more distant reaches of Charted Space.

The fortunes of the competing races waxed and waned but over time the Aslan gradually absorbed or assimilated the old Solomani colonies in Iwahfuah and most of those in Dark Nebula and Ustral Quadrant. Solomani continued to resist the Aslan tide in Reaver's Deep and Magyar sectors.

SOLOMANI AND THE THIRD IMPERIUM

The end of the Long Night happened in different places at different times. For some non-Human races like the Aslan it was not a night at all but rather a shining period of cultural renaissance. There were false dawns, as worlds reached out to the stars again, only to encounter difficulties or exhaust themselves and retreat back into isolationism.

A new Human interstellar civilisation first successfully coalesced around the Sylean Federation in Core sector. Its capital Sylea was a world with a mixed Vilani and Solomani population, which retained an aristocratic system of government linked to the traditions of the Rule of Man. Under the dynamic leadership of Cleon Zhunastu, a nobleman and industrialist, the Federation extended its borders with amazing speed. One of the last competing emperors of the Rule of Man had established a capital on Sylea. Drawing on the old Imperial claim for legitimacy, Cleon announced the revival of the empire. After 30 years of expansion, Zhunastu transformed the Federation into an Empire. In the Imperial Year Zero, Cleon was crowned first Emperor of the Third Imperium.

The Imperium, like the Sylean Federation and the Rule of Man before it, was built on a foundation of a Solomani aristocracy. However, less emphasis was placed on race and bloodline than on loyalty, ability and wealth. It was nominally egalitarian despite the prevalence of individuals with Solomani ancestry in the upper levels of social, government and economic hierarchies throughout the Imperium. Citizens began to call themselves Imperials and intermarriage between Vilani and Solomani, especially in the ordinary middle classes, was very common.

Reintegration of the Solomani Worlds

Unlike the Rule of Man the early Third Imperium was expansionist. Its Imperial Interstellar Scout Service ranged far and wide from Sylea in all directions. Their first ships reached the Solomani Rim sector around Terra as early as 100. They were pleased to discover the Solomani homeworld Terra had survived the Long Night with its civilisation intact.

At this point in time the Solomani Hypothesis that Terra was the original homeworld of all Humaniti had been introduced by Imperial scholars led by Magis hault-Devirs, although at the time

they worked only from secondary sources. Since the new Third Imperium traced its legitimacy to the Rule of Man, this was of political as well as academic interest, and widespread Solomani influence in the nobility further increased its credibility.

As capital of the Old Earth Union Terra was just one of several Rim states that existed within the bounds of the old Terran Confederation; others included the Easter Concord and Dingir League. Similar but smaller Solomani states existed in neighbouring sectors such as the Consolidation of Turin and Protectorate of Cthonia within Alpha Crucis. By 200 most of the worlds of the Solomani Rim were trading with themselves and sporadically with a few far ranging Imperial merchants.

These Rim States were a great prize for the Imperium, collectively possessing greater populations, economic power and military strength than the pocket empires it had previously absorbed. Beyond this, Terra itself remained a potent symbol; its peaceful integration into the Third Imperium would be another sign of its power and legitimacy as the one true successor of the Ziru Sirka and the Rule of Man. Unfortunately assimilation was complicated. The Easter Concord had retained the aristocratic social system of the Rule of Man but the Old Earth Union and Dingir League, for example, had more republican and democratic social structures. Rule by a hereditary nobility and an emperor – even if planetary freedom was guaranteed – did not sit well with their populations.

Intense diplomatic, economic and public relations pressure were applied to the Rim States but this effort was interrupted by other difficulties. It was not until 426 that the Easter Concord accepted Imperial membership. Terra did not join until 588 via a popular referendum that dissolved the Old Earth Union and accepted Imperial rule. Solomani states in Alpha Crucis and Magyar sectors joined soon afterward following Terra's example. Some distant Solomani worlds in regions beyond Terra continued to remain independent. Terra's entry into the Imperium also allowed Imperial scholars to visit it where they quickly confirmed haut-Devroe's Solomani Hypothesis.

In the midst of its diplomatic effort to win over the Rim, the Imperium ran into further Solomani-centred problems. The Scout Service discovered the existence of the Solomani pocket empires that lay beyond the spinward borders of the old Ziru Sirka in Reaver's Deep and Dark Nebula. These isolated Solomani colonies were still embroiled in the on-again, off-again struggle of the Aslan Border Wars. The beleaguered colonials of Reaver's Deep, under siege by increasingly powerful Hierate clans, agreed to Imperial hegemony in exchange for military protection.

One-sided encounters with the huge warships and superior military technology of the Imperium eventually forced the Aslan clans to negotiate the Peace of Ftahair in 380. This treaty ended the Aslan Border Wars, establishing a 30-parsec buffer



zone between the two powers. The Peace was not welcomed by all Solomani colonials. Many would have preferred a more aggressive Imperial policy and were disappointed that the Imperium did not carry the war into Aslan space to regain their lost worlds. Due to lacklustre Imperial support, some Solomani worlds within Magyar sector refused to join the Imperium.

Rise of the Solomani Movement

In the early 660s there was evidence that the social structure of the Imperium was in trouble. The last five centuries had been a time of expansion but this also imposed the familiar limitations on the ability of the central Imperial government to control its periphery. The power of Sector Dukes grew as more territory was added to the Imperium and the Admirals of the Marches expanded the size of their fleets to deal with external threats such as the Zhodani Consulate and the Vargr Extents.

In 606, at the end of the First Frontier War with the Zhodani, admiral Olav hault-Plankwell led his fleet from the Marches to the Core, plunging the Imperium into civil war. He assassinated Empress Jacqueline and was proclaimed Emperor. He was the first of the Emperors of the Flag, a sequence of Imperial admirals who each attempted to seize the Iridium Throne, only to be quickly replaced by another pretender.

This era of bitter internecine strife threatened to unravel the social fabric of the Imperium. The chaos and suffering brought about by the Civil Wars weakened trust in the legitimacy of the Solomani economic and political interests that still dominated its court and military.

A resurgent bloc of culturally Vilani megacorporations argued for an end to rapid, military expansion that would see a return to the political stability of the corporate-dominated era of the Ziru Sirka era but without that era's rigid hierarchy of caste. This new breed of Vilani nobles and industrialists began to offer a serious challenge to the Solomani aristocracy. Other citizens, especially in Solomani-settled regions where Vilani ideals had less appeal, began to lose faith in the concept of an autocratic empire itself.

Solomani populists argued that the Imperial form of government was flawed; the idea of a star empire ruled by an emperor was an inherently Vilani concept. The Solomani had outgrown the era of aristocratic monarchy during the pre-space flight era. These Constitutionalists advocated the replacement of the Imperium with a constitutional monarchy, with the Imperial Moot transformed into a functional legislative parliament. The Confederation Movement, often called the Devolutionists, went further, arguing that the emperor and the nobility should be replaced by subsector, sector and Imperium-wide assemblies. The later concept, widely considered to be tantamount to treason, was unacceptable to Solomani nobility, even as it gained traction among many ordinary citizens of cultural Solomani background. Arguments that it was also unworkable

were countered by reference to the failure of past Imperial governments, notably the Rule of Man.

The Solomani Movement initially consisted of such populists, who drew inspiration from the success of the old Terran Confederation, as well as later successors like the Terran Mercantile Combine and the Old Earth Union. The Terran Confederation had lasted for centuries without civil war, only to collapse when it attempted to absorb the Vilani Empire and the other minor races. The Movement argued that failure lay not in the idea of a confederation itself but in inherent incompatibilities between Solomani culture on the one hand and those of the Vilani and other non-Solomani Human races on the other. Stated baldly, Solomani civilisation had exceptional qualities the others lacked. This concept sowed the ideological seeds of a more virulent form of Solomani nationalism.

Solomani felt squeezed by the increasing influence of large Vilani-style megacorporations but they still dominated Imperial politics and controlled the upper ranks of the Imperial Navy. The Civil War era came to a dramatic end when Admiral Arbellatra, a Solomani, achieved victory in the Second Frontier War over the Outworld Coalition of Zhodani and Vargr. As had happened before, she led a battle-hardened fleet back into the interior. Her forces defeated Gustav, the most recent emperor to seize the throne but unlike her predecessors, Arbellatra did not claim that throne herself, instead taking on the position of Regent.

The opportunity existed for her to end the Imperium and establish a confederation, as Solomani populists desired but there is no evidence that she held such views, rare among Imperial Navy officers. In any event, such a move was politically impossible. It would have undermined her own legitimacy and weakened the power of the very coalition of Solomani soldiers and nobles that supported her. Instead, after several years holding the regency while establishing a reputation for good government, Arbellatra allowed the nobility to proclaim her emperor.

The Vilani noble houses, many of which controlled megacorporations, did their best to stay out of the political and military struggles of the Civil War. They focused instead on promoting economic growth and stable government in coreward regions of the Imperium. Following Arbellatra's victory, these Vilani houses actively supported her and were first among those who urged her to take the throne. Arbellatra's court, initially pro-Solomani, eventually turned into a political battleground between Vilani and Solomani power blocs.

The Theory of Solomani Superiority and the Solomani Cause

The coronation of Arbellatra saw the Solomani Movement reach its first peak. The Confederationist arguments mustered by populist elements of the Solomani Movement had failed to resonate with the newly triumphant Solomani aristocracy and



military. Why dissolve the Imperium if a Solomani was empress? However, newer concepts of inherent Solomani exceptionalism found fertile ground among aristocrats, the military and many ordinary citizens of Solomani descent. These adherents came to believe that pure original racial Humans of Terra, the Solomani, were superior to other Humans and thus better entitled to rule the Imperium. Solomani were the original, true, Human beings. Complex sociological explanations of the differences between Vilani and Solomani governmental traditions were less important to them than the raw concept of Solomani superiority.

According to this new theory, the Solomani were the first or true men. All other Humans were degenerate offshoots, culturally backward in their ideas. The racial argument was supported by historical precedent: the ease at which the Terran Confederation defeated the vastly larger Vilani Empire; the rapid progress that led to the development of new technology such as meson weapons and Jump-2 and then Jump-3 drives; the rebirth and expansion of the Imperium under Terran stewardship to a size greater than that of the Ziru Sirka at its height; the triumphs of Arbellatra over the Zhodani and Vargr coalition.

Radical adherents went further. The Solomani Cause, as it became to be known, renounced the Rule of Man as a legitimate source of power, claiming its failure was due to its rejection of the pre-eminence of mother Terra. Hiroshi I and his successors, who had adopted a Vilani-tainted system of Imperial government, were traitors to their race! They had wrongfully retained the Vilani bureaucracy and megacorporations. They had tried to integrate the Terran and Vilani systems rather than replacing them. The fact that the Terran Confederation lacked the infrastructure and manpower to hold the conquered sectors without co-opting existing Vilani power structure was ignored. Radicals argued emotionally that the attempt had not been properly tried; Terra had overcome long odds before!

Criticism of the Rule of Man or Second Imperium, could be seen as questioning the very legitimacy of the Third Imperium as its natural successor state. This flirted dangerously with anti-Imperial rhetoric. With a proven empress of Solomani blood on the throne and their continued influence in the Imperial court, the mainstream Solomani Movement was not quite prepared to embrace radical Confederationist philosophies.

That lasted until Arbellatra's son Zhakirov became emperor in 666. He chose to take a Vilani woman as his empress – and all the comforting Solomani Movement rationales that had supported Imperial power suddenly came crashing down.

Solomani Alienation

When the emperor Zhakirov succeeded Arbellatra in 666, the Solomani's success at court lost some of its lustre. The economic and political stability that had come to the Imperium with the end of the Civil Wars strengthened the megacorporations. Their

power increased relative to both the nobility and to individual worlds. In 679, Zhakirov recognised this when he married Antiama Shiishuginsa, whose family controlled the powerful Vilani megacorporation Zirunkariish. Previous emperors of the Third Imperium had all been Solomani. This marriage broke the power of Solomani aristocracy at court and ensured that future lines would be of mixed Vilani-Solomani blood. This marriage cemented an alliance between the Imperium and the megacorporations. It may have stabilised the Imperium by ensuring Vilani support. It certainly added greatly to both the personal wealth of the emperor and to the political power of the resurgent Vilani industrialists.

This new alliance alienated believers in the Solomani Movement. From this point onward, they took an increasingly anti-Imperial tone, combining the appeal of Solomani exceptionalism with the Confederationist desire to create an alternative system of interstellar government no longer be subject to the dictates of a single emperor.

The power base of the Solomani Movement was in the rimward sectors of the Imperium, especially in the Solomani Rim, Alpha Crucis, Magyar and Aldebaran sectors, which had become a hotbed of Confederationist political views. Solomani Parties espousing the Movement's philosophy began to achieve political power on worlds in this region. At first local affairs, they developed interstellar political networks that existed outside of the normal channels of Imperial power. Solomani corporate interests in these sectors helped fund them, as they also favoured an aggressive policy of rimward expansion. With the emperor's court and Vilani megacorporations preferring consolidation and stable borders to frontier development, such policies got little Imperial support. Solomani corporations and planetary governments in the rimward sectors increasingly found they could no longer rely on the Imperial Navy and Scout Service's assistance in opening up new territories and markets or taking their part over non-Human states such as the Vegans.

Despite Solomani allegations to the contrary, the reigns of Zhakirov and his successor Margaret I did not openly favour Zirunkariish or other Vilani megacorporations. However, they did promote economic, legal and regulatory policies that strongly supported every Imperial megacorporation. This policy strengthened the economy of the Imperium as a whole but there were losers as well as winners. In the post-Civil War era, individual worlds and subsector or planetary businesses increasingly lost both political power and market share to the ever-expanding tentacles of huge Imperium-wide conglomerates. Although many of these companies were of Solomani origin, their interests were increasingly aligned with the entire Imperium rather than particular regions or cultures. Senior managers of companies like Ling-Standard Products or SuSAG had neither sympathy nor interest in the Solomani Movement, which from their perspective was a reactionary and provincial ideology that could undermine hard-won stability.



Subsector-wide and planetary business interests held different attitudes. In the sectors surrounding Terra, their customers often shared a pro-Solomani worldview and they themselves had increasing difficulties competing with megacorporations, especially when these leviathans were closely aligned with both the Imperial Family and a resurgent Vilani nobility. To balance the power of the megacorporations, worlds that elected Solomani Party governments found it in their interests to court sector-wide and subsector-level Solomani-owned corporations and shut out megacorporations. Imperial regulations prohibited protectionist practices in interstellar trade but this was not necessarily the case at the planetary level. In exchange for favourable treatment, these regional and planetary companies began to provide financial support for the nascent Solomani Movement. One of the leaders of this approach was Transstar, a subsector-sized transport line that would use Solomani Movement patronage to significantly expand its influence.

In 685, delegates representing Solomani Movement political parties that had achieved power on various worlds in the Solomani Rim and neighbouring sectors gathered on Terra in the first great Solomani Party Congress. They were accompanied by representatives from many pro-Solomani non-governmental organisations. These interests included such groups as the Solomani Students Society, the Rim Coalition for Social and Racial Justice, the Near Boötes Business Association, the Church of the First Cross, Alpha Crucis Committee for a Solomani Society, Citizens for a New Terran Union, the Confederation Study Group, the Rim Traders Alliance and the League of Solomani Veterans. Additional support and funding for the Congress came from pro-Solomani businesses, chief among them the rising merchant corporation Transstar, which had offered discounted travel arrangements for many delegates. This first Party Congress, which lasted just over a year, resulted in the formal establishment of a set of Solomani Party principals and political objectives.

Although the Solomani Party's official platform itself was somewhat conservative, racist and militant tendencies were also on the rise. Over the next few decades, the organised Solomani Party became increasingly involved on an interstellar level in planetary conflicts. It used its resources to support the struggles of pro-Solomani political groups, either directly by providing militant volunteers and hiring mercenaries or through its own allied corporations. Solomani Party money and ideology increasingly injected itself into conflicts between rival local regimes and corporations. Mercenaries funded by Solomani Party-controlled worlds or their corporate surrogates sometimes came into conflict with those hired by non-Solomani governments and the megacorporations that supported them. Imperial forces were sometimes drawn into these conflicts, especially when fighting impinged on the extrality zones of starports within the Solomani Rim. As the region fractured on racial lines, the extrality zones of starports often became

fortresses or ghettos where non-Solomani minorities and megacorporation employees were increasingly concentrated under the armed protection of mercenaries or Imperial troops. The Solomani Party increasingly portrayed starports as bastions of megacorporate imperialism and noble privilege and referred to them as 'zones of Imperial occupation.'

How to handle 'the Solomani problem' became a perennial issue in noble circles, which only served to feed the growing anti-Imperial sentiment on the Rim. Corporate military intervention through hired mercenaries was nothing unusual in the Imperium but an interstellar political party supporting such actions across multiple sectors was unprecedented. It could be seen as violating the spirit if not the letter of the Imperial Rules of War, which sought to outlaw warfare between member worlds of the Imperium. The Imperial court began to take notice of this strain of Solomani activism and loyalist nobles and anti-Solomani megacorporations began throwing money and mercenaries at the problem.

THE SOLOMANI AUTONOMOUS REGION

The Solomani Movement was out of favour in court and its ideas seemed radical to many Imperial citizens. It was also a powerful force that could no longer be ignored. In 702, Empress Margaret I agreed to meet with moderate leaders of the Solomani Party Congress in order to diffuse tensions and placate the more vocal spokesmen for the Solomani Cause. Then in 704, in what was widely perceived as capitulation to Solomani demands, the Empress granted an Imperial charter creating the Solomani Autonomous Region. This was a sphere of space 100 parsecs in diameter that was centred on Terra, giving the region its popular name, the Solomani Sphere.

The creation of the Solomani Sphere was intended as a sop to the Solomani Movement, who's political and business leaders became the new rulers of the region. The Imperium retained theoretical sovereignty but real power within the region was placed in the hands of the Solomani Party and its political allies. Hereditary noble titles were not abolished, nor were fiefs of Solomani nobles who supported the Movement confiscated. However, the nobility in the Solomani Autonomous Region quickly lost their status as representatives of the interstellar level of government. These positions were taken over by various committees, initially by regional, subsector- and sector-level Solomani Party congresses and later by more formal bodies. However, many Solomani nobles did use their wealth and influence to achieve early positions of leadership within the Party; others discovered the growing anti-Imperial bias of the Solomani Movement translated into anti-aristocratic prejudice and chose exile. Those noble houses that actively resisted the growth of the Movement were often subject to persecution by Solomani Party militants.



The Imperium ceded its formal jurisdiction over the region's starports but Imperial Navy and Scout bases remained under sovereign control. As a result, the Autonomous Region was not entirely autonomous, at least not to begin with. Trade relations and technological exchanges continued. The Imperium still claimed formal sovereignty over the space between its stars. It reserved the right to send Imperial military forces into the region and manage foreign policy, even in conflicts between alien client states and its Solomani citizens. The Imperial Treasury taxed the citizens of the Solomani Sphere, despite the Imperium having turned its back on its rimward frontier. Friction was inevitable.

The nativist movement in the Solomani Sphere did not come into being in isolation. In fact, the period from 800-850 saw the rise of xenophobia throughout the entire Imperium. In the spinward and coreward regions, it manifested in the PsionicsSuppressions and the fear of Zhodani infiltration. To rimward, in the Solomani Autonomous District, it took the form of increasing nationalist and racist sentiment. Solomani did not share the psi-inspired panic over Zhodani spies – indeed Terra's psionic institute largely escaped any persecution – but they grew suspicious of other aliens amongst them. As Solomani corporations and settlers expanded through their own efforts into the rimward frontier, they resisted opening these worlds up Imperial settlement by non-Solomani humans or aliens. The inhabitants of the Magyar and Dark Nebula sectors remembered how the Imperium had refused to press its advantage to regain the worlds that had fallen to the Aslan, accepting peace instead. The Solomani were determined not to allow any frontier worlds in Canopus, Aldebaran and Newworld sectors to fall into the orbits of either the Aslan or Hivers or be carved up for the benefit of Imperial megacorporations or nobles.

This was symptomatic of the growing disdain that the Solomani felt toward the Imperium and Imperial institutions. The Charter of the Solomani Autonomous Region limited the influence of the Imperial Bureaucracy and in particular the Imperial Colonial Office. However, both the Imperial Navy and the Scout Service continued to operate in the Autonomous Region. The Scout Service's operation of the Xboat network was appreciated but its practice of interdicting new worlds to protect developing cultures, primitive minor races or fragile ecosystems was seen as getting in the way of the pro-expansion ideology of the Solomani Movement. In particular, Solomani businesses and colonists claimed the Scout Service bureaucracy's interdiction process was subject to manipulation by Imperial megacorporations, who could get certain worlds exempted from Red Zone status. This dispute came to a head in the Red Zone Affair.

Left to itself, Solomani political theory had grown more chauvinistic; in part, this served to justify their colonial policies on the rimward, spinward and trailing frontiers, where they were directly competing with the Aslan and Hive Federation.

This was combined with a cavalier attitude toward the rights of those minor non-Human races that Solomani settlers were encountering on the rimward frontier. These primitive indigenous races or 'prindigs' as Solomani colonial offices classified them were species that never been contacted by the Vilani Empire or the Rule of Man and which existed outside the bounds of the Imperium. They also tended to occupy valuable planetary real estate. This led to direct conflict between polices of the Imperium and the Solomani Autonomous Region.

The Imperial Scout Service had no formal control over the territories beyond the Imperial frontier but nevertheless maintained a presence there. It recommended that Red Zone interdictions be imposed on a number of garden worlds in Aldebaran, Canopus, Newworld and Alpha Crucis sectors, notably the homeworld of the Kwaz (or 'Chuckies'), a threatened minor prindig race. The Solomani Colonial Office ignored these recommendations and the Kwaz homeworld was fully opened to Solomani settlement. Next year, in 857, the Imperial Scout Service's Communications Office opposed on budgetary grounds a popular and well-funded initiative to extend high-speed Xboat lines into frontier districts in Aldebaran sector. Solomani Party politicians and their media supporters denounced this as Imperial sabotage of the Sphere's aspirations, implying it was retaliation for the Solomani Colonial Office's unwillingness to accede to its interdiction policies.

The Red Zone Affair was just one example of the many jurisdictional clashes that occurred in the 800s. Potentially more serious was the situation developing on the 'Lion's Mane' – the Aslan border region that abutted on the Solomani Autonomous region's spinward frontier. Subsector governments dominated by Solomani Party regimes began using their new autonomy to forge alliances with and then absorb independent Solomani states in Dark Nebula and Ustral Quadrant. These newly-strengthened polities began 'liberating' worlds in the Aslan buffer zone in violation of Peace of Ftahair and other long-standing agreements. Solomani Autonomous Region forces fought over three dozen border skirmishes with Aslan clans between 705 and 870 including the year-long War of Kimson's Stand (832) that redrew the borders in Dark Nebula in Solomani favour.

The Solomani Autonomous Region's quasi-independent status created friction due to differing interpretations of its duties and privileges. In theory, the Solomani were not supposed to exercise their own foreign policy. In practice, the Imperium wanted to keep the peace on the Aslan border while the Solomani sought to provided military aid to their brethren outside the Imperium and in so doing expand the reach of the Solomani Movement. Imperial Naval forces in the region found themselves ordered not to intervene as Solomani colonial navy squadrons struck into Aslan space, only to be called into action to defend Imperial worlds against Aslan retaliatory raids. The situation was becoming untenable. In 835 empress Paula II ordered the



Imperial Navy to pull back entirely from Dark Nebula, Canopus and Ustral sectors leaving defence there entirely to Solomani colonial fleets.

Similar conflicts occurred on the domestic front. Most Solomani worlds had by 850 replaced much of the Imperial structure of government with their own Party-run institutions yet still paid revenues into the Imperial treasury. Much of this went to support Imperial services they no longer trusted. If agencies like the Scout Service or the Navy did not serve the Solomani Cause, what good were they?

During the mid 850s, leading intellectuals and politicians in the Solomani Party argued that their Autonomous Region was paying Imperial taxes without receiving useful Imperial services. On the other hand, the Imperial court was unwilling to extend benefits to a restive region whose population rejected its sovereignty and whose philosophy now challenged its very legitimacy. Radical Solomani leaders and Party-dominated media charged that Solomani worlds, once the bedrock of the Imperium, were being treated as if they were client states, of no more account than minor alien races like the Vegans. In 860 a delegation of moderate Solomani leaders travelled to the Imperial court, where they failed to secure further concessions and indeed were refused any direct meetings with emperor Tomutova II. Negotiations sputtered on at the sector level for a few more years, but by then popular sentiment in the rim had turned increasingly anti-Imperial. In 864, the Solomani Party Congress voted to begin preparations for possible unilateral secession, including the drafting of a constitution and the creation of various national institutions. Many believed this to be a bluff intended to force an Imperial concessions; however, when these concessions never materialised, the process had too much momentum to stop.

BIRTH OF THE SOLOMANI CONFEDERATION

On 45–871 on Terra, the Solomani Party Congress of the Solomani Autonomous Region met and formally announced that its member worlds would be reorganising into the Solomani Confederation. Its capital would be Terra. This was effectively a declaration of independence and recognised as such through the Solomani Sphere. The Solomani Movement chose that name in an attempt to strengthen its claims to the heritage of the old Terran Confederation. They also adopted many of the old Terran Confederation and Old Earth Union's governmental forms: worlds sent representatives to a governing council, the Secretariat and they elected a Secretary General and cabinet to hold executive power. The first Secretary General of the Confederation was the respected political scientist and Solomani Party activist Noah Kwan, president of the highly-politicised University of Terra.

The Solomani Confederation was not recognised by the government of the Imperium but nor did the Imperium oppose its creation with anything more substantive than diplomatic protest. The Imperium's position was that government of the Solomani Autonomous Region was merely engaging in an administration reorganisation and bureaucratic overreach, which, for political reasons, the Imperium did not intend to contest at this time. For their part, Secretary General Kwan and the other Confederation's leaders were at first unwilling to openly challenge the Imperium and gave assurances that they still respected Imperial sovereignty in matters such as mutual defence. Nevertheless, the creation of the Solomani Confederation resulted in the formal replacement of all sector and subsector levels of the Imperial bureaucracy with government ministries controlled by the Solomani. The transition was relatively smooth. Often the very same offices continued to run, just under Confederation jurisdiction. Solomani Party loyalists, all of who were of Solomani extraction, typically replaced senior management.

Yet there were obvious changes. Over time, non-Solomani throughout all levels of the bureaucracy was removed, mainly through early retirement, normal attrition or biased hiring practices. In 875, a visitor could still often find a Bwap or





Vilani working as a record clerk or manager; by 925 the new Confederation bureaucracy was entirely made up of Solomani Humans – and they were all members of the Solomani Party.

The formal creation of the Solomani Confederation also stripped the last remaining subsector nobility of their powers. The Secretariat claimed it assumed the powers of the vacant high nobility positions and that this also gave it executive control over Imperial Armed Forces operating within the Solomani Autonomous Region. This was disputed by the Imperium, which held that the Confederation did not legally exist. Tumotova II simply ordered all Naval and Scout Bases closed on worlds controlled by the Solomani Confederation. To fill the resulting power vacuum, Solomani Sphere's colonial navies took over interstellar patrols, messenger service and garrison duties organised under the new higher-level aegis of the Solomani Confederation Navy.

Internal Conflicts

Although the Imperial policy was to minimise the problems posed by Solomani secession, it did not take long for relations to begin deteriorating between the dominant racial Solomani majority and the non-Solomani or mixed-race populations within the Confederation itself. Non-Solomani, while officially Confederation citizens, were excluded from membership in the Solomani Party, which left them outside the corridors of power.

There were many worlds within the Solomani Rim, Diaspora, Old Expanses and parts of Alpha Crucis that possessed large non-Solomani populations. These had little use for the Solomani Cause. Their populations had lobbied against the formation of the Solomani Autonomous Regions and actively and sometimes violently opposed the growth of the Party and the creation of the Confederation. Now they paid the price for their opposition. They were increasingly subject to social prejudice and discriminatory policies. Resistance smouldered, ranging from peaceful protests to terrorist attacks and guerrilla warfare against local Solomani governments and the new Solomani Confederation authorities.

To deal with this resistance, the Solomani Confederation created Solomani Security (SolSec), which was formally established in 882, although it had much earlier roots. SolSec was originally a citizen's watchdog movement established by populist wings of the Solomani Party to ensure greater government transparency and prevent Party corruption. Over time, it had gained new powers and increasingly employed to monitor the loyalty of all citizens, whether or not they were Party members. Now it achieved the status of a secret police, with broad powers to arrest or eliminate any threat to the Cause.

The problems of worlds with mixed race populations in the Confederation paled compared to the tensions created by worlds that possessed majority non-Solomani human or alien populations. Although officially part of the Solomani Autonomous

District, these worlds did not recognise the legality of the Solomani Confederation and insisted they were still part of the Imperium; in effect, they existed as Imperial client states located inside the bounds of the Solomani Sphere. The Confederation's leaders were unwilling to tolerate the existence of pro-Imperial enclaves within its own territory. These worlds came under relentless economic and political pressure, including trade embargoes and blockades enforced by the newly organised Solomani Navy. In turn, they began to petition the Imperium for help, taking them on a path that would ultimately lead to war.

The oppressive policies of the Solomani Confederation caused a growing resistance from non-Solomani, particularly from the Vegans of the Vegan District in the Solomani Rim and by Vilani and mixed-race pro-Imperial inhabitants of Old Expanses sector. Where minorities were less organised or the Party was too entrenched, resistance was lower key, taking the form of non-violent resistance. Where large mixed or non-Solomani populations existed, relations between the Solomani Party-run governments and these minorities often deteriorated to the point of open conflict and planetary war. These resistance movements are considered by some historians to be the actual beginnings of the Solomani Rim War. Vilani organisations in the Old Expanses began to dispatch aid to their cousins in the Solomani portion of that sector. Since the Solomani Party held the power, it was non-Solomani who were often driven to using riots and terrorism. Equally, it was these civilians who suffered when they their cities were turned into battlegrounds during Solomani reprisal raids and counter-insurgency sweeps.

The plight of non-Solomani began to garner attention in the Imperium. Subsector and sector level media and sentient being's rights groups had warned of growing racism in the Solomani Confederation for decades but their voices had been ignored. This soon changed. In 899, the Old Expanses and Diaspora offices of the Makhidkarun megacorporation mounted a gigantic media campaign aimed at exposing the excesses of the Solomani Movement. Their coverage was carefully slanted to emphasise the loyalty of Solomani within the Imperium while casting those in the Solomani Rim as different, reactionary and racist. Nonetheless, the Solomani Movement charged that Imperial media focused on the police actions, not on the disorder and terrorism that triggered them.

Vilani and Vegan supporters and Imperial sophonts' rights activists argued these problems had not occurred under non-partisan Imperial rule. They claimed Solomani control of the Sphere was itself illegitimate; the more extreme among them suggested the only worlds Solomani had any special claim to were those of Terra and its original colonies.

A Solomani Exodus

The perceived arrogance of the Solomani fed a reciprocal increase in anti-Solomani feeling through other parts of the Imperium. Although this was directed primarily at the more racist



elements of the Solomani Movement and Party, it still made life uncomfortable for ordinary Imperial citizens who had previously taken pride in their pure Solomani blood, celebrated Terran heritage or expressed any sympathy toward the Movement's aspirations. In sectors distant from the Solomani Sphere, such as the Spinward Marches or Antares, this friction was muted, rarely leading to more than a schoolyard taunts or argument between friends. For ethnic Solomani living in Imperial sectors adjacent to the Solomani Sphere, such as The Old Expanses, it was stronger. Their loyalty to the Imperium was questioned, Solomani cultural events were cancelled or lost funding and their careers or livelihoods suffered.

Most Solomani in these circumstances stoically maintained their loyalty to the Imperium, especially those with traditions of service in institutions like the Imperial Navy. Others, however, decided they were no longer welcome. As tensions grew, millions of Solomani living just outside the Sphere began to emigrate into it. The Solomani Movement actively encouraged this. In 905 an advertising campaign by the Rim Foundation, a charity formed by the Solomani Party and the corporation Transstar, trumpeted the virtues of a life within the Confederation where proud Solomani heritage could be celebrated amongst one's racial peers. The Rim Foundation raised billions of credits to provide low passage and financial aid for ethnic Solomani who wished to emigrate to worlds in the Solomani Confederation. These immigrants were encouraged to colonise frontier worlds in Aldebaran and the rimward regions of Alpha Crucis, to ensure these regions had an all-Solomani population. A side effect of this campaign was the formal codification in planetary law of racially-exclusive immigration policies on many Confederation worlds.

THE SOLOMANI RIM WAR

With the ascent of Margaret II to the Imperial throne in 908, the non-Solomani inhabitants of the Confederation believed they had finally found their champion. In the mid-900s she turned attention to the Confederation in response to increasingly urgent appeals from the Imperial client states within the sphere. These had begun to petition the Empress directly, asking to be governed directly by the Imperium. Empress Margaret and her advisors decided to grant them, in order to bring this upstart Confederation to heel.

The Imperium initially relied on a mix of diplomacy and threat of force. When a Vilani world deposed its Solomani government either through political process or revolution, it would petition to be placed under direct Imperial government. These transitions of power were fully legal under the Charter of the Solomani Autonomous Region, which the Imperium still considered to be in force. In such cases, the Imperial Navy were deployed into the Solomani Sphere to face down any Solomani Confederation attempt to restore their authority. The Solomani initially backed down but minor skirmishes occurred in the Old Expanses and the Rim as Imperial Navy vessels escorted

merchants to break Solomani Navy blockades or moved to reinforce the defences of those states whose governments had petitioned for Imperial protection.

The Solomani Confederation largely confined itself to counter-revolutionary activity on worlds that were wavering between Solomani and non-Solomani factions and diplomatic protests, while permitting Imperial Naval forces to deploy in pockets throughout the Confederation. Meanwhile, the Confederation marshalled its forces and began to move military strength to its coreward border worlds.

In 944, the Confederation's Secretariat led by Secretary General Mohammed Weinberg formally protested this Imperial meddling in what they called its autonomous affairs. They claimed the Imperium had violated the charter and demanded the withdrawal of all Imperial Navy forces from the Solomani Sphere. Empress Margaret responded by revoking the charter and ordering the dissolution of the Solomani Autonomous Region and the reintegration of Terra into the Imperium. She selected the Terran date of 13 March, 5471 (292–950 Imperial) for this decree. 13 March was the date Terra was incorporated into the Imperium and the date Zhakirov had married Antiama. Imperial forces began massing at naval bases in Old Expanses and Diaspora sectors, threatening a full-scale invasion if the Solomani continued to resist. The Confederation wavered in its resolve, with the secretariat and high council divided between those who advocated fierce resistance and pragmatists who knew they were not ready for war.

Then Empress Margaret II died of natural causes, leaving the Imperial plans in disarray.

In 945 the Imperial throne passed to Margaret's youthful grandson. Styryx lacked the passion and organisational abilities of his grandmother and was more interested in enjoying his new position than potentially plunging the Imperium into a massive war on the Rim. Rather than continue Margaret's military build-up and the threat of military pressure, he instead emphasised continued diplomatic efforts. This staved off war but it also gave the Confederation additional time to build up its own military forces, which it began to do with all possible haste. The number and intensity of border incidents and skirmishes increased, as the Confederation began to aggressively push back against Imperial intervention. By 970, Styryx's advisors persuaded him that his policy was not working and the Imperial Navy once again began preparations for a major confrontation. Once again, they hoped that the Solomani Confederation could be intimidated by a show of force. The Imperial strategy relied on the Vegan worlds, which unlike the Vilani worlds of Old Expanses, lay deep with the Solomani Rim. Their plan was to grant the Vegans their own Autonomous District within the Solomani Rim, reinforce their existing garrison and use this as a base for a strong Imperial presence in the heart of the Solomani Sphere.



They miscalculated. The Solomani could not tolerate an existential threat to their existence and began full-scale war production. In 984 the strongly anti-Imperial Solomani Party high council leader Sergio Bordoni was elected Secretary General; he was supported by two other hawks, Grand Admiral Shuki La Pierre and SolSec coordinator Rachel Zhang. Meanwhile, Imperial attention was distracted by the outbreak of the Third Frontier War (979–986), which had diverted military resources to the Spinward Marches. Faced with multiple crises beyond his ability to handle, Emperor Styryx abdicated in 989.

Taking advantage of what they hoped would be a period of confusion, in 990 the Bordoni-led triumvirate cajoled the Solomani Party congress and then the Secretariat of the Solomani Confederation into issuing a resolution that re-asserted their claim to the entire Solomani Sphere, including those systems that had rejoined the Imperium. The newly-crowned Emperor Gavin took this as a statement of hostilities. Not wanting to appear weak or indecisive, he formally declared war against the Solomani Confederation.

Total War

The first phase of the Solomani offensive achieved swift success in Diaspora and Daibei subsectors, regaining some frontier worlds they had lost over the last 50 years and captured new territory inside the Imperium. The Solomani had been blooded in the prior decades of skirmishing and had a solid operational plan, experienced crews and high morale. The Solomani battle line, though of slightly inferior technology, was of more recent construction than the Imperial Navy ships deployed against it and incorporated the latest military doctrine into their designs. The Imperial border fleets were also numerically weaker than the massed naval forces of the Solomani Confederation. Imperial fleets suffered from the same complacency had hampered the Navy during the Third Frontier War; especially among reserve colonial forces brought as reinforcements.

Some of the most desperate early fighting occurred deep within the Solomani Sphere, in Alpha Crucis and the Solomani Rim. Margaret II had committed the Imperium to protect several non-Solomani worlds located far from the border and their garrisons had neither been adequately reinforced nor withdrawn under her timorous successor. Numerically inferior Imperial Navy forces trapped behind enemy lines were defeated, pursued and destroyed. Where key Imperial-held worlds were no more than a parsec from major Confederation planets, the Solomani strategy made innovative use of system defence boats. With careful advance planning, hundreds of planetary navy SDBs risked harrowing multi-year sublight journeys, their crews frozen in low passage. This freed up significant Confederation Navy starships for the heavy fighting on the Imperial border.

Despite early Confederation Navy victories, stiff resistance continued on the planetary surfaces of major worlds, where

local non-Solomani forces were stiffened by strong Imperial Army garrisons. The Solomani Army, with limited experience in full-scale planetary assault, took heavier than expected troop losses. Solomani generals increasingly came to rely on siege warfare and massive artillery bombardments, showing little concern for high civilian casualties in regions with largely non-Solomani populations.

Solomani forces began to encounter further difficulty in 993 when fleet advances into Old Expanses were met with unexpectedly fierce resistance from planetary navies and subsector fleets. These bought the Imperial Navy time to regroup and counter-attack in strength, using forces brought up from depots in neighbouring sectors. The Confederation Navy suffered major fleet losses, especially among capital ships and battle tenders. Solomani ground forces were left trapped on worlds that still held out. With the Imperial Navy having regained space superiority throughout most of Old Expanses, Imperial Marines landed to reinforce those Imperial Army units that still held out, trapping several divisions of Solomani troops. Others were evacuated as the Solomani Navy pulled back. Imperial cruiser squadrons broke through into Alpha Crucis, launching hit-and-run raids on commercial highports. Lightly protected colony worlds behind Solomani lines were hit. Nuclear strikes were used against starports, in retaliation for prior Solomani actions.

The Solomani admiralty pressed for pulling back from Old Expanses, while exploiting existing successes in Daibei and Diaspora. Instead, panicked demands from the Secretariat representatives of Old Expanses and Alpha Crucis insisted that every world there to be defended at all costs. The secretary-general acquiesced. The Solomani Navy halted plans to continue advances into Imperial territory and moved to a defensive posture. Strike cruisers and escorts that been tied up in siege operations in the interior were moved to reinforce the main fleet and additional Army units were called up. The Imperium reinforced Diaspora and Solomani momentum was lost.

The Long War

The period 993 to 998 was one of stalemate giving way to steady Imperial pressure. The grinding battles in Old Expanses and the Solomani Party's stubborn refusal to abandon territory there had depleted their forces. The Spinward Marches now appeared to be peaceful and the Imperium was free to devote its full attention to the Solomani Rim War, as this conflict was now called. The resources of the Confederation, though significant, could not match that of the entire Imperium in a lengthy war of attrition. With the war going badly, the Bordoni regime lost influence, although Zhang remained in power at SolSec and her protégé Lily Magruder, Minister of Foreign Affairs, became Secretary General.

On the home front, Solomani worlds began to suffer scarcities in some goods as trade was interrupted and merchant shipping



was diverted to essential military production. Conscription was employed to fill up military strength but there were few protests against the draft or the war itself and those that did occur never became widespread due to SolSec's tight control of information. In the sparsely populated rimward regions of Aldebaran, Canopus and Alpha Crucis the levels of Solomani voluntary military enlistment and service in the interstellar merchant marine were so high that they threatened to cause a labour shortage. This was mitigated through the controversial expedient of transitioning large numbers of primitive indigenous aliens – the prindigs – off their reservations and into productive agricultural and factory work.

Although the war effort was broadly popular, as it dragged on, SolSec was often called into action to deal with sporadic risings by non-Solomani minorities who felt deliverance was at hand. To free up troops on the home front, SolSec assumed broader military powers, developing what amounted to its own private armies. SolSec paramilitary forces even fought against Solomani governments, engaging in little-publicised combat operations to eliminate the leadership of certain planetary Solomani Parties who were wavering in support of the Cause and planned to switch sides.

However, the majority of Solomani citizens remained patriotic in what they now recognised, even through the fog of official censorship, was a war of national survival.

Endgame

The year 998 saw the Imperial Navy achieve strategic dominance. The greater population and industrial base of the Imperium was making its power felt and Solomani forces were now outnumbered on all fronts. Constant advances by Imperial forces into the heart of the Solomani Sphere marked the final phase of the war from 998 to 1002.

The new strategist of the Imperial high command, Grand Admiral Arielle Adair, had studied Terran history and did not wish to repeat the same mistakes that the Vilani Empire had. This was to be no mere punitive expedition that simply regained a few border worlds. The Solomani were to be crushed with the Imperial flag planted on Terra.

The Imperial Fleets had two main objectives: liberation of the Vegans and the capture or destruction of key Confederation Navy bases and depots and industrial worlds that were vital to military production. They chose not to divert their main strength to relieve Imperial worlds still resisting Solomani sieges or by taking minor subsector capitals. They left that to second-line Colonial forces, which were ordered to initiate a series of light probing attacks across the entire frontier, the better to distract Solomani attention diverted from their central thrusts. The Imperial Navy also made skilful use of cruiser squadrons to raid deep into Solomani space, hitting lightly defended planets and keeping the Solomani off

balance. Forced onto the defensive at objectives of the Imperium's choosing, the Solomani fleets began to be crushed one-by-one.

With many task forces tied down reinforcing inadequate planetary defences, the Solomani Navy was slow to concentrate its forces against the Imperial advance. The Imperial Navy strategy was to attack in force along two parallel axes of advance that converged on the Solomani capital of Terra, with smaller task forces fanning out to cut a huge pocket of Solomani territory off from the rest of Confederation. The Imperial High Command theorised that the Solomani would have no choice but to mass large forces to protect Terra. This would open the way for the defeat in detail of the unsupported forces caught within the pocket.

In 1001 the Imperial advance finally reached and liberated the Vegan District. This gave the Imperium the advanced base they required to bring the war to an end. Even this late in the war, Solomani forces still could win tactical successes, such as the ambush of Task Force 212 by the Imperial dreadnought *Retaliation* at the Battle of Kagukhasaggan in early 1002. However, they were unable to halt the main advance. The loss of the Vegan District pushed the Solomani high command into a desperate gamble. They consolidated their remaining naval forces into a single Grand Fleet under their ablest fleet commander, Ivan Wolfe.

Grand Admiral Wolfe recognised the danger posed by the two-pronged Imperial advance. The Imperial Navy's 17th fleet was leapfrogging along the line Lagash-Nusku-Aggida, driving toward Terra itself. Their 1st Fleet was advancing out from the Vegan worlds toward the Solomani industrial centre of Dingir. Wolfe noticed the latter advance was more tentative, due to the caution of its commander. Before the two fleets could reinforce one another, Wolfe struck at the 17th fleet, smashing its advanced guard as it entered Aggida and scattering its squadrons. Wolfe then quickly shifted his forces to Dingir, hoping to also defeat the 1st Fleet. He underestimated the ability of the 17th fleet to reorganise; it rallied in a matter of weeks and jumped in pursuit.

The Solomani Grand Fleet met the Imperial 1st Fleet at the Battle of Dingir. In what was one of the largest and lengthiest main fleet engagements since the Civil War, the 1st Fleet and Grand Fleet battered one another for more than a week. The unexpected arrival of reinforcements from 17th Fleet turned the tide. Caught between them, the already weakened Solomani Grand Fleet was handled badly but not annihilated. Their remnants, which included Wolfe's own flagship, several battle tenders and fleet carriers and a still significant force of cruisers and escorts, fell back deeper into the Solomani Sphere.

The Imperial forces advanced into Sol sector. No major Solomani Navy forces were left to defend the Solomani capital of Terra. Instead, Wolfe had chosen to save the Solomani fleet.



Invasion Earth

The way to Terra lay open. Imperial grand admiral Adair judged that Terra needed to be invaded in order to end the Solomani threat. Imperial planners hoped this would demoralise the Solomani, triggering a widespread collapse of the rest of the Confederation's strength. In addition to Wolfe's defeated fleet, the Solomani still had significant second-line fleet elements they had held back in Dark Nebula and Magyar sectors to secure the Confederation's spinward border against opportunistic Aslan incursions. New naval construction was also being readied in the Boötes cluster and in Alpha Crucis and Aldebaran. A swift blow might end the war before these could enter the fray.

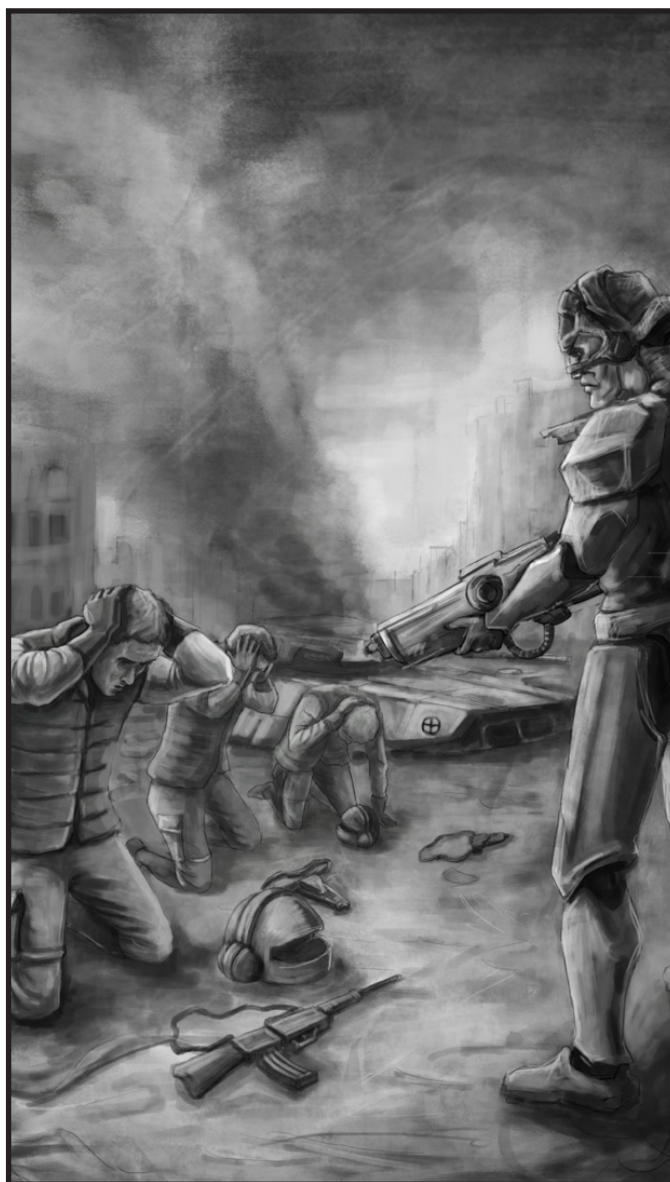
The invasion of Terra was launched in the second half of 1002. It was the largest combined naval and ground operation in Imperial history. To capture the solar system, the Imperial High Command assembled much of its entire military strength into a single assault force. 20 battle squadrons and countless cruisers and escorts were deployed to smash Terra system's space defences and support the landing of some 200 divisions of Imperial, colonial and mercenary troops. Military bases elsewhere in the solar system were also targeted but Terra and Luna were the main objectives.

Terra had no fleet elements left but the solar system was not left unprotected. Its defences included 1,700 system defence boats, a half-dozen battle rider and monitor squadrons and numerous surface-based weapons emplacements. In addition to space defence and static planetary defence units, the Solomani had also packed Terra with 180 divisions of ground troops. The majority of the defenders were mechanised lift infantry and armour divisions but they also included exotic elite units that ranged from battle dress-equipped dolphins to Aslan *ihatei* mercenaries. Terra was the most advanced and richest world in the Confederation and its troops were equipped at or near Imperial standards.

The numerically-superior Imperial Navy forces destroyed the Terran monitors and battle riders in the initial phase of the invasion but the system defence boats waged an annoying hit-and-run campaign, attempting to deny the Navy secure control of Terra's orbital space. Despite the Solomani efforts, the Navy achieved local space superiority for long enough to drop Imperial Marines in regimental strength in attempt to capture Terra's three starports. Phoenix-Mesa starport fell to the Marines despite fierce resistance led by the Confederation's elite 101st Jump Troops. Imperial forces then broke out of the North American southwest, crossed the central plains and began fighting their way into the heavily industrialised Caribbean islands and the industrial centres of Central and South America. Further landings in Australia and North Africa secured additional lodgements. Once the Imperial Navy mopped up what was left of Terra's SDB wings, it was able to provide heavy orbital fire support. As increasingly desperate

fighting erupted across the planet, tens of thousands of ordinary Terran citizens also took up arms, harassing Imperial supply lines and striking at lightly defended rear areas. Elite Solomani commando teams left behind enemy lines supported and organised the guerrilla operations.

The Imperial invasion nearly met disaster in its fifth week, when elements of the newly landed 299th Imperial Field Army were caught between advancing African and European mechanised armies. The Imperial 713th Lift Infantry Corps were destroyed covering their retreat out of Spain as they fell back on AECO starport in Africa. A counteroffensive across the Atlantic supported by massive orbital bombardment turned the tide. Resistance ended in Europe when the entire Solomani 124th Lift Infantry Corps were trapped and destroyed in the Battle of the Spanish Pocket. That was the end in Europe and Africa.





Fast-moving grav tank battles that swirled around the Pacific Rim arcologies saw the final destruction of the massed Terran armies. The last two months of the war were a grim mopping up operation, as surviving pockets of Solomani regulars died to keep the Imperials pinned down on Terra and guerrillas hid caches of weapons to fight another day. The last organised Solomani Army unit, a reinforced planetary defence garrison dug in under Mount. Farallon, surrendered on 313-1002. Terra had fallen to the Imperium.

Armistice

Imperial strategists believed the fall of Terra would end forever the idea of Solomani superiority. They failed to consider that the Solomani were not the centrally Party-run dictatorship their propaganda painted it as. Much of the Confederation saw itself as a coalition of independent worlds bound by common ties of blood. Colonial worlds added to the Solomani Confederation rimward of Terra, although loyal to the Cause, had been settled over centuries by pure Solomani populations. The Solomani Cause was not something that was imposed on them from above but their way of life. They were a fiercely independent people who no longer thought of themselves as Imperials. The fall of Terra was a heavy blow to them but much of Wolfe's fleet had escaped intact. They could continue to fight.

The Imperial government was deeply concerned with the strain that 12 years of total war had imposed on their economy. Moderates on both sides had already entered into informal peace negotiations, although these had been badly disrupted by the assault on Terra. It now became clear that the surrender of Terra was not going to trigger an immediate Solomani collapse. With the remains of Ivan Wolfe's Grand Fleet still constituting a major strategic threat, the Imperial High Command accepted Solomani diplomatic feelers and negotiated an armistice. For their part, Wolfe and other Solomani supreme commanders were glad to gain a respite to regroup their remaining forces. Their own civilian government was still reeling from the loss of Terra, with conflicting factions turning against one another. A significant minority of Solomani Party fanatics demanded an immediate counter-attack to regain Terra at any cost. Admiral Wolfe backed by more realist elements refused to squander lives or risk his fleet. Despite calls for his immediate replacement, his arguments won over the government and the backing of SolSec. The end of 1002 saw a cessation of organised hostilities throughout the Solomani Sphere.

PEACE AND POST-WAR

RECONSTRUCTION

The Confederation and Imperium informally agreed to extend the armistice indefinitely but no peace treaty was ever signed. Officially, the Imperium still does not recognise the existence of the Solomani Confederation. Reciprocally, the Confederation

does not recognise the Vegan Autonomous Region or the validity of Imperial claims to the worlds that were lost during the conflict they refer to as 'War of Solomani Liberty'.

Military historians still debate the decision to invade Terra. In retrospect it may have been a blunder, a Pyrrhic victory for the Imperium that allowed the Solomani to survive as a nation. Nevertheless, the war was a clear defeat for the Solomani. The Imperium ended the war in control of roughly 25% of the entire Solomani Sphere. The occupied systems were reintegrated back into the Imperium, with the exception of those worlds transferred to the newly formed Vegan Autonomous District. Worlds with pro-Imperial populations were restored to civilian control as soon as functioning civil government could be restored. Worlds with pro-Solomani populations, such as Terra, came under military occupation. Organised resistance ceased after the armistice but intermittent guerrilla activity still flares up on many occupied worlds, despite heavy reprisals.

Although it had not broken, the Solomani Confederation suffered a terrific shock. The economy was in shambles and despite the best efforts of SolSec and the state-run media, popular belief in the Solomani Party and the Cause was badly shaken. The invasion of Terra had been a heroic last stand but it also had resulted in enormous death and destruction, most of it Solomani. Other worlds also suffered badly. Even on planets never touched by the fighting, most Solomani had lost friends or family that were killed, maimed or captured while serving in the Armed Forces or aboard merchant starships.

Grand Admiral Ivan Wolfe, despite defeat at Dingir and a decision not to stand and fight at Terra, emerged from the war with an excellent reputation. His cogent strategic arguments in favour of the armistice had demolished the case of the fanatics and won him support among pragmatists in the Solomani Party. With the War over, he was encouraged by leading Solomani Party factions to seek high political office. New elections were held in the Secretariat in 1003, which meant in improvised chambers aboard the battleship *Morrigan*. Despite opposition from delegates who blamed him not fighting to the bitter end, Wolfe was easily elected as the new Secretary General of the Confederation. In an interesting parallel, his Imperial counterpart, Admiral Adair, would later be invested as Archduchess of the Domain of Sol and thus chief Imperial viceroy for the Solomani Rim and adjacent sectors. The respect the two old adversaries felt for one another went a long way to ensuring that the terms of the armistice were kept in the post-war decade.

Wolfe first major act was to establish a new capital for the Solomani Confederation, Home in the Aldebaran sector. In the eight years Wolfe served as Secretary General, he continued a firm stand against any effort to renew hostilities and negotiated an agreement that arranged for the exchange of millions of prisoners of war and displaced persons. His



The Phoenix Project

In 1040, Imperial occupational forces on Terra uncovered evidence of a coordinated guerrilla conspiracy codenamed the Phoenix Project. This was a program apparently set up by Solomani leaders on Terra who had rightly predicted it would fall to the Imperium. They pre-positioned caches of military supplies and established the groundwork for a multigenerational program to train anti-Imperial guerrillas. Caches were hidden in many different places on Terra, each holding large quantities of weapons, vehicles, medical equipment and munitions. These were supposedly of varying technological levels so as to be useful even if recovered in the distant future, regardless of the knowledge of the users. Each cache was carefully concealed with its location entrusted to a single local family. These families were to form the cadre of a guerrilla force when the rising was to take place. There were unconfirmed rumours of two further stages: a code-name 'Lambda' that would signal a mass rising and a secret 'Omega' stage that would involve intervention by Solomani military forces.

The Imperial military authorities initiated a major counter-guerrilla operation to seek out the caches and kill or arrest the families involved. Simultaneous dawn raids took place around the globe by Imperial Marines, followed by additional strikes based on information and prisoner interrogations. Hundreds of guerrillas were killed or captured and over 7,000 sympathisers were detained for suspected ties to Phoenix Project cells. Several hidden caches were discovered yielding 600 tonnes of military supplies ranging from advanced combat rifles to a stockpile of nuclear demolition charges. Children that were receiving guerrilla indoctrination were also taken into custody. Much of the contraband were Terran army weapons that had gone missing after their forces surrendered.

The arrested guerrillas received military trials, most of them in secret. Over 2,000 suspects were convicted for numerous violations of Imperial martial law including weapons possessions and membership in banned organizations. Hundreds of leaders were executed or received life sentences at Imperial prison planets for committing imperial high crimes including conspiracy to commit treason and possession of nuclear weapons. The indoctrinated children were sent to reform institutions on non-Solomani worlds.

Public statements by Terran Imperial military government claim the Phoenix Project was successfully aborted. A few guerrillas did escape the net, but most were arrested or eliminated over the next few decades and the rest rendered ineffectual through disruption of their networks. Resistance activity continued, but mainly in the forms of occasional riots or sporadic terrorist incidents.

Imperial historians have since cast doubt on whether the Phoenix Project had ever been a coordinated program. Although the guerrilla groups and weapons caches were real, many now consider the Lambda and Omega stages to have been mere propaganda, used by guerrilla leaders to energise and recruit followers. Conspiracy theories and rumours to the contrary still persist, alleging that guerrilla families or caches eluded the net.

A few small supply caches or wartime-era weapons drops have turned up in the 65 years since the crackdown, mostly by accident. The last reported find was in Lake Hauroro in New Zealand in 1102. Divers searching for a pair of missing tourists found a shipping container packed with Rim War-era military combat drugs and medical supplies.

administration was able to skilfully balance the interests of the Solomani Party, military and SolSec with that of the population as a whole, pushing through a series of military and government reforms that helped rebuild and strengthen the Confederation and repair the shattered Solomani economy. His administration created industrial centres deep within Confederation territory to replace those that had been lost to the Imperium and signed a new trade agreement with the Hive Federation. Relations with the Aslan Hierate did not improve. The Confederation Navy responded forcefully when Aslan clans probed for weakness on the spinward border; in 1007, a Solomani Navy squadron fought an inconclusive battle with Aslan warships in Ustral Quadrant.

Wolfe also pushed through a reorganisation of the planetary army and navy forces, placing them within a centralised Home Guard system to serve as a source of replacements and reserves for the armed forces. He did want the Confederation Navy to ever again forced to disperse its forces to protect individual worlds that neglected their own defences. Under his prodding, the Secretariat agreed that individual worlds or districts would be permitted to reserve more of their tax revenues for Home Guard defences provided that these met minimum Confederation military standards.

Wolfe's legacy as a capable statesman and skilled commander has been unquestioned but some of his policies had



unanticipated results. Many of the political and economic reforms promoted local industrial and political power but this came at the expense of centralised Confederation control. The stronger Home Guards of each world also encouraged factionalism, increasing the military power available to world governments and the local Solomani parties that ran them. His industrial development policies established new centres further from the threatened Imperial border. Over time, this also moved the centre of gravity of Solomani society to rimward and trailing, creating political-economic rivalries between old Solomani worlds in the rump of the Rim and the Magyar sector and the emerging economic powers in sectors like Aldebaran and Alpha Crucis.

The defeat of the Confederation weakened the Solomani Party as belief in the Solomani Cause was challenged. In the wake of the Solomani Rim War the institutions of the Confederation were overstretched. SolSec struggled to cope with the twin problems of organising guerrilla operations in occupied systems and dealing with dissatisfied populations on those worlds that were questioning the very basis of Party rule. Although the Solomani Confederation was able to weather these storms they still paid a price. After 1002 the Party lost its grip over dozens of worlds. Some used the military's post-war weakness as an opportunity to succeed from the Confederation and others governments became dangerously unstable and independent in their policies..

Confederation policy in the post-Wolfe years has been fairly conservative with member states allowed wide leeway in their internal affairs provided. Major accomplishments included the gradual thawing of relations with the Imperium, particularly in the Solomani Rim sector, and a consequent improvement of trade and strengthening of the economy and rejuvenation of the merchant fleet. Another major accomplishment was the declaration of the Solomani Science Initiative in 1041 championed by Minister of Science and Technology Yuki Jung who later become Secretary General. The SSI was partly a propaganda stunt: it included a 'decade of scientific achievement' in which one mega project was announced in each sector every year including an interstellar expedition that launched a squadron of ships on a voyage to the next galactic arm. However it also provided Secretariat funding for new high-tech educational and research centres throughout the Solomani Confederation and also quietly cleaned house by de-politicising many moribund scientific institutes on major worlds.

The 1080s and 1090s witnessed the rise of some more radical factions in the Solomani Party notably the Goodallites and the Dolphin Embracers who advocated increased rights for uplifted animals. Both managed to send significant delegations of supportive Humans and associate-member non-humans to the General Party Congress for the first time. Even so, neither were able to challenge the dominance of purist factions. Support for granting full Party membership to uplifted animals or to non-Solomani or mixed race Humans remains a minority view. The same period also saw the start of a disturbing increase in terrorist attacks and political assassinations within the Confederation, mainly from partisans of the increasingly fragmented but still militant factions of the Solomani Party.

The Confederation has generally avoided large-scale foreign military adventurism and taken a defensive policy with regard to its major rivals, the Imperium and the Aslan Hierate. It maintained strong reserve fleet assets on the Aslan border throughout most of Solomani Rim War and this prevented any major crises developing. However various minor internal military and political crises kept the Confederation military busy between 1050 and 1105. The rebuilding of the Confederation military forces has also allowed them to flex their muscles again. Typical of these events were the Duni War (1086) in Alpha Crucis in which a single Confederation Navy fleet defeated the upstart Commonwealth of Gadjick.

The newest Confederation government led by Secretary General Salazar, a former Minister of Justice and ex-mayor of Home's capital district, has emphasized internal stability and continued funding of rimward expansion in sectors like Aldebaran, Canopus and Newworld. Under Salazar the Secretariat and High Council have focused on internal problems within the Confederation including nation-building on poor worlds in Dark Nebula sector and peacekeeping oppositions on 'troublesome' Confederation worlds. Currently the Confederation is involved in two large-scale police and humanitarian relief actions against 'rogue' Solomani states at Willeson/Sephi Hydra in Aldebaran sector and Brookwall/New Holland in Alpha Crucis. If these drag on or other major crises develop, Salazar's tenure may be in trouble.



TIMELINE

Imperial Date	Event
-15 million	Hominids – great apes – evolve on Terra.
-4-6 million	Australopithecus evolve on Terra
-2.5 million	First distinct Human evolve on Earth
-500,000 to -200,000	Archaic early <i>Homo sapiens</i> evolve on Terra.
-315,000	The Ancients visit Terra and remove samples of human stock
-300,000	The Ancients destroy themselves in the Final War.
-50,000	<i>Homo sapiens sapiens</i> , modern humans, are dominant on Terra.
-30,000 to —15,000	Modern homo sapiens displaces other Neanderthals and other sub-species
-13,000	Agriculture develops on Terra.
-9235	Vilani human race on Vland discovers jump drive.
-4520	1 AD in the calendar on Terra.
-4038	Ziru Sirka organise their Rim Province.
-3400	Ziru Sirka's expansion ends a mere three parsecs from medieval Terra.
-2564	Space age begins on Terra.
-2559	Terra's first manned space flight.
-2508	Formation of UN's Space Coordinating Agency (UNSCA) on Terra.
-2500	Terra now has outposts or colonies on several worlds in the solar system including Luna, Mars, Mercury and Ceres.
-2471	European Space Agency (ESA) builds first Terran generation ships.
-2468	The European Union launches generation ship Europa to Alpha Centauri.
-2458	Manoeuvre drive thrusters developed by UNSCA at Ceres laboratory. Generation ships already underway perform refits en route.
-2431	UNSCA laboratory in asteroid belt develops the jump drive.
-2422	American starship Starleaper One jumps to Barnard's Star. First contact with the Vilani.
-2408	First Interstellar War begins between Terran Confederation and Ziru Sirka's Rim province.
-2400	End of First Interstellar War; minor Terran defeat. Terran UN changes its name to the United Worlds and admits Luna and Alpha Centauri colonies.
-2398	Terrans achieve TL 11 and develop jump-2 drives.
-2398	United Worlds becomes the Terran Confederation.
-2397	Second Interstellar War begins.
-2389	Second Interstellar War ends.
-2378	Third Interstellar War begins.
-2376	Nuclear bombardment of Terra.
-2366	Third Interstellar War ends in Terran victory.
-2365	Plagues from exposure to Terran pathogens begin spreading through Vilani space.
-2360	Terran technology matches Vilani TL 11 in all areas and surpasses it at TL12 in the fields of computers and biotechnology.
-2349	Fourth Interstellar War begins.
-2346	Fourth Interstellar War ends in minor Terran defeat.
-2343	Fifth Interstellar War begun by Terran Confederation.
-2335	Fifth Interstellar War ends in Vilani defeat.
-2327	Sixth Interstellar War begins.
-2321	Sixth Interstellar War ends in major Terran victory.
-2317	Ziru Sirka sends capital ship division to reinforce Rim province.
-2316	Seventh Interstellar War begins.
-2308	Seventh Interstellar War ends in limited Terran victory.
-2294	Anglic becomes the official language of the Terran Confederation
-2294 to -2284	Eighth Interstellar War fought between Terra and Ziru Sirka's Rim province. Terran alliance with Vegans and major Terran victory.
-2285	Vilani emperor dispatches core fleet to the Rim province to crush Terra. Terrans begin upgrading ships with Jump-3 and meson accelerators.
-2277	Ninth Interstellar War begins.
-2276	Destruction of Vilani core fleet.
-2266	Ninth Interstellar War ends; Terran Confederation conquers Rim province.
-2250	Terran Confederation reaches TL 12, surpassing Vilani.
-2235	N th Interstellar War starts between Terran Confederation and Ziru Sirka.
-2219	N th Interstellar War ends. Ziru Sirka surrenders to Terran Confederation Navy, who begin attempt to administer the Ziru Sirka.



Imperial Date	Event
-2204	Terran Confederation is overthrown by Terran Navy coup; beginning of the Rule of Man military dictatorship.
-2200	The term Solomani is coined to refer to Terrans.
-2182	Rule of Man becomes an empire.
-2170	Large-scale Terran immigration begins into Vilani empire.
-2013	First Terran contact with Aslan.
-1776	Collapse of the Rule of Man. Long Night begins.
-1690	Terran Mercantile Community established.
-1120	Aslan Border Wars begin between Solomani colonies and Aslan clans.
-1110	Terran Mercantile Community becomes the Old Earth Union.
-650	Sylean Federation established.
-420	Civil war in Old Earth Union; exiles later found the Sword Worlds.
-400	Establishment of Bootean League.
0	Sylean Federation becomes the Third Imperium. Imperial dating system begins.
100	Imperial scouts reach Solomani Rim.
102	'The Solomani Hypothesis: The True Origin of Mankind' published.
300	Third Imperium reaches TL 13.
305	Solomani hypothesis confirmed by expedition to Terra.
374	Conflict between Old Earth Union and Aslan clans.
380	Imperial intervention in Aslan Border Wars results in Peace of Ftahalr.
400	Magyar and Dark Nebula sectors absorbed into Third Imperium.
426	Solomani Rim state Easter Concord joins Imperium.
582	Dingir League joins Third Imperium.
588	Old Earth Union dissolved; Terra joins the Third Imperium.
600	Alpha Crucis states absorbed into Third Imperium.
604-622	Civil War in Third Imperium.
629	Arbellatra becomes empress. Solomani movement at zenith in court.
650	Rise of Constitutionalist and Devolutionist anti-Imperial movements.
666	Zhakirov becomes emperor of Third Imperium.
679	Zhakirov marries Antiama Shiishuginsa; Solomani power broken in court.
704	Solomani Autonomous Region created.
832	War of Kimson's Stand fought between Aslan and Solomani Autonomous Region.
835	Imperial Navy withdraws from Aslan border regions in Solomani Sphere.
857	Red Zone affair scandal.
871	Solomani Confederation established with capital on Terra.
882	Increasing conflict in Solomani Confederation with non-Solomani secessionists spurs founding of Solomani Security (SolSec).
899	Imperial megacorporations launch propaganda war vs. Solomani Movement.
925	Solomani Confederation bureaucracy fully purged of non-Humans.
905	Rim Foundation promotes exodus of Imperial Solomani to Confederation
908	Ascension of Margaret II to Imperial throne encourages Imperial opposition to Solomani policies.
940	Solomani-Imperial friction increases.
944	Solomani Confederation Secretary General Weinberg formally protests Imperial meddling in Confederation affairs.
950	Solomani Autonomous Region dissolved by empress Margaret II.
984	Rise of anti-Imperial Bordoni triumvirate in Solomani Confederation government.
990	Solomani Rim War begins.
993	Solomani fleets bog down in Old Expanses.
998	Tide of war turns in Imperial favour.
1000	Imperium achieves TL 15.
1001	Admiral Adair's offensive liberates Vegan homeworlds.
1002	Siege of Terra; Solomani Rim War ends. Home chosen as provisional Solomani capital.
1004	Grand Admiral Ivan Wolfe elected Secretary-General of the Solomani Confederation. Home confirmed as new capital of the Confederation.
1005	Solomani Home Guard created.
1012	Ivan Wolfe finishes term as Secretary-General of the Confederation.
1040	Massive counter-guerrilla effort mounted on Terra against the Phoenix Project.
1041	Generation-long Solomani Science Initiative program begins.
1045	Imperial forces announce suppression of the Phoenix Project.
1048	Imperial forces begin restoring civil liberties on some conquered Solomani worlds.
1050	Solomani average TL is 14. Launch of first of several long-range galactic exploration missions.
1050	Solomani Ministry of Technology begins a long range galactic exploration program.
1064	Amber Zone code on Terra provisionally lifted.
1071	Bicentennial celebrated throughout Solomani Confederation.
1000	Osmond Salazar elected to first term as Secretary General.
1101	Solomani Military launch police action on Brookwall in Alpha Crucis.
1104	Confederation forces overthrow rogue dictatorship on Willeston in Aldebaran.
1105	The Present.

EQUIPMENT AND TECHNOLOGY

Solomani Confederation equipment is functionally similar to that available in the Imperium. The highest TL worlds in the Confederation are TL 14. Confederation Navy, Confederation Army and SolSec equipment tends to be TL 12 to 14.

Solomani use standard Imperial gear with only trivial cosmetic variations. In fact, much of the standard Imperial equipment of TL 10-12 is based on Solomani designs that date back to the Rule of Man period or even earlier. Due to the significant trade that continues between the two powers, civilian Solomani equipment is often built specifically to conform to Imperial standards in terms of electronics interfaces, operating systems and power supplies. This allows the Confederation to export to the Imperium and vice versa.

Currency

Solomani monetary and banking systems were based on those of the Imperium and the Solomani credit is virtually identical to the Imperial currency. Unlike the Imperium, which is rather conservative in its currency designs, the Information ministry routinely pressures the Solomani treasury to add new patriotic mottos or 'inspirational' designs every decade or so. For example, the most recent minting of the Cr. 1 coin featured an engraved rising phoenix symbol, the motto 'peace through

strength' and a stylised engraving of an Independence-class patrol ship. The Cr. 100 bill has an image of Terra and the motto 'We Remember' with the reverse side a hologram of a military parade on Home, a battalion of jump troops and grav tanks moving through the capital's streets.

ARMOUR

Since Solomani have identical body types to Imperials they tend to use very similar armour designs, differing only in minor details such as the exact styling of the helmets. The majority of the Solomani Confederation Army's regular soldiers use standard TL 12 combat armour or TL 13 battle dress. Elite Army units and the Confederation Marines are equipped with TL 14 battle dress and combat armour and this is slowly defusing through the entire force. Home Guard, mercenaries and adventures may be equipped at a variety of TLs, usually with armour that differs only cosmetically from the Imperial norm.

In addition to these standard designs various armour is produced for domestic or export by Solomani arms manufacturers. This includes several special-purpose suits of powered armour, some examples of which are shown here. All of these battle dress designs presented here have been designed according to the rules in the Vehicle Handbook.

SolSec Urban Battle Dress (TL 14)

This is an ultra-light battle dress suit used by SolSec paramilitary units and Solomani Army Commandoes. As the name suggests, it is optimised for city fighting. The ultra-light chassis make its no more bulky than ordinary combat armour, allowing the wearer to easily fit into normal or even double-occupancy vehicular seating. This allows SolSec troopers to use civilian vehicles for cover purposes while approaching a target. It has no integral weapons but has extensive anti-detection systems that actively suppress sound, infrared emissions and even bend light round making it nearly silent and invisible. A retractable 'rabbit ear' sensor boom allows the suit to see around corners. Comms incorporate tight-beam maser systems, signal encryption and jamming countermeasures.

Type	TL	Str Mod.	Dex Mod.	Base Damage	Armour	Speed (Walk/Run)	Duration	Cost (Cr.)	Shipping Size
SolSec Urban Battle Dress	14	+2	+4	1d6	14	25/125	18	1,721,700	0.05

Other Equipment/Modifications:

Basic Communicator (Dist. Range, Tightbeam, Encrypted), Basic Electronic Countermeasures, Computer/5, IR Camo (+2 DM to Stealth checks vs. heat-seeking or IR sensors), Looking Glass (+4 DM to Stealth checks), Med Pack, Sonic Suppressor (+2 DM to Stealth checks), Basic Sensors (Range Increase to Distant, Sensory Extensions, Enhanced Visual Sensors, Enhanced Audio Sensors).



Type D Battle Dress (TL 13)

This is a suit of light battle dress designed to be worn by uplifted Dolphins. The suit is designed for underwater combat but can operate out of water using its grav pack. A laser weapon is installed firing forward but additional weaponry can be strapped on. Safe depth of the suit is 200 metres and crush depth is 500 metres. A Dolphin in Type D battle dress takes up the equivalent of four seats inside a vehicle. Type D battle dress cannot be put on a dolphin without the assistance of at least one Human or two other dolphins equipped with waldos. The suit is water-filled behind the head in some models and has an atmosphere with 100% humidity in others so the dolphin can operate out of water. This is a recon model. Heavier designs with built in missile or torpedo racks also exist.

Type	TL	Str Mod.	Dex Mod.	Base Damage	Armour	Speed (Swim)	Duration	Cost (Cr.)	Shipping Size
Type D Battle Dress	13	+3	+4	2d6+2	10	100	24	1,472,700	0.21

Weapon	Location	Damage	Range	Auto	Ammo
Laser Carbine	Slotted	4d6	Rifle	No	50

Other Equipment/Modifications:

Active Camo (+2 DM to Stealth checks), Basic Communicator (Dist. Range, Tightbeam, Encrypted), Basic Sensors (Range Increase to Distant), Computer/4, Grav Pack (200 km/h, Agility +1), Med Pack, Standard Underwater Sensors (range increase to Distant).

Using the Vehicle Handbook to Build Dolphin Battle Dress: A Dolphin's battle dress gets the Swimmer system at no extra space or cost but cannot walk or run on land. Dolphin suits have twice the safe and crush depth. The suit's chassis cost and cost per point of armour are doubled. Due to its larger size its Base Damage is increased by +1d6. Dolphin battle dress takes up twice the space in vehicles that ordinary battle dress does. The suit's shipping space is tripled. A Dolphin's suit is designed to allow its wearer to use his natural sonar while wearing it but can also be fitted with underwater sensors. Dolphin suits provide the built-in equivalent of a waldo set with a Strength four less than the suit's Strength at no extra cost.

SA 87 Shrike Battle Dress (TL 14)

The SA 87 is the most advanced battle dress model in regular Solomani Confederation Army service. Introduced in 1087, it is issued to soldiers in the Army's elite jump troop divisions who are trained to freefall from orbit in capsules to assault planetary surfaces. It is a medium battle dress suit capable of free flight using its built-in grav generators. Since jump troops may be cut off for lengthy periods behind enemy lines without access to support services the suit features extended power and life support and an advanced medical system. There are no integral weapons but Shrike-equipped jump troopers normally carry a handheld PGMP-13 or FGMP-14 as their standard sidearm.

Type	TL	Str Mod.	Dex Mod.	Base Damage	Armour	Speed (Walk/Run)	Duration	Shipping Size
SA 87 Shrike Battle Dress	14	+6	+4	2d6	20	13/66	45	0.1

Other Equipment/Modifications:

Active Camo (+2 DM to Stealth checks), Advanced Medical Kit, Basic Communicator (Dist. Range, Tightbeam, Encrypted, Uplink), Basic Electronic Countermeasures, Basic Navigation, Basic Sensors (Range Increase to Distant, Enhanced Visual Sensors, Enhanced Audio Sensors), Extended Duration (+150%), Extended Life Support (72 hours), Computer/5, Grav Pack (400 km/h, Agility +2), Increased Speed (+10%), IR Camo (+2 DM to Stealth checks vs. heat-seeking or IR sensors), Strength Increase (+2).

Robots

Solomani attitudes toward robotic technology is more accepting than the Imperium but they do not embrace machines to the same degree as the Zhodani. In Terran culture, semi-autonomous robots appeared at roughly the same time as interstellar travel, resulting in a wide divergence of attitude toward intelligent machines among different Terran-descended communities throughout the Solomani Sphere. On some worlds, robots are outlawed or distrusted. On others, they are seen as more trustworthy and obedient partners than aliens. Several Solomani Party factions, religions and organisations have strong prejudices, positive or negative, regarding robots. The best known is the Society for Sovereignty of Man over Machine, active on several TL 14+ worlds, which actively opposes any advanced A.I. research that might lead to independent machine intelligence.

Solomani have the same range of robots as the Imperium but tend to make more use of large vehicle-sized robotic machines such as robot construction equipment.

Dolphin Equipment

Certain Solomani Confederation equipment is designed specifically for Dolphins.

Waldo Set (TL 10): This is a strap-on harness with a pair of artificial robotic arms with 3-5 fingers. A Dolphin cannot put on a waldo set by itself; a Human or other waldo-using Dolphin must assist. The waldo set compensates for the Dolphin's lack of manipulators but it is clumsy: it requires Battle Dress 1 or better to use and there is a -2 Dex penalty at TL 10-12 or -1 at TL 13-15. The arms also produce extra drag for a swimming dolphin reducing swimming speed by 50% when carrying or manipulating anything. If the arms are not in use and folded back the penalty is reduced to -20%.

Various Strength waldo sets are available. They are relatively flimsy and their Str is typically four less than the Dolphin they are fitted for. A typical set masses 4 kilograms and costs Cr. 1,000 excluding the computer and software needed to operate it. It must be custom-designed for a particular size of Dolphin. Another dolphin of similar build, represented by the same Strength, could also use it.

Waldo sets built into Dolphin battle dress have a Strength equal to the suit's Str -4. They do not produce drag when the set is not in use but otherwise use the above rules.

Waldo Interface (TL 10): Software required to control a waldo set. Rating 2. Cr. 1,000.

Wafer Jack (TL 12): See Traveller Core Rulebook (p. 90). A Dolphin with this augment can run a waldo interface program to control a TL 12+ waldo set without a Dex penalty. Dolphins are

often fitted with wafer jacks or neural comms to interface with computers without the need for waldo sets. They are useful for running translator programs.

Hydrogel (TL 10): This is an ointment that provides skin protection for the Dolphin in air. Each application allows the Dolphin to remain out of water without suffering damage for 24 hours. A tube of hydrogel costs Cr. 5. At TL 13, improved hydrogel provides protection for one week but costs Cr. 10.

Gun Pod (TL 7): This is a strap-on sealed module housing a weapon attached to the flank of the Dolphin's head. The weapon is fired in the direction the Dolphin is facing. Aiming requires orienting the Dolphin's body and is best employed in conjunction with a head up display of some sort such a data display/recorder. It adds +20% to weapon cost and mass.

Land Suit (TL 9): A land suit is a Dolphin-shaped soft suit that encloses most of a Dolphin's body with a lightweight suit providing a 100% humidity environment. A life support pack ensures circulation and keeps the suit and Dolphin cool. A land suit can be worn for up to 12 hours, after which it should be removed to avoid chaffing and allow cleaning. Wearing it for extended periods requires a daily Endurance check; failure results in 1 point of damage. The pack runs it for 24 hours. The suit's material provides protection 4. Required skill is Vacc Suit 0. Mass is 9 kg. Cr. 12,000.

Travel Suit (TL 12): An improved land suit. The pack runs for 48 hours. The suit provides protection 6. Required skill is Vacc Suit 0. Mass is 6 kg. Cr. 15,000.

Dolphin Armour: All Dolphin armour has three times the mass and twice the cost of Human armour. Options for Dolphin armour or clothing, such as grav assist or smart fabric are also double cost. Dolphin vacc suits, combat armour and battle dress provide a 100% humidity environment. This allows the Dolphin to operate out of water while still providing it with breathable air. A serious breach in a Dolphin vacc suit, combat armour, water suit or battle dress (see Traveller Core Rulebook, p. 88) will eliminate the suit's ability to keep the Dolphin wet.

Solomani Companion Animals

Dog (TL 0): A dog kept as a pet or working animal. Fighting or guard dogs and similar animals start at five times the listed price. Cr. 10 to Cr. 1,000.

Cat (TL 0): A cat kept as a pet or rodent control system. Cr. 1 to Cr. 100.

Riding Horse (TL 0): A horse of reasonable quality for riding. Horses take a considerable amount of feeding and general looking-after but can provide mobility in areas where vehicles are inappropriate. Specialist animals such as cavalry mounts or racehorses start at five times the price, high-quality animals can cost 1,000 times as much again (or more!). Typical mounts can walk at 7 km/h or running at 28 km/h. Cr. 1,200.



VEHICLES

The Solomani Confederation contains a multitude of worlds of varying Tech Levels, all of which produce their own vehicles. Common designs similar to those used in the Imperium are all in use. This section describes some of the more modern vehicles that are likely to be used by Solomani Confederation military or government officials.

All of the vehicle designs presented here have been designed using the rules in the Vehicle Handbook.

Armoured Grav Limousine

This is a luxury stretched grav limousine used by high-ranking Solomani Party and government officials and corporate executives. Although it is nearly as well protected as a military g-carrier, this light grav vehicle is much more comfortable.

Vehicle	TL	Skill	Agility	Speed	Range	Crew / Passengers	Cargo	Open?	Hull	Structure	Cost (Cr.)	Shipping Size
Armoured Grav Limousine	14	Flyer (grav)	+2	525	3,600	1/6	0.125 tons	No	6	6	985,700	5 tons

Armour

Location	Armour
All	20

Other Equipment/Modifications:

Advanced Controls, Autopilot (skill level 2), Communications (TL 14, V. Distant, encrypted, boosted range, tightbeam), Computer/5, Decreased Range (lower fuel capacity), Electrostatic Armour, Entertainment System, Gun Ports x8, Hostile Environment Protection, Increased Hull, Increased Structure, Navigation (standard), Sensors (TL 14, basic), Prismatic Aerosol, Wet Bar.

Executive Communications Vehicle ('Comm Sled')

This is an enclosed armoured air/raft mini-van packed with secure communication and support equipment. A convoy of senior politicians travelling in armoured grav limousines may be accompanied by one of these light grav vehicles to provide specialised communications gear. SolSec also use these vehicles as mobile command posts. Major news agencies use them for reporting in dangerous areas.

Vehicle	TL	Skill	Agility	Speed	Range	Crew / Passengers	Cargo	Open?	Hull	Structure	Cost (Cr.)	Shipping Size
Comm Sled	14	Flyer (grav)	+2	575	4,000	3	0.125 tons	No	5	5	988,500	5 tons

Armour

Location	Armour
All	15

Other Equipment/Modifications:

Advanced Controls, Autopilot (skill level 2), Communications (TL 14, extreme, encrypted, tightbeam, uplink), two Computer/4, Hostile Environment Protection, Meson Communicator (TL 14, distant, encrypted, uplink), Navigation (standard), Sensors (TL 14, basic).



Grav Patrol Car

A rugged enclosed police air/raft used by Solomani police forces and SolSec. It carries two police officers with room for three passengers in the back.

Vehicle	TL	Skill	Agility	Speed	Range	Crew / Passengers	Cargo	Open?	Hull	Structure	Cost (Cr.)	Shipping Size
Grav Patrol Car	13	Flyer (grav)	+3	600	3,600	1/4	0.125 tons	No	2	4	520,500	2.5 tons

Armour

Location	Armour
All	10

Other Equipment/Modifications:

Advanced Controls, Autopilot (skill level 2), Communications (TL 13, distant, encrypted, uplink), Computer/3, Decreased Range, Increased Agility, Increased Speed, Increased Structure, Navigation (standard), Sensors (TL 13, basic).

Capital Grav Liner

This is a highly-streamlined heavy grav vehicle that serves as a supersonic executive transport, command post and media centre. The size of a small airliner, this speeder is used by Solomani government leaders, corporate execs or senior Solomani Party officials to travel with a media entourage and security detail. It is equipped with advanced communication gear, creature comforts and defence systems, including a last-ditch escape cocoon to allow one very important person to bail out in the event of catastrophe.

Vehicle	TL	Skill	Agility	Speed	Range	Crew / Passengers	Cargo	Open?	Hull	Structure	Cost (Cr.)	Shipping Size
Capital Grav Liner	14	Flyer (grav)	+2	2,500	unlimited	2/18	0.5 tons	No	50	50	50,487, 200	50 tons

Armour

Location	Armour
All	5

Other Equipment/Modifications

Advanced Controls, Air Lock, Autodoc (Medic 3, Edu 10, Dex 8), Autopilot (skill level 3), Bunks (four), Communications (TL 14, continental range, encrypted, tight-beam, uplink), Chaff (six uses), Computer/5, Electronic Countermeasures (basic), Decoys (six uses), Ejection Cocoon (one person), Entertainment System, Fire Extinguisher, Flares (six uses), Freshers (two), Fusion Plant, Holo-suite, Hot tub (two-person), Laser Anti-Missile System (TL 14), Long-Term Life Support, Meson Communicator (TL14, continental range, encrypted, uplink), Mini-Galley, Navigation (advanced), Sensors (TL 14, advanced), Vacuum Protection, Wet Bars (two).



Praetorian Anti-Riot Vehicle

The Praetorian is an eight-wheeled armoured van that is designed for riot control, police and urban counter-insurgency operations. It is popular with Home Guard and planetary security police on many mid-to-high TL Solomani worlds. Its armament is concealed in a small turret with the pop-up feature so that the vehicle can appear unarmed when a low-key media-friendly presence is called for. The turret carries an advanced machine gun and a non-lethal sonic cannon which along with the vehicle's water cannon provides a wide range of options for dealing with rioters. Its smoke discharger can also be loaded with tear gas rounds as an alternative to smoke. The Praetorian has a two-man crew consisting of a driver and gunner and seats for five police, troops or detainees in the back.

Vehicle	TL	Skill	Agility	Speed	Range	Crew / Passengers	Cargo	Open?	Hull	Structure	Cost (Cr.)	Shipping Size
Praetorian ARV	10	Drive (wheeled)	0	135	500	2/5	0.25 tons	No	10	11	585, 750	10 tons

Armour

Location	Armour
All	5

Weapons

Weapon	Location	Damage	Range	Auto	Ammo
Advanced Support Weapon	Small Turret	4d6 AP	Distant	12	20,000
Sonic Cannon	Small Turret	Stun	Long	No	N/A

Other Equipment/Modifications:

Advanced Controls, Communications (TL 10, tightbeam, very distant, encrypted), Computer/2, Decreased Speed, Extra wheels (six wheels), Gun Ports (x6), Hostile Environment Protection, Improved Fire Control (+1), Increased Structure, Navigation (basic), Off-Road, Small Turret (pop-turret option, holds both weapons), Smoke Dischargers (six uses), Water Cannon (two minutes firing duration).



Bucephalus Grav IFV

This is an armoured infantry fighting vehicle that is designed to carry a small lift infantry squad into battle and provide it with fire support. Introduced during the Solomani Rim War, the Bucephalus is no longer state of the art equipment but remains in service with many Confederation Army lift infantry units. It is also a mainstay of Army Home Guard forces of high-TL worlds. It has three crew: a pilot, commander and gunner. The vehicle has room for seven soldiers but can only carry three troops if they are in battle dress.

Vehicle	TL	Skill	Agility	Speed	Range	Crew / Passengers	Cargo	Open?	Hull	Structure	Cost (Cr.)	Shipping Size
Bucephalus Grav IFV	13	Flyer (grav)	+2	450	Unlimited	3+7	0.125 tons	No	20	20	16,109,200	20 tons

Armour

Location	Armour
Front	45
Right	40
Left	40
Rear	35
Top	40
Bottom	40
Turret Front	40
Turret Side/Rear	40

Weapons

Weapon	Location	Damage	Range	Auto	Ammo
VRF Gauss Gun	Small Turret	5d6 AP	Distant	12	20,000
7 x Light Tac Missiles (anti-armour)	Dedicated Missile Bay	9d6 Super AP	Very Distant	No	

Other Equipment/Modifications:

Advanced Controls, Chaff (six uses), Communications (TL 13, v. distant range, encrypted, tight-beam), Decreased Speed (–10%), Computer/4, Electronic Countermeasures (standard), Fire Extinguisher, Flares (six uses), Fusion Plant, Gun Ports x8, Improved Fire Control (+3), Infrared Masking II, Navigation (advanced), Prismatic Aerosol (six uses), Sensors (TL 14, advanced), Short-Term Life Support, Stealth I, Vacuum Protection, Visual Camouflage I.



Sandhurst Command Sled

This Solomani Confederation Army armoured command-and-control vehicle is a variant of the Buchephalus but with a completely altered interior. The current version was introduced in 1067 and had most systems upgraded to a TL 14 standard. Its crew consists of a pilot, gunner/commander and a five-person command-and-control battle staff. They are equipped with sophisticated communications gear and a 'map table' holo-suite. There are also provisions to remotely operate up to three drone vehicles, usually for battlefield reconnaissance purposes. The heavy weapons of the Rhaebus are replaced with a laser missile defence system and a smaller turret mounting an advanced light autocannon.

Vehicle	TL	Skill	Agility	Speed	Range	Crew / Passengers	Cargo	Open?	Hull	Structure	Cost (Cr.)	Shipping Size
Sandhurst Command Sled	14	Flyer (grav)	+2	450	Unlimited	7	0.125 tons	No	20	20	17,994,500	20 tons

Armour

Location	Armour
Front	45
Right	40
Left	40
Rear	35
Top	40
Bottom	40
Turret Front	40
Turret Side/Rear	40

Weapons

Weapon	Location	Damage	Range	Auto	Ammo
Advanced Light Autocannon	Small Turret	6d6+4 SAP	Very Long	8	5,000

Other Equipment/Modifications:

Advanced Controls, Communications (TL 14, extreme range, encrypted, tight-beam, uplink), Decreased Speed (–10%), three Drone Controllers (neural-link), four Computer/5, Electronic Countermeasures (standard), Fire Extinguisher, Fusion Plant, Gun Ports x2, Holo-suite, Improved Fire Control (+3), Infrared Masking II, Laser Missile Defence System (TL 14), Meson Communicator (TL 14, v. distant range, encrypted, uplink), Navigation (advanced), Sensors (TL 14, advanced), Short-Term Life Support, Stealth I, Vacuum Protection, Visual Camouflage I.



Rhaebus Heavy Grav APC

The Rhaebus is an example of the post-war Solomani Confederation Army doctrine of using uncompromising fighting vehicles optimised for a specific role. It is a heavy armoured personnel carrier intended to provide maximum protection for a full squad of battle dress equipped infantry it transports into action. To achieve this the design was based on the Sartorius grav tank chassis but with that vehicle's fusion gun turret replaced by a large troop compartment. There is room for up to eight soldiers in battle dress or 16 ordinary troopers. The price of this capability is a lack of anti-armour weaponry and the vehicle carries only a VRF gauss gun in a remote turret mount. Rhaebus APCs are expected to operate in close cooperation with grav tanks rather than serving as fire support vehicles. It has a two-man crew: pilot and a commander/gunner. The Rhaebus entered service in 1081. It is manufactured by Panstellar and is gradually replacing the Bucephalus in Solomani Army lift infantry and armoured battalions. It has yet to be tested in major conflicts but proven popular in peace keeping and police actions.

Vehicle	TL	Skill	Agility	Speed	Range	Crew / Passengers	Cargo	Open?	Hull	Structure	Cost (Cr.)	Shipping Size
Rhaebus Grav APC	14	Flyer (grav)	+1	360	unlimited	2/16	0.375 tons	No	30	30	26,576,000	30 tons

Armour

Location	Armour
Front	90
Right	80
Left	80
Rear	80
Top	70
Bottom	80
Turret Front	80
Turret Side/Rear	80

Weapons

Weapon	Location	Damage	Range	Auto	Ammo
VRF Gauss Gun	Small Turret	5d6 AP	Distant	12	20,000

Other Equipment/Modifications:

Advanced Controls, Autopilot (skill 3), Communications (TL 14, v. distant range, encrypted, tight-beam), Computer/5, Decreased Agility, Electronic Countermeasures (standard), Decoys (six uses), Fire Extinguisher, Fusion Plant, Gun Ports (x8), Improved Fire Control (+3), Infrared Masking II, Laser Anti-Missile System (TL13), Navigation (advanced), Prismatic Aerosol (six uses), Sensors (TL 14, advanced), Short-Term Life Support, Stealth I, Vacuum Protection, Visual Camouflage I.



Sartorius Grav Tank

The Sartorius heavy grav tank is a mainstay of the Confederation Army's lift cavalry forces. This armoured fighting vehicle was developed after the Solomani Rim War based on lessons learned during the Battle of Terra and later post-war conflicts to replace the earlier Ziska medium grav tank. Initial versions entered service in 1053 with the most recent upgrades made in 1095. The Sartorius is a back-to-basics approach built around the most powerful high-energy fusion gun available to defeat the usually-superior Imperial armour. The vehicle has three crew members: a pilot in the hull and a commander and gunner in the turret. The commander remotely operates the VRF Gauss Gun.

The tank is named after General Maya Sartorius, who as a colonel commanded the elite 2nd Solomani Guards ('Black Rose') regiment during the Battle of Terra which fought the last major tank battle of the Solomani Rim War. After her release from an Imperial prison hospital Sartorius rose to the position of commanding General of the Confederation Army and was instrumental in rebuilding the Confederation's shattered ground forces.

Vehicle	TL	Skill	Agility	Speed	Range	Crew / Passengers	Cargo	Open?	Hull	Structure	Cost (Cr.)	Shipping Size
Sartorius	14	Flyer (grav)	+1	360	Unlimited	2	0.125 tons	No	30	30	34,964,000	30 tons

Armour

Location	Armour
Front	90
Right	80
Left	80
Rear	70
Top	80
Bottom	80
Turret Front	80
Turret Side/Rear	80

Weapons

Weapon	Location	Damage	Range	Auto	Ammo
VRF Gauss Gun	Small Turret	5d6 AP	Distant	12	20,000
Fusion Z Gun	Large Turret	28d6 Ultra-Destructive	Distant	No	N/A

Other Equipment/Modifications:

Advanced Controls, Autopilot (skill 3), Communications (TL 14, v. distant range, encrypted, tight-beam), Computer/5, Decreased Agility, Electronic Countermeasures (standard), Decoys (six uses), Fire Extinguisher, Fusion Plant, Improved Fire Control (+4), Infrared Masking II, Navigation (advanced), Prismatic Aerosol (six uses), Sensors (TL 14, advanced), Short-Term Life Support, Stealth I, Vacuum Protection, Visual Camouflage I.



BIOTECHNOLOGY

During the Interstellar Wars period the beleaguered Terrans found they had an advantage over the Vilani in the biological sciences. Terran genetic engineers leveraged this by modifying terrestrial crops and domestic animals to produce strains adapted to the native ecosystems of particular alien worlds. Certain varieties proved adaptable across numerous worlds; these galactis sub-species were popular with Human colonists and also marketed by Terran traders. These ventures led to more ambitious programs.

Augments

The average Solomani citizen has the same suspicion of cybernetic and surgical augments that Imperial citizens do. All augmentations up to TL 14 listed in the Traveller Core Rulebook are theoretically available in Solomani space but many are limited to the relatively small number of worlds or organisations that approve of cybernetics.

Biological versions of augments are also available. They are both more common and more controversial in the Solomani Confederation than in the Imperium. 'Eugenic' genetic augments that still remain within the Solomani norm are philosophically acceptable. This includes physical characteristic and intelligence augmentation that do not raise values beyond ordinary Human norms. More controversial are genetic augments that add abilities that ordinary Solomani never possessed. Purist factions of the Solomani Movement consider such augmented people to no longer be true racial Solomani especially when the modifications involved inserting animal, alien or synthetic genes.

Nevertheless some Solomani Confederation worlds have extensive populations of significantly genetically-augmented citizens. This is a legacy of various 'genetic assistance' colonisation policies that date back thousands of years to the era of the old Terran Confederation. Terra's desperate struggle to expand its territories during the Interstellar Wars saw it resort to every means possible to settle new worlds including the radical genetic engineering of Humans to adapt them to alien environments. Some of these programs failed but others were successful. This has left dozens of worlds in Solomani Sphere who have populations of 'racial Solomani' with both clear Terran ancestry and significant hereditary genetic augmentations. These include worlds where the people have physical characteristic augmentations that increase their strength and endurance to survive in high gravity, digestive systems adapted to better consume alien proteins, cat-like enhanced vision for use on worlds with long nights or dim red suns or even extreme modifications like gills and webbed fingers to survive on water worlds.

The great admiration that the modern Solomani Confederation have for the deeds of old Terra make it difficult for their purists to argue such genetically-altered Solomani are less than 'true Humans'. They were created during the great heroic era of Terran victories that the Solomani look back to with pride. Thanks to this attitude the Solomani Confederation charter includes legal protections that treat 'naturally-born' genetically-augmented Solomani Humans as racial Solomani, with full civil rights under Confederation law.

Current controversy focuses on whether programs similar to these millennia-old projects should continue in today's era or whether it was a desperate expedient that that is no longer needed today. Due to purist Solomani Party opposition such augmentation is uncommon in the Confederation. It is limited to a minority of worlds, corporations and Party factions that support genetic engineering. Most of these are expansionist Solomani Party factions that wish to facilitate rapid Solomani development of the rimward frontier by following the old Terran policy of adapting people to alien planets rather than the slower process of changing worlds through terraforming. A fringe group include Solomani Party radicals who believe that it is mankind's destiny to transcend mere limits of Terran genetics and create perfect, augmented Solomani master race or that genetic engineering can modify lesser Human or alien races to create tractable subject peoples.

Due to the controversial nature of these programs, the Secretariat has passed laws that give the Solomani Confederation's Ministry of Genetics the authority to impose numerous onerous regulations intended on new augments to ensure they are safe, reliable and relatively uncontroversial. In order for a baby to receive Confederation-certified identity papers that pass them as 'racial Solomani' their biological augmentations must be on a Ministry of Genetics-approved list.

The list of approved augments grandfathers in the various millennia-old genetic upgrades that were created by the Terran Confederation and which Confederation citizens on such worlds may be born with. It is far stricter regarding brand new programs or procedures that parents can voluntarily choose for themselves or their children. Any commercially available augments must undergo a lengthy and highly-politicised 'ethical review' process under the Ministry of Genetics that can require many years to complete. In addition to safety issues these reviews are infused with Solomani philosophy and include strict rules against excessive use of non-Terran genetic material. Under current policy genes derived from alien life forms that perform essential tasks such as modifying the metabolism to cope with tainted atmospheres or better digest native plants and animals are usually acceptable. Augments for other purposes or created using genetic material derived from non-Human intelligent races, such as Aslan or Dryone are totally illegal. That does not mean that these guidelines are always followed: every few years Solomani Confederation or planetary authorities end up raiding laboratories that the Ministry of Genetics consider damaging to the Solomani race and Solomani cause.

Even if a corporation or research lab does navigate the convoluted maze of permissions required to legally engage in exotic genetic augmentation programs it can still get into trouble. Anyone engaged in or created through new types of genetic augmentation may be boycotted or harassed by purist Party factions and investigated by intrusive media looking to uncover the latest tabloid scandal. At times conflicts between radical pro and anti-genetic engineering factions of the Solomani Party have led to riots, terrorist attacks by militant groups and undercover black ops raids by rival government agencies.



SPACECRAFT

Solomani spacecraft are very similar to those of the Imperium. Indeed, many standard Imperial designs had their origins in the Solomani Sphere.

Encounters

Space encounters in the Solomani Confederation are generally similar to those in the Imperium and the same encounter tables can be used.

Military patrols may be from either the Confederation Navy or the world's Navy Home Guard. Navy Home Guard patrols are often funded by multi-world electoral districts and thus may have equipment and ships of a higher TL than the local world or contain personnel drawn from several nearby worlds.

Solomani warships routinely conduct boarding operations to check ship identities and confirm individual identity papers. As the Solomani Confederation believes itself to be surrounded by enemies and rivals, foreign ships are subject to rigorous identity checks. So are some domestic vessels, especially if there is tension or trade disputes between rival Confederation worlds! During searches, Solomani Confederation military personnel often segregate foreign or domestic crew or passengers on the basis of race: 'everyone of Solomani descent, into the lounge; all others into the cargo hold'. Non-Solomani tend to be subject to less polite treatment and more invasive search procedures.

Confederation Navy vessels may also carry SolSec agents or Ministry of Justice personnel, who will occasionally conduct their own checks in addition to those of the Navy. 'You have been cleared by the Navy, but SolSec is still conducting its own investigation' is a phrase no merchant captain likes to hear. The Navy is looking for pirates and terrorists, the Home Guard for smugglers and SolSec for dissidents or traitors.

Lesser Known Aspects of Space Travel

The Low Lottery: Solomani scholars like to claim this somewhat morbid custom originated in the Terran Mercantile Community during the Long Night. It is still practiced today.

Ship's Cats: Many Solomani free traders keep a cat, ferret or other small predatory Terran animal aboard to hunt down pests. Sometimes the animal is actually a robot.

Jump Dimming: This Vilani custom is not practiced in Solomani space.

Security: Hijack is a significant threat in Solomani space due to the region's extremist factions, rival governments and terrorist groups. All standard security procedures and systems described in the *Traveller Core Rulebook* (p. 143-144) are in use to prevent it.

SolSec has infiltrated most manufacturers of shipboard security and monitoring systems in the Solomani Rim and has access to backdoor programs and devices that can often bypass and access standard starship security. As detailed in the description of the SolSec Technical Directorate, SolSec agents receive a +4 DM when hacking such systems. It is thus often possible for SolSec agent to override a Solomani ship's internal sensors or security procedures with much greater ease. Thanks to these back doors, a competent SolSec undercover agent who is posing as a passenger or junior crewman will often have thoroughly penetrated any commercial starship's security systems and may no more about what is going on aboard than the ship's own officers. He may also be access through his personal computer or his stateroom to a vessel's security sensor information and may even be able to tell the ship's anti-hijack surveillance systems to ignore his own movements aboard.

Societal Standards: Because of the expectations of Solomani society most ships, with the possible exception of pirate vessels, have a racial bias in their personnel structure. Captains and officers tend to be pure Solomani, though a few rare exceptions may exist where a popular mixed blood has worked their way up. Ordinary crew will normally be pure Solomani or mixed blood or less frequently, non-Solomani human. Neo-chimps may sometimes be found in jobs like mechanic or cargo hand. Dolphins rarely serve aboard ships due to life support issues, but do have a reputations as good pilots. Ships hailing from worlds with dolphin populations may have one as a navigator or pilot.

Passage

Solomani ships may restrict passage or service on the basis of race. This depends on their home port's laws and the captain's own beliefs. Similarly, stewards often give poorer service to individuals who are non-Solomani or of mixed race.



Non-Solomani tourists or business travellers who buy high passage on liners travelling on main routes between A and B class port are unlikely to face overt discrimination. Even merchant lines run by the Solomani Party, such as Transstar, have policies that require officers and crew must maintain a professional demeanour when dealing with foreign non-Solomani, to ensure that trade and tourist credits flow into the Confederation.

Shipboard discrimination is likelier for passengers travelling aboard small ships such as free traders or subsidised merchants. In general, anyone who is not pure Solomani can expect perfunctory service. There may even be separate meal times set aside for them to avoid 'disrupting' the ship's normal routine or upsetting the other passengers. Ships often refuse to sell high passages tickets to anyone other than pure Solomani. This discrimination may be overt or such tickets may just be 'sold out'. Likewise, if someone needs to be 'bumped' to make room for a high passage holder non-Solomani or mixed race passengers will be bumped first.

Very low-status non-humans such as prindigs as well as uplifts such as dolphins and chimps are often refused passage unless they wish to buy low passage tickets or are accompanied by high status (10+) Solomani. For example, a Solomani Party official with Status 10 would experience no problems buying a middle passage for his chimp bodyguard. Exceptions may be made for chimps or dolphins who are military veterans.

Low passage is seen as the best way of transporting non-Solomani, although it is not uncommon for poor Solomani travellers as well, especially those bound for new colony worlds. Some non-Solomani even prefer it as well, believing it can be better to just sleep through a voyage than endure indignities. The association of low passage with 'racial inferiors' or hard-luck colonists could explain the origin of morbid games such as the Low Lottery, which is especially popular in Solomani space.

STARSHIPS

All designs in this book have been created using the rules in the *Traveller Core Rulebook* in conjunction with the updates in *Traveller Book 2: High Guard*. As a result, there are some

Planetoid Configuration Ships

Traveller Book 2: High Guard specifies planetoid and buffered planetoid configurations for capital ships. However, asteroids come in all sizes and there are plenty of boulder-sized rocks that are suitable for hulls smaller than 2,001 tons. Thus, planetoid and buffered planetoid hulls may be used for ordinary spacecraft as well as capital ships.

Solomani shipbuilders mainly use planetoid hulls for large system defence monitors and orbital bases but smaller ships are not uncommon, typically as non-starships intended for use as low-cost belt mining vessels or cheap space defence boats. Planetoid-configuration starships are rarer and mainly used for special purposes where a ship is intended to be able to disguise itself as one many smaller asteroids scattered through an asteroid belt.

differences between these and similar designs from the *Traveller Core Rulebook*.

Small and medium-sized Solomani starships share a common design aesthetic. They are often sleek streamlined designs with fins, wings and streamlining, although the 'wings' may actually house radiator systems, sensor arrays or jump grid generators.

Solomani commercial ships are frequently armed or at least fitted with turrets ready to accept armament. This reflects the occasionally intense commercial rivalries between member worlds and trade alliances and the unsettled nature of many border regions. It is also a legacy of the Solomani Rim War, when Imperial commerce raiders exacted a terrible toll on Solomani shipping. Many merchant crews are part-time members of Navy Home Guard units and are comfortable operating armed vessels.

The main exceptions to this are those vessels that engage in the cross-border trade in the Solomani Rim. The Solomani Rim's border is heavily militarised but also fairly placid, so weapons are rarer: Solomani ships with heavy armament are more likely to be harassed by Imperial and planetary navy patrols than vessels that appear inoffensive.



MARATHON-CLASS SOLOMANI FLEET COURIER

The Type SX fleet courier is designed to carry news orders, messages, vital packets and reports between Solomani Confederation Navy bases, task forces and headquarters. It also serves as a personal transport for senior officers travelling between commands and for SolSec agents who require fast interstellar transport. SolSec also uses its own fleet couriers to transmit monitor reports and other sensitive information, especially on the military. As fleet couriers often transport high-ranking officials, their interiors are designed to be somewhat more comfortable than ordinary naval vessels of their size.

The *Marathon* class fleet courier entered service in 1071. It is a TL 14 design built by Solomani Military Industries, a commercial division of the Confederation Navy. It replaced the earlier TL 13 Columbus design used during the Solomani Rim War. Improvements include a quicker-cycling jump drive, better atmospheric mobility and superior control interface. Several dozen of the older Columbus class fleet couriers continue in service.

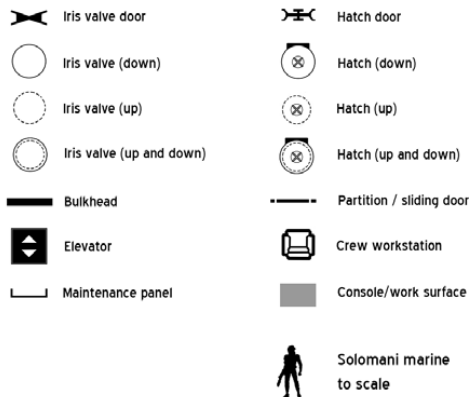
The fleet courier's typical crew consists of a pilot, navigator, engineer, medic and two gunners. With this crew it will carry one passenger, although it may carry more passengers if the crew accept; double occupancy. The fleet courier is sometimes lent to worthy retired senior SolSec or Solomani Party officials to enable them to support Solomani Cause in an unofficial capacity.

Ships in Confederation service are named after famous races, couriers, riders, messengers or fast runners, such as Hermes, Sybil Luddington, Paul Revere or Raramuri.

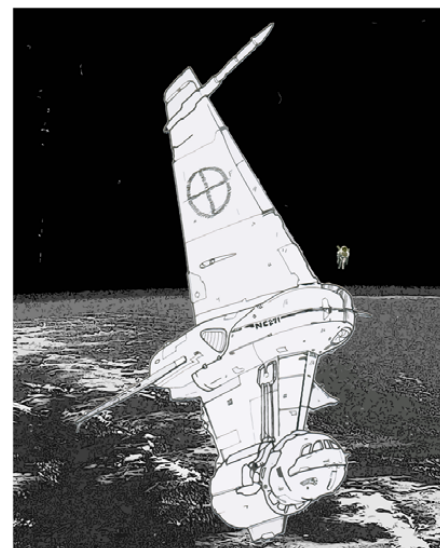
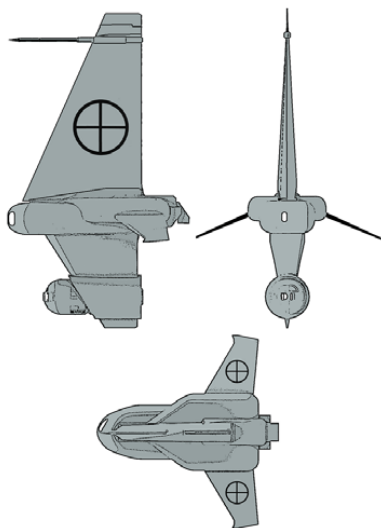
This is a standard design in the Solomani Confederation for which the 10% discount applies.

Marathon Fleet Courier			Tons	Price (Mcr)
Hull	200 tons	Hull 4, Structure 4	—	8
	Streamlined		—	0.8
Armour	Bonded Superdense	6 points	10	4
	Self-Sealing		—	2
Jump Drive	C	Jump 3	20	30
	Fast-Cycle Jump			3
Manoeuvre Drive	C	Thrust 3	5	12
Power Plant	C		10	24
Bridge			10	1
	Holographic Controls		—	0.25
Computer	Model 2 bis	Rating 10 (15 for jump control)	—	0.24
Electronics	Basic Military	DM +0	2	2
Weapons				
	Hard point #1	Triple Turret (Beam Laser x3)	1	4
	Hard point #2	Triple Turret (Beam Laser x3)	1	4
Fuel	72	One Jump-3 and four weeks of operation	72	—
Cargo	11 tons		11	—
7 Staterooms			28	3.5
Extras			—	—
	Aerofins		10	2
	Fuel Scoops		—	1
	Launch		20	14
	Luxuries 1		—	2
	Ship's Locker		—	—
Software			—	—
	Manoeuvre/0	0	—	—
	Fire Control/2	10	—	0.2
	Evade/1	10	—	1
	Jump Control/3	15	—	0.3
	Library/0	0	—	—
Maintenance Cost (monthly)			—	0.0089467
Life Support Cost (monthly)			—	0.014
Total Tonnage and Cost			200	107.361

DECK LEGEND



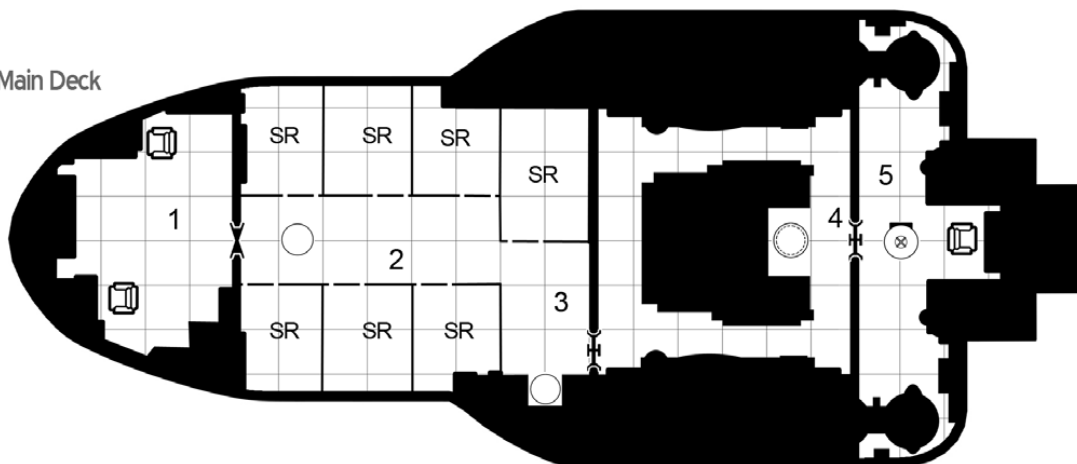
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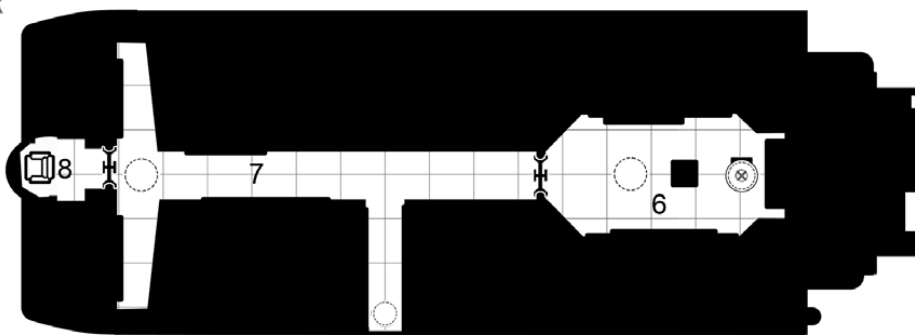
Turret Blister



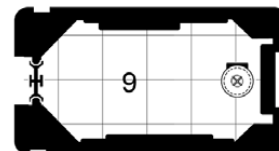
Main Deck



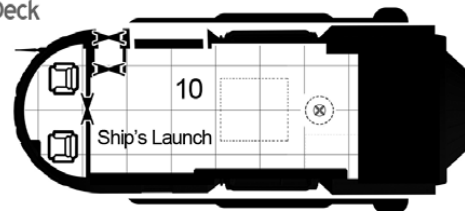
Engineering Deck



Hold Deck



Launch Deck



KEY

- 1 Bridge
 - 2 Common Room/Lounge, access to State Rooms (SR)
 - 3 Galley
 - 4 Power Control (access up to turret blister)
 - 5 Rear Drive Bay
 - 6 Fuel and Engineering Bay
 - 7 Access Corridor/ Ship's Locker
 - 8 Forward Turret
 - 9 Hold/Main Airlock
 - 10 Ship's Launch (held in a docking ring)
- Access from ship to launch is via a matched rooftop airlock/hatch.



SUNDOWNER-CLASS SOLOMANI FREE TRADER

The Type SA free trader is a medium-sized vessel designed for independent merchant operations in the Solomani Confederation.

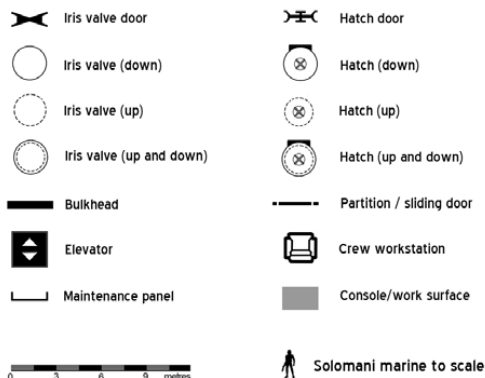
It is a TL 11 design that is manufactured in shipyards across the Confederation, although the majority of recent designs have been built by Panstellar. As designed, the ship has no armament but two turrets are often retrofitted for vessels operating in frontier regions.

The ship has a typical crew of five: pilot, navigator, two engineers and a steward/medic. Two gunners are often added and may also serve as cargo hands or the duties of steward and medic may be split between them. One crew member, often the engineer, is assigned to pilot the launch.

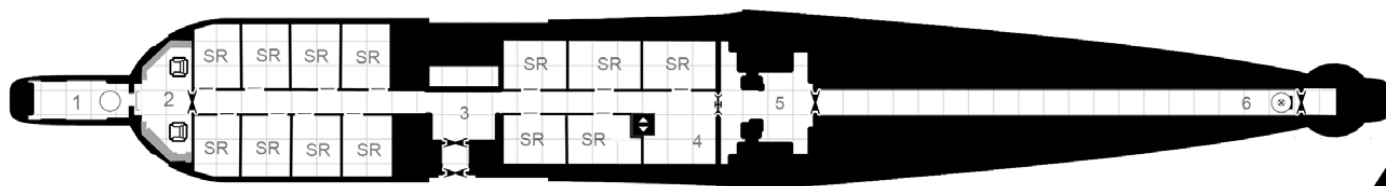
This is a standard design in the Solomani Confederation for which the –10% discount applies.

Sundowner Free Trader			Tons	Price (Mcr)
Hull	400 tons	Hull 8, Structure8	—	16
	Streamlined		—	1.6
Armour	None			
Jump Drive	D	Jump 2	25	40
Manoeuvre Drive	D	Thrust 2	7	16
Power Plant	D		13	32
Bridge			20	2
Computer	Model 1 bis	Rating 5 (10 for jump control)	—	0.045
Electronics	Basic Civilian	DM –2	1	0.05
Weapons	None			
	Hard points #1-2	Single Turret (Pulse Laser)	2	1.4
Fuel	96	One Jump-2 and four weeks of operation	96	—
Cargo	163 tons		163	—
13 Staterooms			52	6.5
Extras			—	—
	Fuel Processor		1	0.05
	Fuel Scoops		—	1
	Launch		20	14
	Ship's Locker		—	—
Software			—	—
	Manoeuvre/0	0	—	—
	Jump Control/2	10	—	0.2
	Library/0	0	—	—
Maintenance Cost (monthly)			—	0.0098133
Life Support Cost (monthly)			—	0.026
Total Tonnage and Cost			400	117.7605

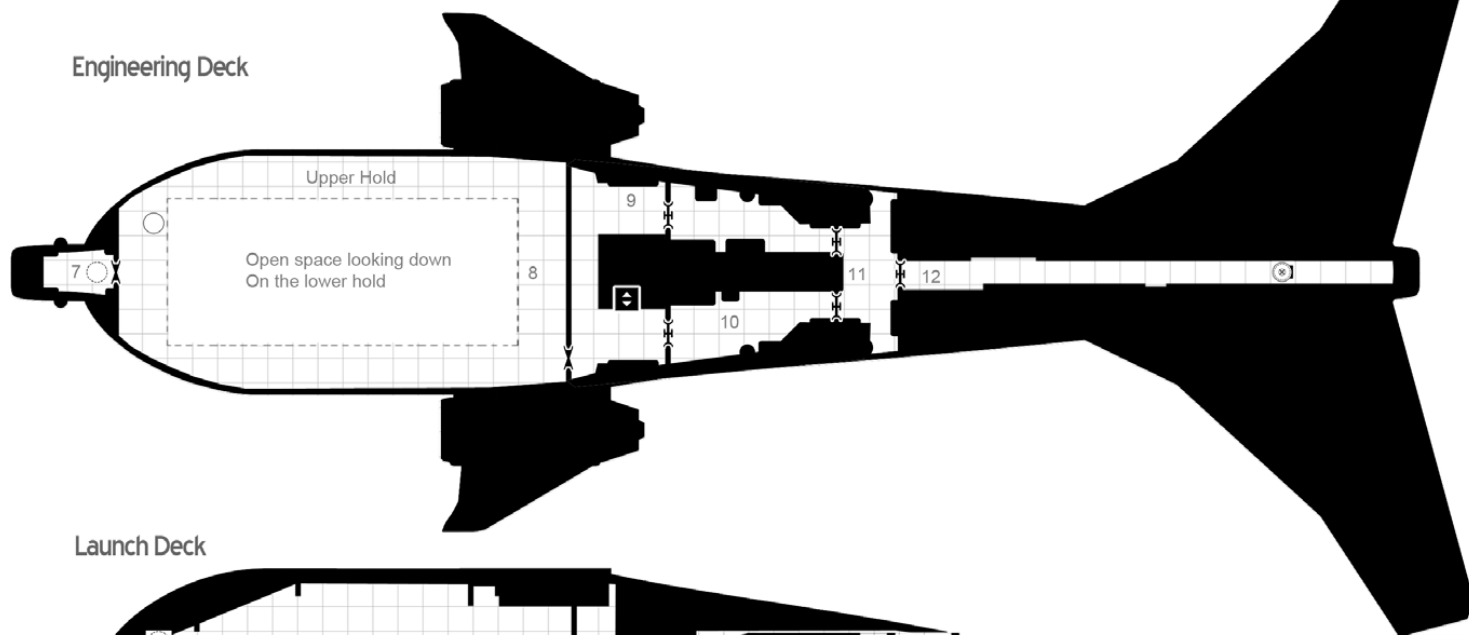
DECK LEGEND



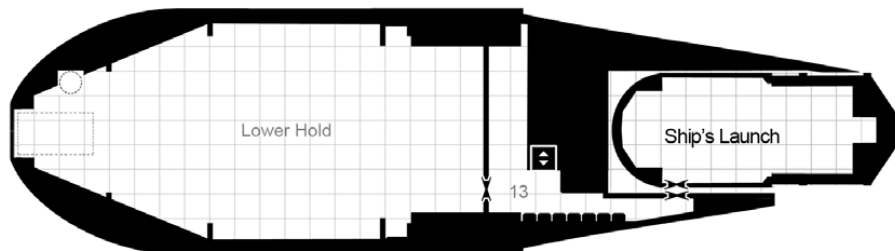
Command Deck



Engineering Deck



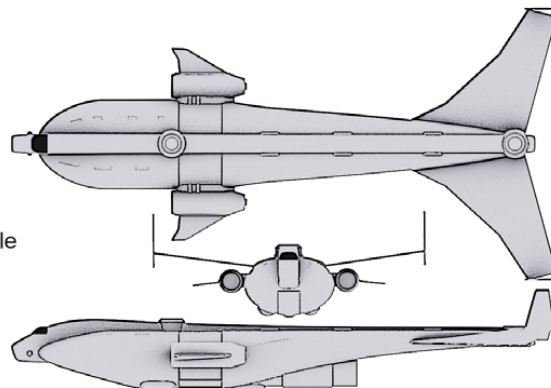
Launch Deck



KEY

- 1 Electronics Bay/Access to ship's locker
- 2 Bridge
- 3 Main Airlock/Reception/Hardpoint Space
- 4 Galley
- 5 Engineering Bay
- 6 Hardpoint/Access to lower deck
- 7 Ship's Locker
- 8 Upper Hold (balcony overlooking Lower Hold)
- 9 Lounge/Galley

- 10 Drive bay
- 11 Engineering station
- 11 Forward Airlock
- 12 Tail walkway/Airlock (accessible from ground via fold-out ladder)
- 13 lockers/Landing gear access





URIEL-CLASS ESCORT

The Type SF escort is a small warship intended for extended long-range patrol missions and escorting merchant convoys in dangerous regions. The vessels are also used for survey operations in frontier subsectors, filling a role similar to the Type S Scout.

The *Uriel* is a reliable TL 13 design that first entered naval service as far back as 920. Its design was inspired by similar Aslan warships that were encountered along the Spinward frontier of the Solomani Confederation. Unlike standard Imperial practice, the ship uses fixed mount rather than turreted weapons; *Uriel* pilots often fly their vessels more like fighter jocks than warship commanders.

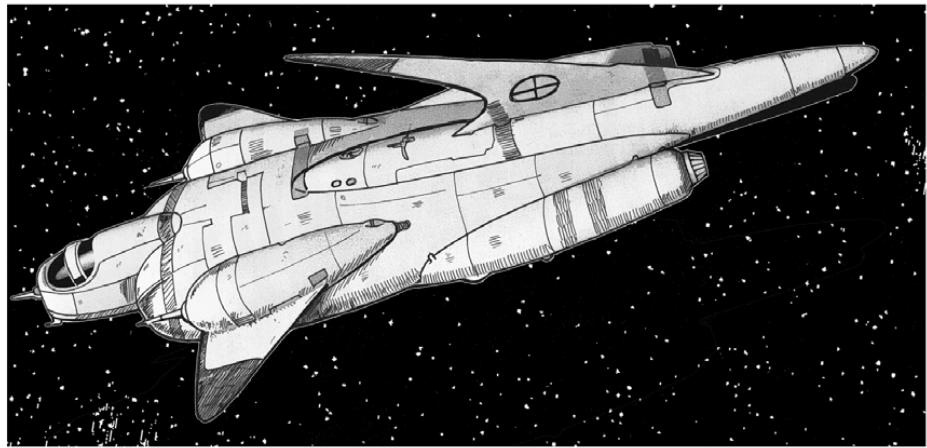
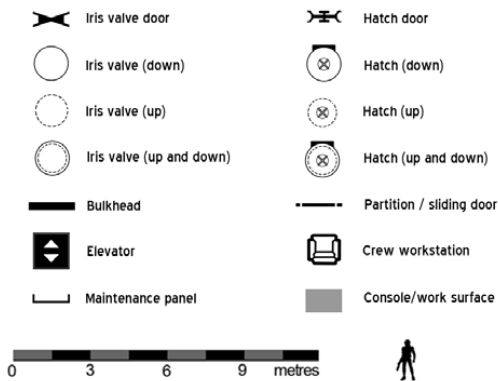
The *Uriel* requires a crew of three: pilot/gunner, navigator/medic and engineer/gunner. Personnel who serve aboard *Uriels* tend to become very close due to the combination of small crew size, tight quarters and lengthy missions.

New *Uriel* class ships are no longer made for the Confederation Navy but hundreds remain in service. They are still manufactured by Solomani Military Industries for commercial sales to client states and those Navy Home Guards that want to operate a few inexpensive interstellar warships. Some have also fallen into the hands of privateers.

This is a standard design in the Solomani Confederation for which the 10% discount applies. Vessels are named after Terran minor deities, demi-gods or angels.

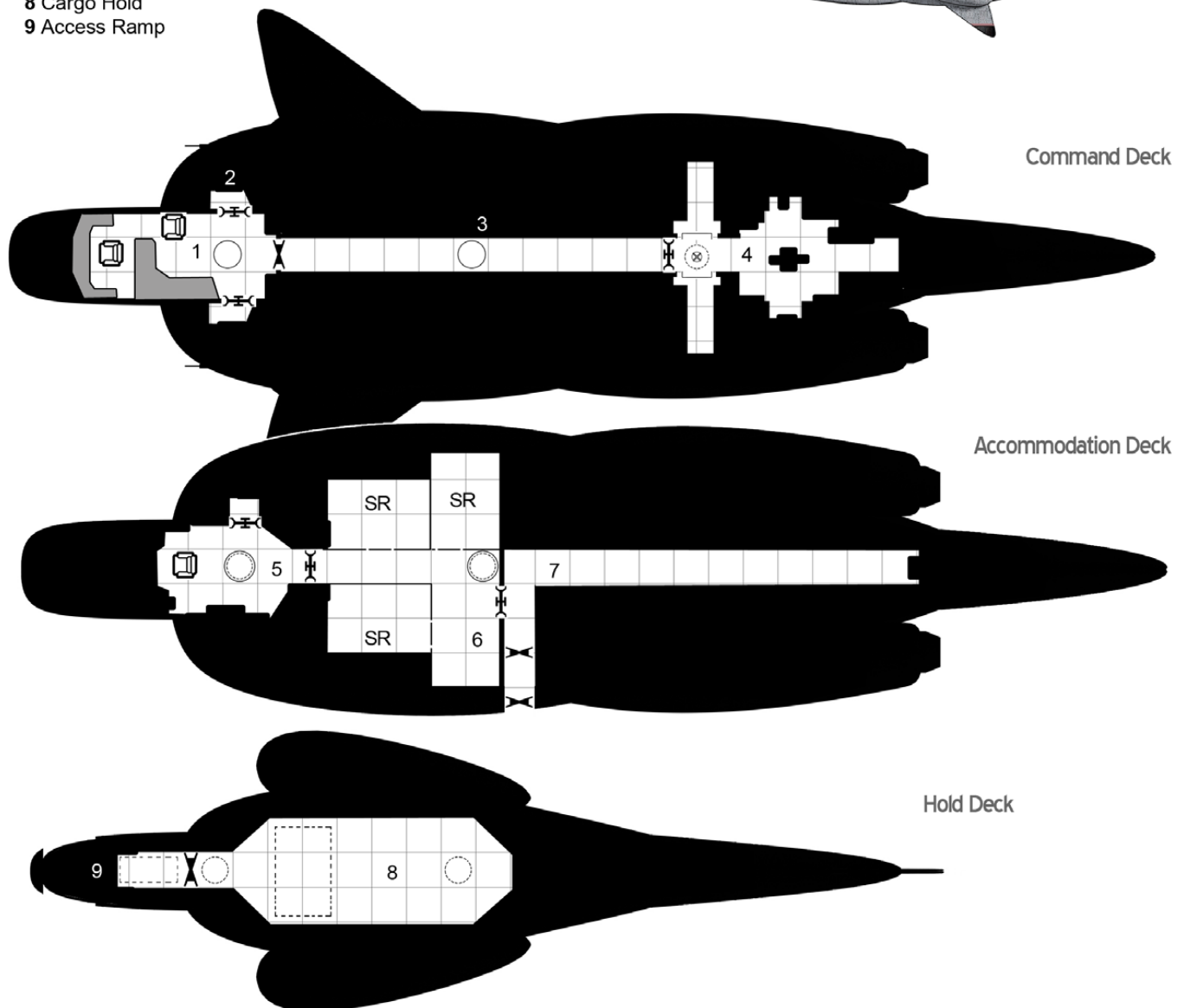
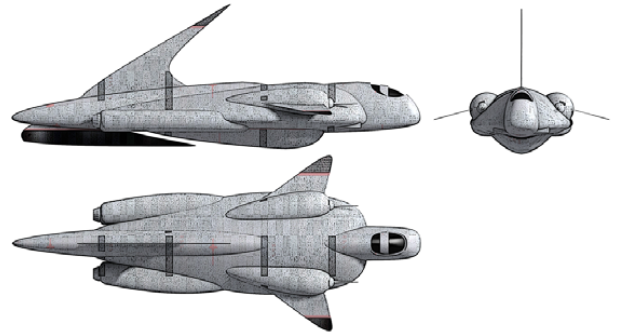
Uriel Class Escort			Tons	Price (Mcr)
Hull	200 tons	Hull 4, Structure 4	—	8
	Streamlined		—	0.8
Armour	Crystaliron	4 points	10	1.6
	Self-Sealing		—	2
Jump Drive	D	Jump 4	25	40
Manoeuvre Drive	D	Thrust 4	7	16
Power Plant	D		13	32
Bridge			10	1
	Holographic Controls		—	0.25
Computer	Model 4 fib	Rating 20 (hardened vs. EMP)	—	7.5
Electronics	Basic Military	DM +0	2	1
Weapons				
	Hard point #1	Double Fixed Mount (Beam Laser x1, Missile Rack x1)	2	0.25
	Hard point #2	Double Fixed Mount (Beam Laser x1, Missile Rack x1)	2	0.25
		Carries 24 smart missiles	2	0.06
Fuel	102	One Jump-4 and six weeks of operation	102	—
Cargo	8 tons		8	—
3 Staterooms			12	1.5
Extras			—	—
	Fuel Processors		1	0.05
	Fuel Scoops		—	1
	Escape Pods		1.5	0.3
	Ship's Locker		—	—
Software			—	—
	Manoeuvre/0	0	—	—
	Fire Control/2	10	—	4
	Evade/1	10	—	1
	Jump Control/4	20	—	0.4
	Library/0	0	—	—
Maintenance Cost (monthly)			—	0.008854
Life Support Cost (monthly)			—	0.006
Total Tonnage and Cost		Cost excludes missiles	200	106.25

DECK LEGEND



KEY

- 1 Bridge
- 2 Escape Pod access hatches
- 3 Main Access Corridor
- 4 Engineering Bay
- 5 Engineer/Gunner Station
- 6 Comon Room/Galley
- 7 Main Airlock/Ships Locker (on corridor)
- 8 Cargo Hold
- 9 Access Ramp





INDEPENDENCE-CLASS COLONIAL CRUISER

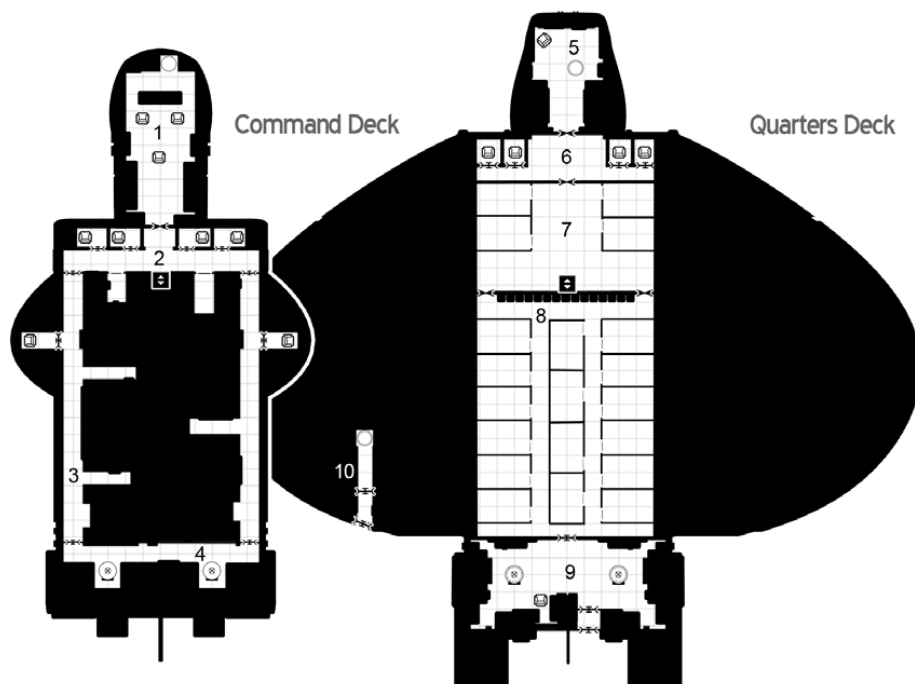
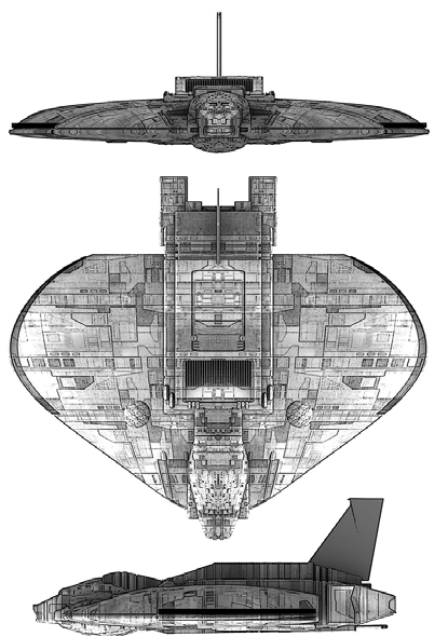
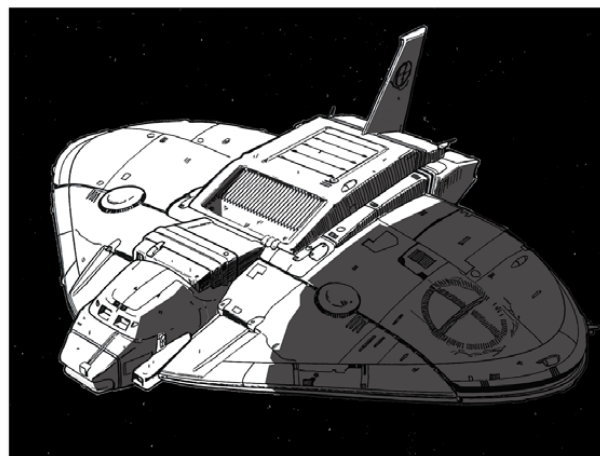
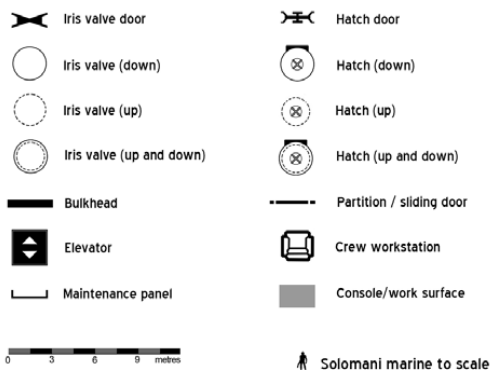
The Type SM is a multi-purpose heavy patrol ship, euphemistically called a colonial cruiser. It is intended for convoy escort, piracy suppression, border patrols, exploration and minor naval and police actions. A TL 13 design that entered service during the internal conflicts in that led up to the Solomani Rim War, the *Independence* remains one of the more common classes of escort used by the Solomani Confederation Navy. Vessels are named after famous wet navy ships from Terran history. The vessel's all-beam armament is a holdover of traditional Solomani preferences dating back to the Terran Confederation era.

These ships spend most of their time patrolling low-population frontier worlds, asteroid mining outposts and isolated stations where a well-armed warship with a few squads of battle dress-equipped Confederation Marines can make a difference. The cargo hold is filled with a mix of military gear for the Marines and various emergency supplies such as medicines, generators and rations for humanitarian contingencies.

The *Independence* typically operates with a crew of 22: captain, pilot, navigator, medic, six engineers, 10 gunners and two cutter pilots. Up to 16 Marines – two squads – will also be carried aboard; the Marines may sometimes man weapon turrets instead of Navy crew.

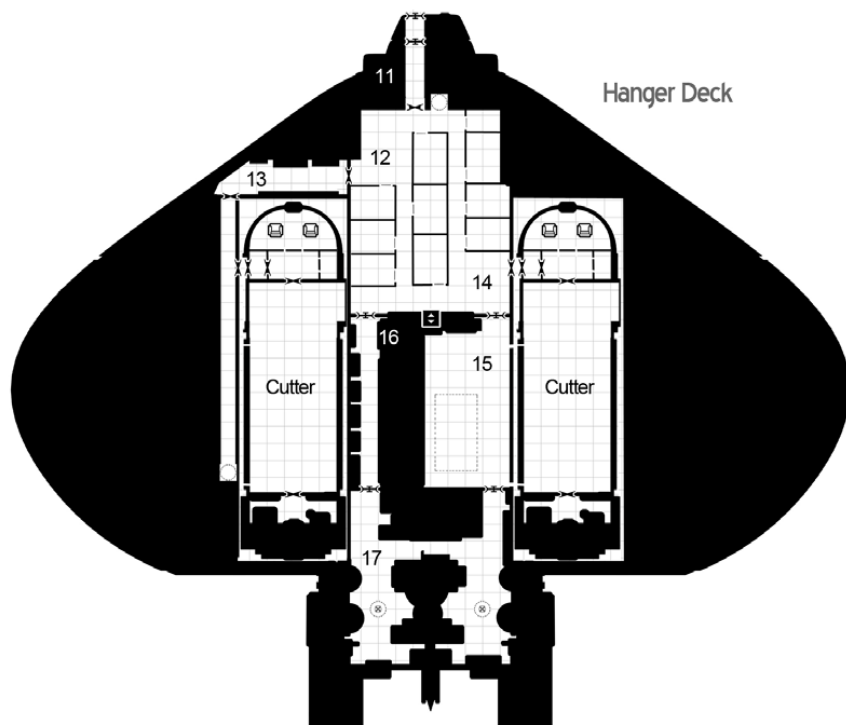
Independence Class Colonial Cruiser			Tons	Price (Mcr)
Hull	1,000 tons	Hull 20, Structure 20	—	100
	Streamlined		—	10
Armour	Crystaliron	8 points	100	40
	Self-Sealing		—	10
Jump Drive	P	Jump 4	75	140
Manoeuvre Drive	P	Thrust 4	27	56
Power Plant	P		43	112
Bridge			20	5
		Holographic Controls	—	1.25
Computer	Model 5 fib	Rating 25 (hardened vs. EMP)	—	15
Electronics	Survey Sensors	DM +1	10	10
Weapons				
	Hardpoints #1-10	Triple Fixed Mount (Beam Laser x3, Accurate, High Yield)	1	4
Fuel	456	One Jump-4 and four weeks of operation	456	—
Cargo	27 tons		27	—
30 Staterooms			120	15
Extras				
	Modular Cutter #1	ATV module installed	50	29.8
	Modular Cutter #2	ATV module installed	50	29.8
	Fuel Processors	200 tons per day	10	0.5
	Fuel Scoops		—	1
	Armoury		2	0.5
	Ship's Locker		—	—
Software				
	Manoeuvre/0	0	—	—
	Fire Control/4	20	—	8
	Evade/3	15	—	3
	Jump Control/4	20	—	0.4
	Library/0	0	—	—
Maintenance Cost (monthly)			—	0.0522708
Life Support Cost (monthly)			—	0.06
Total Tonnage and Cost			200	627.25

DECK LEGEND



KEY

- 1 Bridge
- 2 Forward Gunnery Deck
- 3 Engineering Access Corridor (Access to Port/Starboard Gunnery Stations)
- 4 Engineering Access
- 5 Electronics Bay/Sensors Station
- 6 Weapons Deck
- 7 Common Room/Officer's State Rooms
- 8 Lockers/Crew Staterooms
- 9 Engineering Bay/Rear Airlock
- 10 Emergency Airlock
- 11 Forward Airlock
- 12 Galley, Staterooms
- 13 Armory
- 14 Briefing Area
- 15 Hold
- 16 Ship's Locker
- 17 Main Drive Bay





MAGYAR-CLASS BULK CARRIER

The Type SK is a cylindrical 1,000-ton commercial transport designed to handle medium to high volume cargo runs. An older TL 12 design, it is a mainstay of corporate fleets in the Solomani Confederation. Two turrets are fitted but are usually only equipped with weaponry when the bulk carrier is operating in pirate-infested or hostile border regions.

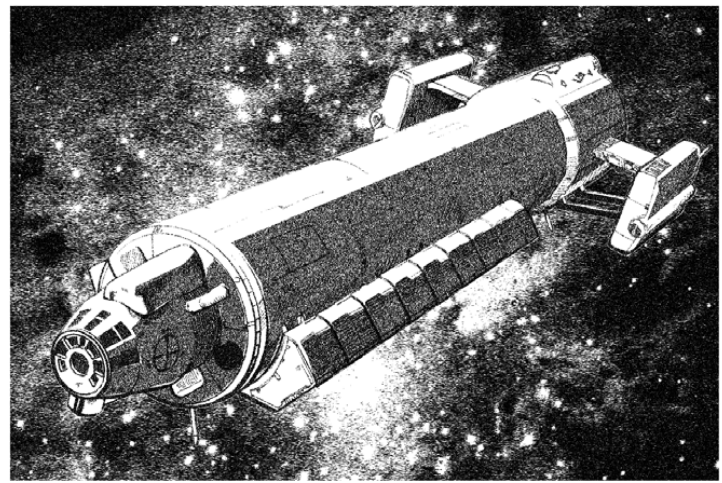
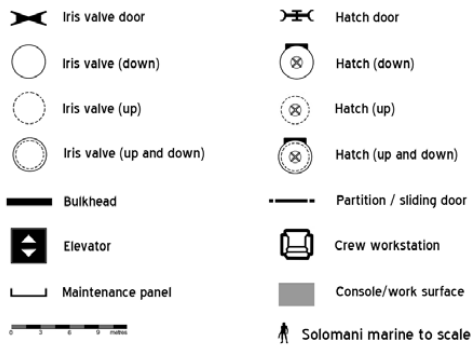
Its lack of streamlining means it will usually dock with orbital highports or rely on local shuttles to unload cargo, although it can use its ship's boat to slowly do so if necessary.

The Bulk Carrier has a usual crew of nine: captain/pilot, navigator, three engineers, two stewards, a boat pilot and a medic. If turrets are armed, the boat pilot and medic or one of the stewards will typically be trained to serve as gunners.

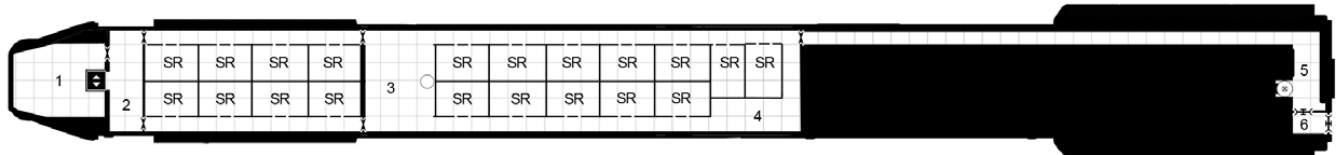
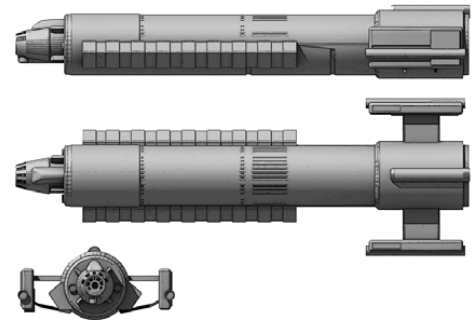
This is a standard design in the Solomani Confederation for which the –10% discount applies. Vessels are named after sectors and subsectors in the Solomani Confederation.

Magyar Bulk Carrier			Tons	Price (Mcr)
Hull	1,000 tons	Hull 20, Structure 20	—	100
	Standard		—	—
Armour	None			
Jump Drive	H	Jump 2	45	80
Manoeuvre Drive	H	Thrust 2	15	32
Power Plant	H		25	64
Bridge			20	5
Computer	Model 2	Rating 10	—	0.16
Electronics	Basic Civilian	DM –2	1	0.05
Weapons				
	Hard point #1	Single Turret	1	0.2
	Hard point #2	Single Turret	1	0.2
Fuel	216	One Jump-2 and two weeks of operation	216	—
Cargo	561 tons		561	—
20 Staterooms			80	10
10 Low Berths			5	0.5
Extras			—	—
	Ship's Boat		30	16
	Ship's Locker		—	—
Software				
	Manoeuvre/0	0	—	—
	Jump Control/2	10	—	0.2
	Library/0	0	—	—
Maintenance Cost (monthly)			—	0.0231232
Life Support Cost (monthly)			—	0.041
Total Tonnage and Cost			1,000	277.479

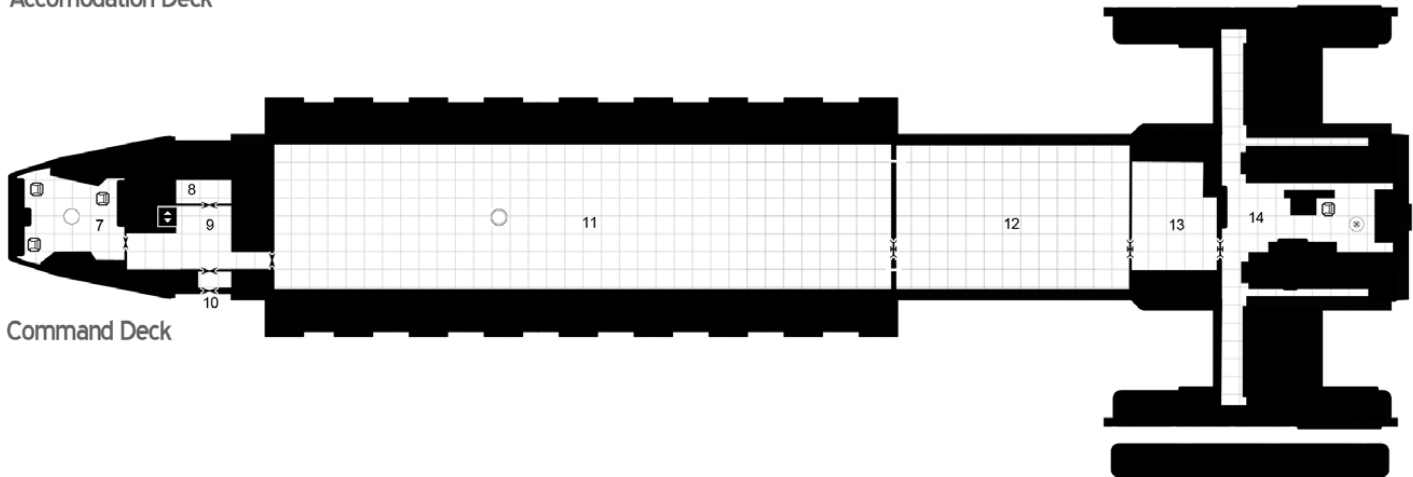
DECK LEGEND



- 1 Observation Lounge
- 2 Foyer
- 3 Main Lounge
- 4 Galley
- 5 Engineering Space
- 6 Emergency Airlock
- 7 Bridge
- 8 Ship's Locker
- 9 Operations Deck/ Medical Station
- 10 Main Airlock
- 11 Forward Hold
- 12 Cargo Elevator Deck
- 13 Workshop
- 14 Drive Bay
- 15 Forward Turret
- 16 Store
- 17 Low Berths
- 18 Lower Hold
- 19 Transfer/Elevator Deck
- 20 Boat Deck



Accommodation Deck



Command Deck



Boat Deck



'STONEFISH' PLANETOID RAIDER

The Type SPR is a secret class of 500-ton asteroid-hulled starship built for covert operations beyond the Solomani Confederation's border. Missions include commando raids, supply of Solomani guerrillas operating in Imperial space, extraction of SolSec agents and gathering intelligence on the defences of border worlds.

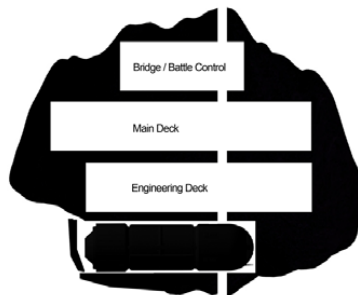
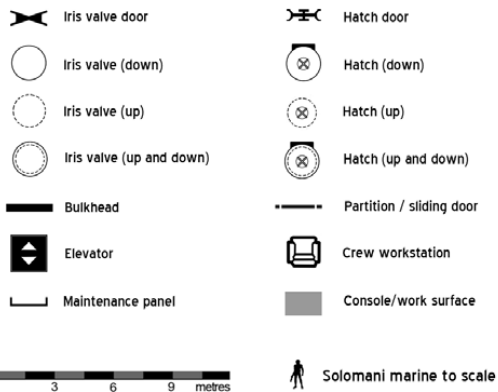
The vessel is operated jointly by the Confederation Navy and SolSec's external directorate. Its crews nickname it the Stonefish but this is never used in official documentation. For cover purposes, vessels of this type are described as members of the fictional Geode class of planetoid gunboats designs by Solomani Military Industries for sale to Navy Home Guard forces.

This is a TL 14 design. It entered service in 1077 completing trials in 1080. Its stealthy features and back-up chemical power plant let it 'play dead' appearing to be a rock even when approached closely. The stealth coating is installed under the rocky hull; its -4 DM only applies to rolls to identify the Stonefish as a ship. A detection roll that fails solely due to this DM, that is by only 1-4, will still detect it but as a small asteroid, not a ship.

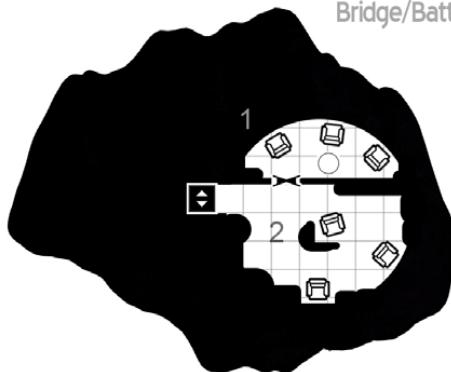
The ship lacks fuel scoops; its processors are used for converting water ice taken from icy asteroids or comets into hydrogen. The Stonefish typically operates with 10 crew: a captain/pilot, a navigator, a medic, two engineers and five gunners. One crew member, usually a gunner, doubles as a boat pilot. The ship will carry additional personnel in low passage such as Marine or commando teams or Solomani Party guerrillas.

Stonefish Planetoid Raider			Tons	Price (Mcr)
Hull	500 tons	Hull 10, Structure 10	—	2
	Planetoid	Unusable volume	100	—
	Stealth	-4 DM to sensors	—	50
Armour				
	Integral	2 points	—	—
Jump Drive	H	Jump 3 (Fast-Cycle, Stealth)	25	704
Manoeuvre Drive	E	Thrust 2	9	20
Power Plant	H		25	64
	C	Chemical Batteries, 1,000 hours at low power	10	48
Bridge			10	2.5
	Holographic Controls		—	0.625
Computer	Model 6 fib	Rating 30 (hardened vs. EMP)	—	30
Electronics	Countermeasures Suite	DM +4	7	6
Weapons				
	Hard point #1	Triple Pop-Up Turret (Missile Rack x3	2	4.25
	Hard point #2-4	Triple Pop-Up Turret (Particle Beam x3)	6	42
	Hard point #5	Triple Pop-Up Turret (Beam Laser x2, Sandcaster x1)	2	4.25
		carries 20 sandcaster barrels	1	0.01
		Carries 12 smart missiles	1	0.03
Fuel	210 tons	One Jump-3 and six weeks of operation	210	—
Cargo	20 tons		20	—
7 Staterooms		Double occupancy	28	3.5
20 Low Berths			10	1
Extras				
	Fuel Processors	60 tons per day	3	0.15
	Ship's Boat		30	14
	Ship's Locker		—	—
Software				
	Manoeuvre/0	0	—	—
	Fire Control/5	25	—	10
	Evade/2	15	—	2
	Jump Control/4	15	—	0.3
	Library/0	0	—	—
Maintenance Cost (monthly)			—	0.0840479
Life Support Cost (monthly)			—	0.016
Total Tonnage and Cost			500	1008.575
			Cost excludes barrels and missiles	

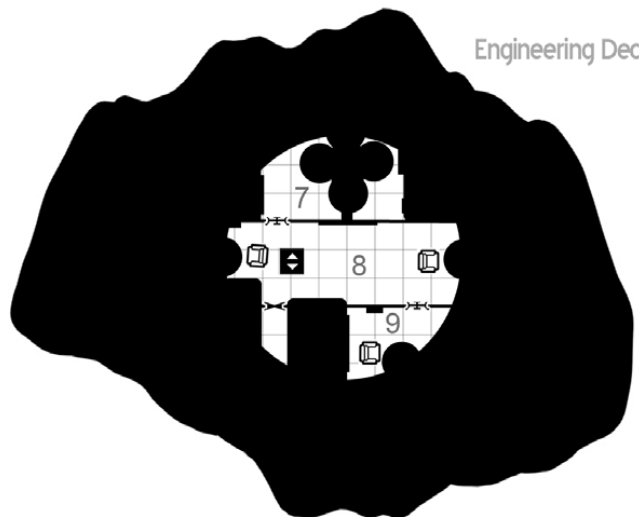
DECK LEGEND



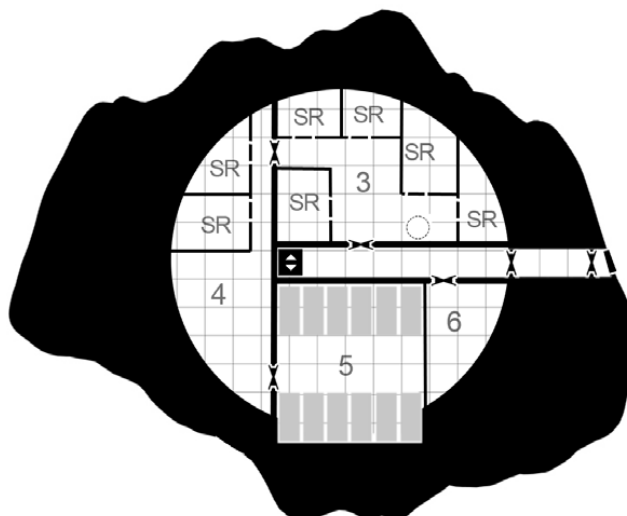
Bridge/Battle Control



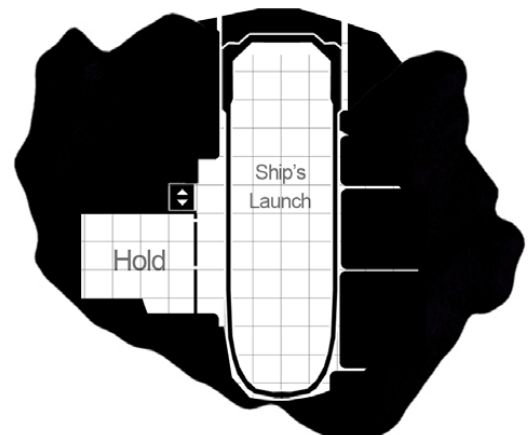
Engineering Deck



Main Deck



Launch Deck



KEY

- 1 Battle Control (3 gunnery stations)
- 2 Bridge/Electronics Suite
- 3 Common room (connecting to main corridor/elevator and main airlock.)
- 4 Galley
- 5 Low Berths
- 6 Ship's Locker
- 7 Battery Array
- 8 Engineering/ 2 Gunnery stations
- 9 Engineering Station



BLACK WIDOW-CLASS SYSTEM DEFENCE BOAT

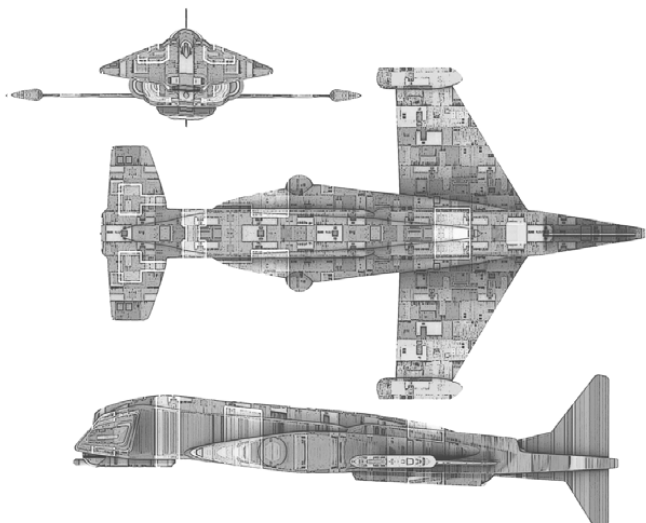
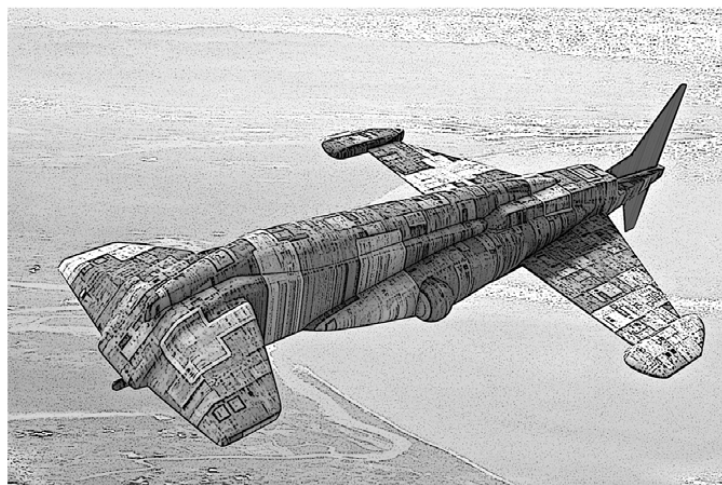
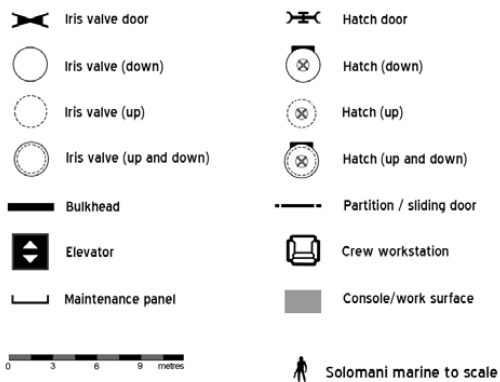
The Black Widow is a TL 13 design introduced in 1001 during the Solomani Rim War to defend important worlds like Terra. It performed well in wartime service and remains one of the more common choices for SDB wings on high-TL Solomani Confederation worlds.

The Black Widow is typical of recent Solomani system defence boats in using a second fission power plant that supports low thrust operations for extended periods of time. In addition to its prolonged endurance, fission power plants produce far fewer neutrinos than fusion reactors. This allows the Black Widow to operate for extended periods in a stealth mode deep underwater or within a gas giant with minimal chance of detection.

Normal crew are a captain, pilot, two engineers, three gunners and a medic.

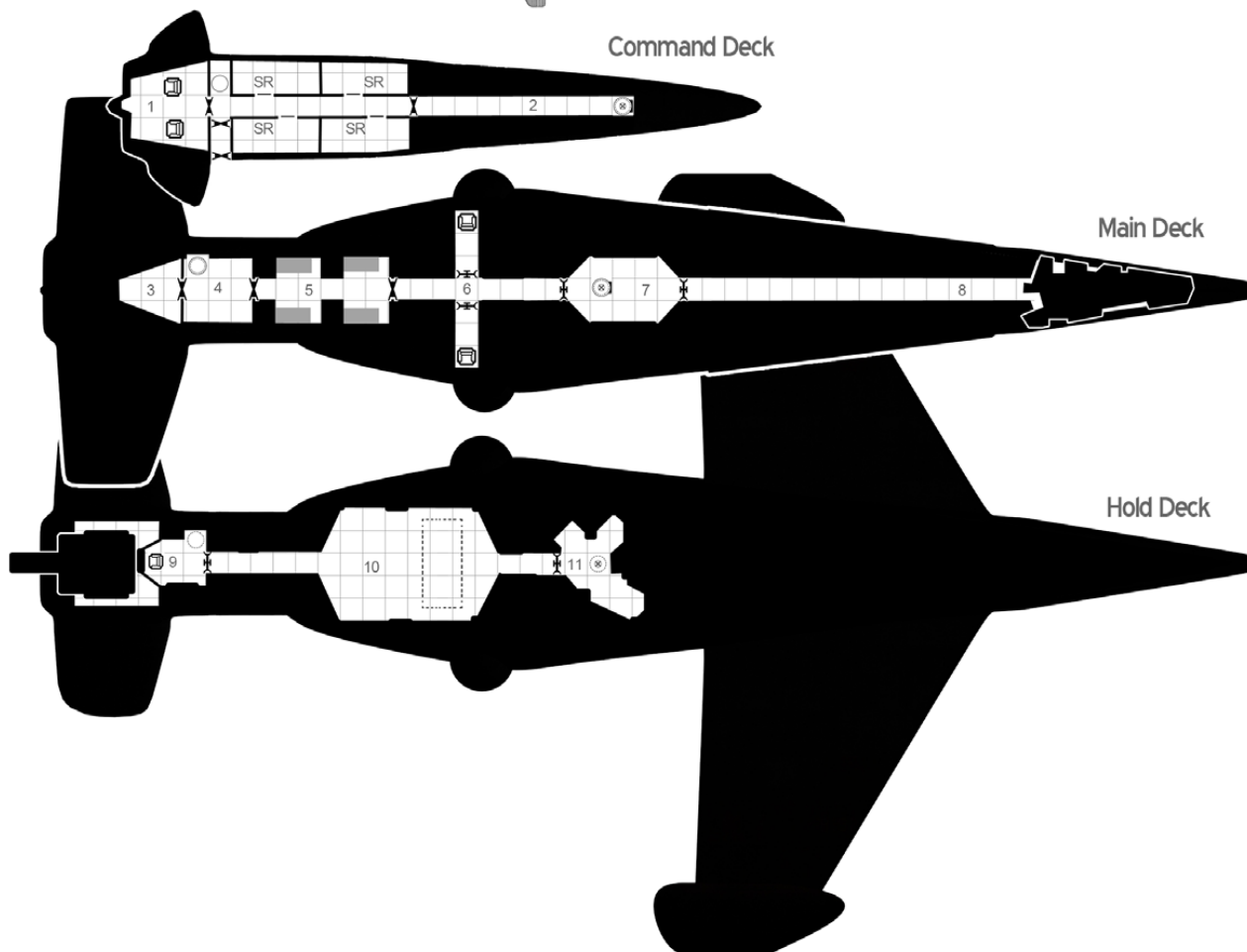
Black Widow SDB			Tons	Price (Mcr)
Hull	300 tons	Reinforced Structure, Hull 6, Structure 8	15	72
	Streamlined			1.2
Armour	Crystaliron	12 points armour	45	7.2
	Stealth	−4 DM to sensors	—	30
Jump Drive	None			
Manoeuvre Drive	J	Thrust 6	17	36
Power Plant	J	Rating 6	28	72
	C	Fission; Rating 1 (supports Thrust 1)	10	24
Bridge			20	1.5
Computer	Model 5 fib	Rating 25 (hardened vs. EMP)	—	15
Electronics	Advanced	DM +1	3	2
Weapons				
	Hard point #1	Triple Turret (Missile Rack x3)	1	3.25
	Hard point #2	Triple Turret (Missile Rack x3)	1	3.25
	Hard point #3	Particle Barbette	5	8
		Carries 48 smart missiles	4	0.12
Fuel	108 tons	12 weeks of operation	108	—
	six tons	Fission fuel for one year (will cost Cr. 6,000,000)	6	—
Cargo	16		16	—
4 Staterooms		Double occupancy	16	2
8 Low Berths			4	0.4
Extras			—	—
	Fuel Processors	20 tons per day	1	0.05
	Ship's Locker		—	—
Software			—	—
	Manoeuvre/0	0	—	—
	Fire Control/4	15	—	8
	Evade/2	15	—	2
	Library/0	0	—	—
Maintenance Cost (monthly)			—	0.0239875
Life Support Cost (monthly)			—	0.0088
Total Tonnage and Cost			300	287.85

DECK LEGEND



KEY

- 1 Bridge
- 2 Access Corridor/Emergency Airlock (via roof)
- 3 Electronics Bay
- 4 Common Room
- 5 Low Berth Bays
- 6 Gunnery Access
- 7 Engineering Bay
- 8 Drive Access Corridor
- 9 Barbette Gunnery Station
- 10 Cargo Hold
- 11 Engineering Bay





SIBERIA-CLASS COLONIAL TRANSPORT

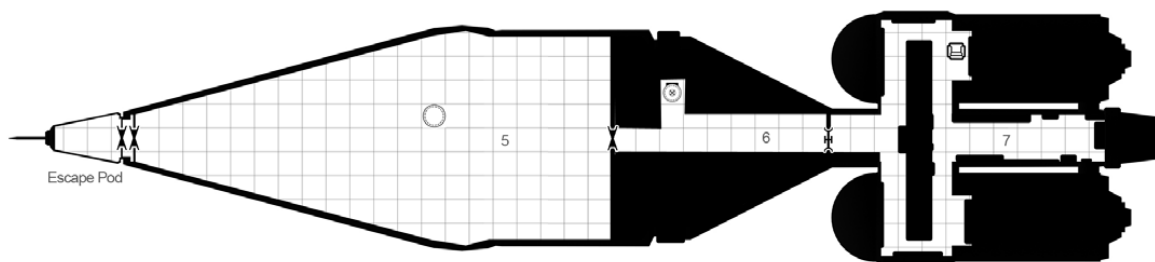
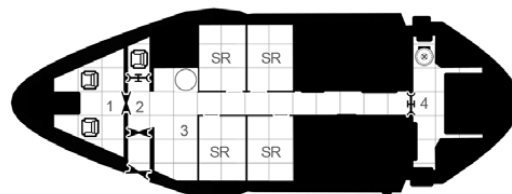
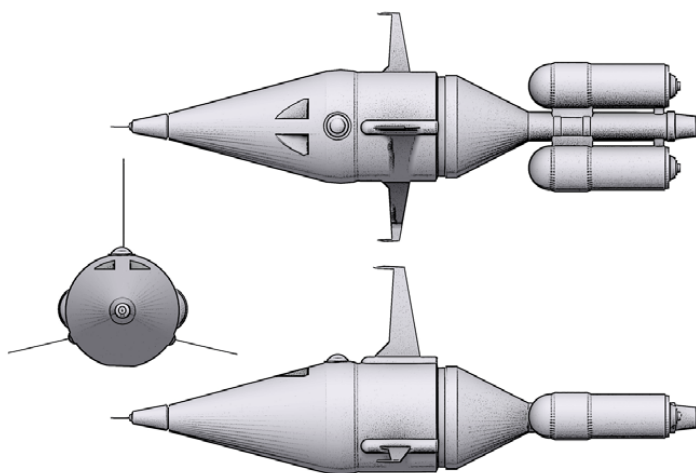
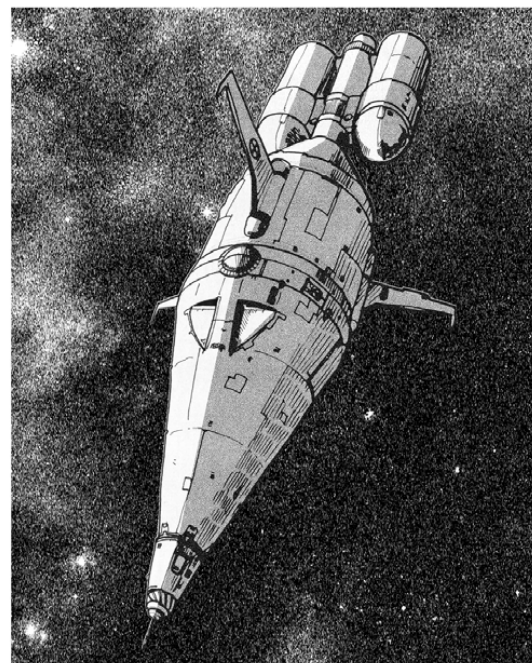
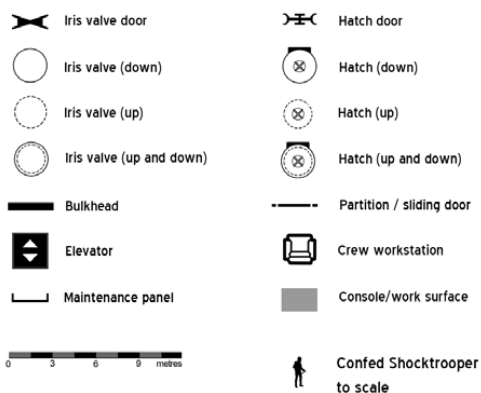
The Type SCT is an obsolete 'sleeper ship' that is used to transport passengers in low passage to frontier planets. It is smaller than the giant ships that are used for major colonisation missions, the *Siberia* is intended to carry a group of migratory labourers or poor immigrants – sometimes even prisoners, prindig aliens or orphans – to marginal backwater worlds that could not support a visit from a larger ship. Colonial transport operations are often subsidised by the Colonial Office or Solomani Party. Some *Siberia* ships are also operated by SolSec as prison transports.

It is an elderly TL 11 design. The normal crew consists of a pilot, navigator, gunner, engineer and two medics. Prison transports will carry a pair of guards or SolSec officers. In the event of an emergency, the vessel's escape pods will only evacuate the crew. There are no provision made for saving the sleepers.

This is a standard design in the Solomani Confederation for which the 10% discount applies. Ships tend to be named after historical Terran or present-day frontiers or start-up colonies.

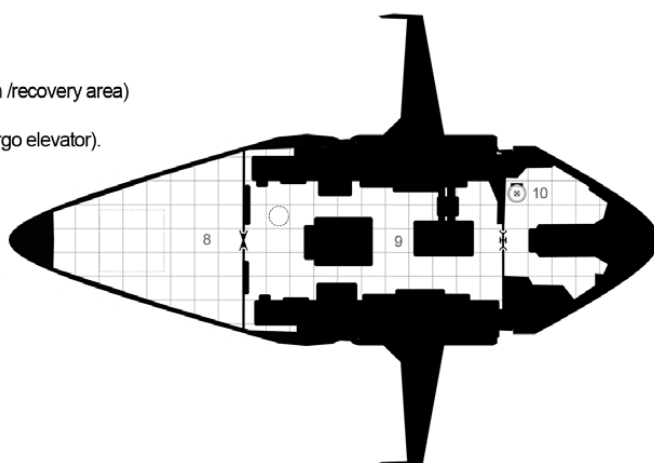
Siberia Colonial Transport			Tons	Price (Mcr)
Hull	200 tons	Hull 4, Structure 4	—	8
	Streamlined		—	0.8
Armour	Titanium Steel	1 point	5	0.2
Jump Drive	B	Jump 2	15	20
Manoeuvre Drive	A	Thrust 1	2	4
Power Plant	B	Rating 2	7	16
Bridge			10	1
Computer	Model 1 bis	Rating 5 (10 for jump control)	—	0.045
Electronics	Basic Civilian	DM -2	1	0.05
Weapons				
	Hard point #1	Single Turret (Pulse Laser)	1	0.7
Fuel	48 tons	One Jump-2 and four weeks of operation	48	—
Cargo	18 tons		18	—
Four Staterooms		Double occupancy	16	2
150 Low Berths			75	7.5
Extras			—	—
	Escape Pods		2	0.4
	Fuel Scoops		—	1
	Ship's Locker		—	—
Software			—	—
	Manoeuvre/0	0	—	—
	Jump Control/2	10	—	0.2
	Library/0	0	—	—
Maintenance Cost (monthly)			—	0.0046421
Life Support Cost (monthly)			—	0.023
Total Tonnage and Cost			200	55.7055

DECK LEGEND



KEY

- 1 Bridge
- 2 Main Airlock/Gunnery Station
- 3 Common room/Galley
- 4 Engineering Space
- 5 Low Berth Bay
- 6 Reception (Berthing preparation /recovery area)
- 7 Drive Bay/Engineering Station
- 8 Cargo Hold (equipped with cargo elevator).
- 9 Drive Bay
- 10 Jump Drive Bay



ENCOUNTERS

Encounters with Solomani are essentially the same as those with Imperial citizens.

REACTIONS

Solomani NPCs can have their reactions governed by the Reaction table as the Referee or situation requires. Players may also find the reaction modifiers a useful guideline if they are new to playing Solomani characters. To use the Reaction table, roll 2d6, apply the relevant DMs and read off the result from the Reaction table.

'Solomani' here refers to anyone who is raised to believe in the Solomani Cause. This includes most pure and many mixed race Solomani in the Confederation as well as uplifted Solomani dolphins and chimps.

Reactions

2d6	Reaction
2 or less	Violent. Immediate attack.
3	Hostile. Attack on 5+.
4	Hostile. Attack on 8+.
5	Hostile. May attack or refuse cooperation.
6	Unreceptive.
7	Noncommittal.
8	Interested.
9	Intrigued.
10	Responsive.
11	Enthusiastic.
12+	Genuinely friendly.

An 'attack' could be violence, bullying or an in-your-face confrontation such as a racist insult depending on the situation. Various modifiers apply depending on the encounter. Note that racial modifiers are based on apparent race; an Imperial or mixed race Human who is passing himself off as a Solomani or vice versa would be treated as one.

ENCOUNTERS

Encounters with Solomani Confederation citizens are basically run the same way as any other Human encounter within the Imperium. The tables below can be used instead of the tables on page 76 of the *Traveller Core Rulebook*.

Encounter	DM
Solomani to Party member.	+1
Solomani dealing with Vegan.	-4
Solomani dealing with Aslan, Vargr or Hiver.	-2
Solomani dealing with other non-human alien.	-3
Solomani dealing with known prindig race.	-2 (-4)*
Solomani dealing with genetically-modified Solomani.	-1
Solomani dealing with non-Solomani human.	-2
Solomani dealing with mixed-blood Solomani or typical Imperial.	-1
Non-genetically-augmented Solomani dealing with genetically-augmented Solomani.	-1
Solomani dealing with uplifted dolphin.	+1 (-1)*
Solomani dealing with uplifted chimp or other uplifted Terran animal.	0 (-3)*
Uplifted Solomani dolphin or chimp reacting to non-Solomani or alien.	-1
Uplifted Dolphin reacting to any human or chimp.	+1
World population 9+.	-1
Both are Party members from the same faction.	+1

* The parenthetical modifier applies if the prindig or uplifted animal is not acting or behaving in a deferential way toward the Solomani. The modifier does not apply if the prindig or uplifted character is obviously under the command or supervision of a Solomani.

CONTACTS, ALLIES, RIVALS AND

ENEMIES

Roll a 1d66 to generate random individuals for an encounter in Solomani Confederation space.

SAMPLE SOLOMANI PATRONS

The patrons listed here will employ Solomani characters or those they believe to be Solomani.

Cassandra Rose, Corporate Executive

Required: Comms and Gun Combat skills.

Reward: Cr. 1,000/day per person. Bonus of Cr. 50,000 if meetings are performed without problems.



Solomani Contacts, Allies, Rivals and Enemies

1d66	Personage
11	Alien Ambassador or Trade Delegate
12	Army Officer, Solomani Confederation
13	Artist or Performer
14	Colonist or Farmer
15	Confederation Ministry Bureaucrat
16	Conspirator or Terrorist
21	Corporate Executive
22	Corporate or Foreign Agent
23	Criminal
24	Crusading Journalist
25	Diplomat from Foreign Ministry
26	Dissident
31	Entrepreneur
32	Explorer
33	Free Trader
34	Inveterate Gambler
35	Marine, Confederation Navy
36	Navy Officer, Solomani Confederation
41	Physician
42	Planetary Solomani Party Official
43	Police Officer
44	Prindig Worker
45	Private Investigator
46	Racist Thug
51	Religious Leader
52	Researcher
53	Retired Confederation Navy Admiral
54	Scientist
55	Secretariat Delegate
56	Smuggler
61	Solomani Party Militant
62	SolSec Field Agent
63	SolSec Monitor or Secret Agent; roll again for day job
64	Starport Administrator.
65	Tourist
66	Uplifted Dolphin or Chimp

Players' Information: The group is contacted by a Solomani entrepreneur, Cassandra Rose, who wishes them to help provide security for a series of meetings with investors. She is the owner of Cavorite Gravitics, a firm that does extensive business in the subsector with several new patents for manufacturing low-cost grav modules.

Rose asserts that Cavorite Gravitics is poised to take off if she can acquire the right investors. She is very afraid that industrial spies may discover her innovations before she is ready to go public, hence security a paramount concern. Rose needs the characters to meet her investors at the starport, drive them to

What Solomani are Reading and Watching in 1105

Under Farallon Mountain by Rosa Zadari. Haunting one-act play about four Solomani soldiers in a planetary defence bunker during the last final days of Invasion of Terra. One soldier is of mixed-blood; the implication that he shares the same fresher with pure Solomani has gotten the play being censored or banned on reactionary worlds.

Seeds of Blood by Soo-Young Choi. A lengthy nationalistic epic in which a Solomani refugee family emigrates from Terra to a new life in Aldebaran Sector as hardy pioneers. Currently running as a 260-episode epic holodrama series throughout the Confederation.

The Zuchai Crystals are pure dance/pop group from Alpha Crucis with ever-changing membership that is always pure Solomani. They are noted for their crazy 'Authentic Terran' costumes, teen sex appeal and obsessed fandom.

Pop Goes the Vegan! is a syndicated talk show whose host comedian Vic Mars is considered the funniest man in the Confederation. His 'Vilani air/raft salesman' and 'Aslan lost in the city' are skits that make almost every Solomani citizen chuckle.

Electric Solomani Stormtrooper is an underground mixed-race rock band of anonymous membership with a wide counter-culture following despite its subversive lyrics. It has not been seen in a few months; there are rumours it was suppressed by SolSec.

A Tree Grows on Home is a best-selling children's story about the first Terran apple tree to be successfully grown on the Solomani capital Home's soil. Holo adaptations have become a staple of children's holiday programming over the last decade.

Goodbye my Emperor are the 'newly discovered' memoirs of a retired captain the Emperor's disbanded Imperial Solomani Regiment and a bitter indictment of decadence in the Imperial court during the reign of Styryx. A holo starring actress Isabella Knight is a favourite.

Sister Vilani by Gideon Rose tells the story of a Solomani Party bureaucrat and SolSec monitor who discovers she is actually of mixed Vilani-Solomani blood; after much poetic angst, she kills herself. An Imperial critic called it 'bewildering, erotic, racist, brilliant'.

The Slimy Dolphins are a popular Lanthanum Rock musical group from Magyar sector whose hit pop ballad Wreck of the Bard Endeavour hit #1 on the Solomani Sphere charts.



the villa, provide on-site protection and prevent anyone bugging the meetings. Rose wishes the actual negotiations to remain private even from the PCs. She will want any rooms, vehicles and so on swept for bugs.

Referee's Information: Rose has a small R&D facility and office in an industrial park but for this meeting she is renting a villa in a resort town. Her company staff consists of a lawyer, accountant and a dozen office and engineering personnel. Aside from a night watchman she has no professional security. Everyone at the company is nervous; the company has had little luck finding investors so far and they know their jobs are on the line.

1–2: All is at it seems. Rose and her staff will demonstrate the grav module manufacturing technology to three different investment groups. During the tours, one investor will turn out to be a corporate agent with a hidden recording device, perhaps even an implant. He will venture into a restricted area to attempt to plant it. If the PCs are alert they can catch him. He is an agent of another rival Solomani corporation.

3: As for previous but the spy is actually an agent of an Imperial megacorporation involved in gravitics manufacture. If he is captured and turned over alive to the authorities the adventurers may receive commendations from SolSec and the local Solomani Party.

4: As for previous but the Imperial agent was spying on the facility to determine if it was a good investment. If caught he will offer a deal. His company, Ling-Standard Projects, will buy out the process for Cr. 10,000,000. He offers the adventurers Cr. 100,000 if they can persuade Rose to agree. The agent will fail to point out that the deal is in violation of Solomani Confederation laws regulating financial dealings and strategic technology transfer to the Imperium. Rose, who is desperate, may be inclined to accept the deal.

5: As for previous but a member of Rose's office staff is actually a SolSec monitor who is also observing Rose. If the adventurers' security operation is very efficient, they may detect the SolSec monitor's snooping as well as the actions of the Imperial spy. If their security operation fails to catch the SolSec monitor but they persuade Rose to accept the Imperial agent's deal, SolSec will raid the facility and attempt to arrest all involved.

6: Rose is running a confidence game. The gravitics manufacturing process is a failure and cannot be scaled up to make a profit. Instead, Rose hopes to put on a show to bilk investors. The PCs with their heavy-handed security tactics, bug sweeps and so on are being as hired window dressing to impress the gullible and to keep anyone from looking too closely at her machinery. Rose intends to secure more funding, take the credits and run; she has a fast starship already chartered

for a quick getaway. Rose will also attempt to bilk the PCs out of any pay. PCs may discover the nature of the scam if any of them have Engineering skills and closely inspect her industrial equipment. A few of Rose's senior staff are involved in the scheme; others are dupes who believe in the project.

Ivan Snowberg, Lawyer

Required: Recon, Survival.

Reward: Cr. 100,000 to discover proof of what happened to his son Alistair Snowberg; a further Cr. 150,000 if he is returned safely or, if deceased, his remains are returned to Ivan. Snowberg will cover travel expenses or fuel and life support if they have a ship.

Players' Information: Ivan Snowberg is a successful partner at the law firm of Snowberg & Kim, tax lawyers. His 28-year-old son Alistair Snowberg is a xenologist associated with University of Alpha Crucis and an authority on primitive indigenous aliens. Alistair was preparing on field expedition to a developing world in the rimward region of this sector to do xeno-anthropological research on its local prindig population.

Snowberg is not popular with his university department, which has recently cut funds for primitive xenological studies. When his expected grant to fund a full expedition did not materialise he decided to depart anyway on his own expense. He was supposed to return after three months but is now seven weeks overdue. Ivan has raised funds for party to locate him or determine his fate.

Referee's Information: The Referee should select a sparsely populated Solomani world several parsecs distant with a low law level and assign it an indigenous alien minor race. The world's Solomani farmers and miners are distrustful of offworlders and disdainful of the native prindigs. Many of the latter can be found performing menial tasks and manual labour in towns and cities. Research at the startown will uncover that Alistair arrived as scheduled.

Investigators may follow Snowberg's trail from a starport to a rural mining town on the southern continent. This is near a river valley where the planet's last known population of unassimilated prindigs live in TL 0 conditions. The locals warn that the natives can be dangerous. The wilderness is also home to fierce forest predator, Bletcher's Worm, described as a cross between a giant centipede and an electric eel.

The miners think anyone who wished to waste time studying the prindigs was a fool but know Snowberg ventured into the wild on foot with a local guide Amy Larson. Neither has been seen since and they have not responded to comms. Speculation is that the prindigs or worms probably got them, though Larson was armed with a laser carbine.



There are six small native cave-villagers in the region, though only two are known to the miners. Snowberg is at a third village some 80 km away. Severe local weather conditions make aerial travel and reconnaissance difficult. Proceeding on foot or in an all-terrain vehicle is recommended. The prindigs are TL 0 hunters and do not speak Anglic. They are distrustful of Humans and armed but not actively hostile; use Reaction checks.

1–2: Reports that the natives are aggressive are exaggerated. Alistair Snowberg has established a rapport with the aliens but playful prindig children broke his comm gear. He has become absorbed in his work and lost track of time. Amy Larson has become Snowberg's lover and decided to remain with him. He will compose a message for his father but resists being sent back. If forced to do so, he will wish to return with Larson.

3–4: Snowberg befriended the prindigs as described above but he decided to return last week. Soon after leaving the village he and Larson were swarmed by a pack of Bletcher's Worms and killed. The natives found their bodies and out of respect gave them their last rites. This involved tying the corpses to a high cliff side a kilometre from the village and allowing local scavengers reduced them to bones, then burying them. Possessions of the deceased are distributed among the living, that is the villagers. Adventurers may stumble on the skeletal corpses of Larson and Snowberg before they encounter the cave-village. They may also discover the Humans' possessions in the hands of the prindigs. Either of these could lead to conflict with the prindigs if characters jump to the wrong conclusion.

5–6: The local prindigs are indeed hostile to humans, the result of being forced away from their homes into this dismal region. Snowberg and Larson managed to offend them and they killed him but not before Larson shot several. The characters will find the bodies of five natives hanging on the burial hills; investigation will show the cause of death was laser burns. Snowberg and Larson were not accorded last rites and their speared bodies were tossed into a garbage pit at the base of the cliff outside the village. There are 20 warriors at the village and 40 non-combatants. One of them has worked among humans enough to have mastered Larson's laser carbine, albeit with only Gun Combat 0 skill.

Sonya Yamada, Student

Required: Recon, Stealth.

Reward: Cr. 10,000 to travel to Mount Thunder and test for radiation. Triple that if evidence of corruption is discovered.

Sonya is a graduate student studying Solomani politics, from an affluent family. She is also a member of the Earth Rangers, a grassroots Solomani Party youth group dedicated to environmental activism. A typical quote: 'We cannot be like the Imperium, whose vast megacorporations despoil entire

planets of their natural beauty in order to enrich the emperor and nobility. True humans have a responsibility to serve as stewards of the fruits of the galaxy!'

A few months ago Sonya and her friends were trekking in the wilderness near Amaranthine Mountains, a region known for its rich biological diversity and a sanctuary for various rare species. While camping they discovered unusual numbers of dead fish in a mountain stream. When they returned home, Sonya's group tested them and discovered high levels of radioactive contamination. They sent these samples off to a government lab, which claimed there was a mistake and no contamination existed.

Sonya does not buy that. She thinks the Mt. Thunder nuclear waste dump is leaking and that the government is trying to cover it up.

This world has abundant fissionable resources and for some centuries the planet ran on old fission reactors rather than higher-TL fusion systems. Gradually, improperly stored waste products built up. In 1051 after decades of dithering the local Solomani Party government announced it had secured funding from the Solomani Confederation's Economics ministry to build a new centralised nuclear waste disposal facility. They decided to put it in Amaranthine Mountains, under Mount Thunder, a geologically stable area. Sonya has checked old media reports and says that even 54 years ago there were protests at putting the dump in the Amaranthine but the government gave assurances that it would be built deep enough and with enough safeguards to ensure no leaks occurred. Off-world specialists from Panstellar Corporation were even brought in to ensure the facility was a state-of-art extremely safe facility. The government also negotiated a grant from the Solomani Confederation's Ministry of Economics to ensure that the waste dump would be properly operated.

Sonya believes corrupt planetary government officials may have been embezzling or diverting maintenance funds that the citizens and Solomani Confederation had allocated for the facility. If it was built to inferior standards and is now leaking radiation this is a scandal that needs to be brought to light and perhaps even reported to SolSec. Sonya's group planned a follow-up expedition to take more samples near the Mt. Thunder dump facility. However, events got in their way. A few weeks ago it was reported that the notorious killers Anton and Jonas Salazar had escaped from prison and fled to in the Amaranthine Mountains. Both are ex-Solomani Army veterans with survival training and connections to local smuggling and wildlife poaching gangs. Home Guard units were deployed to find them but news reports the search 'could take months'. Hikers and tourists have been ordered to stay out of the region until the Salazar brothers were caught. All roads into the region were to be closed and air travel banned.



The Earth Rangers feels this is too much of a coincidence: the government must be trying to cover up the waste leak and scare people away. Sonya will not stand for it but her own group lacks the expertise to penetrate military roadblocks. She wishes to hire the adventurers to trek into the wilderness, elude the government troops or police patrols and infiltrate the waste dump facility. They should then use radiation detectors to determine whether or not there is leaking waste and also bring back photographic evidence of any suspicious activities such as hasty repair projects or soldiers guarding the waste dump.

Sonya's father is a Solomani Party executive at Transstar and she has a large trust fund, which she is willing to use in good cause to fund this operation. She will triple the payment if they can bring back proof that implicates the local government in illegal activities. If they are caught, Sonya will pay for legal expenses. She would rather they avoid violence but is willing to look the other way if the characters have to defend themselves from corrupt thugs who would despoil their planet.

Referee's Information: The Amaranthine Mountains are a rugged, unspoiled wilderness region home to a diverse population of Terran plants and wildlife. All were imported from Earth over 1,000 years ago and include some species now extinct on Earth, such as black lemurs, hence the interest of the Earth Rangers in the region.

Two main roads lead into the region, which is broken terrain with many small forested mountain valleys. The waste dump is located under a mountain 70 kilometres from the nearest town. In addition to the Mt. Thunder dump, there are also a couple of ranger stations, ecological research base camps, hunting lodges and old logging camps. All are supposedly abandoned. Air travel is completely interdicted with regular patrols by Home Guard grav vehicles. There are roadblocks on the road manned by Home Guard squads.

1: Sonya has an over-active imagination. Her group is less skilled than she believes and they made a mistake with the initial assessment. The government lab was correct. There is no contamination. However, the Salazar Brothers are real and are desperate criminals, well armed and camped out in the region near the waste dump facility. There is a chance that the team may either encounter them or run into one of several squads of trigger-happy Army Home Guard troops who mistake the characters for the Salazars.

2-3: All is as Sonya believes. The Salazars are real criminals but never escaped; they were just moved to another prison facility and will be 'recaptured' in six weeks or so. The waste dump was poorly built due to embezzled funds and the planetary Solomani Party is covering it up to avoid a scandal. The government have engineers desperately trying to fix the problem but aside from a few green Home Guard squads manning road blocks

and patrolling the region, security is light. Characters who do encounter soldiers may be arrested and detained 'to ensure you are not members of the Salazar's syndicate'.

4: As for previous but the government's deception plan worked too well. A small group of hardened killers from the Salazar syndicate has entered the region believing their bosses really are hiding out there. Characters may encounter them as well as the patrols.

5-6: The waste dump is actually a deep meson gun planetary defence facility, its location kept secret to prevent Imperial agents from knowing what to target in the event of an invasion. The building of the waste dump and even the original environmental protest were all a deception plan to explain the presence of extensive underground excavation and the use of off-world contractors. However, Sonya is correct about one thing: the world government have been diverting some Confederation funds that were supposed to go to its upkeep, in order to help balance the planetary budget. As a result, maintenance has slipped and there was a problem developed in the system's backup fission reactor that resulted in a radiation leak.

Adventurers who are skilled enough to avoid security patrols and reach Mt. Thunder may find they have inadvertently kicked over a hornet's nest. The upper level of the facility appears to be a waste dump with a large truck garage and multiple storerooms housing canisters of 'nuclear waste' that are apparently secure. There are also several heavy-duty grav vehicles parked here in Panstellar corporation livery. However, concealed elevators lead to an underground train station that runs several kilometres further underground to vast shaft that houses the deep meson accelerator tube, ringed with 10 levels of underground barracks, power stations, meson communicators, computer banks and a tactical control room like the bridge of a battleship.

The lower levels are guarded by a platoon-sized planetary defence unit of technicians, gunners, engineers and military police under the Army Home Guard. An off-world defence contractor team from Panstellar has also arrived to fix the reactor problem; it is their vehicles in the upper level. Characters caught penetrating the facility may be shot or arrested by the Home Guard and charged with espionage. If they prove they were working for environmental activists rather than spies, that will not get them off, though Sonya's legal aid and Party connections may help if they did not break too many laws.

If the characters caused a ruckus and escaped capture a planet-wide manhunt will follow. Penetration of a major Solomani planetary defence installation and in particular any dissemination of its details will also attract a SolSec investigation which may follow the characters off world, especially if there is any suspicion they are Imperial spies.



Deep Meson Guns and Planetary Defence

The Terrans invented the meson gun late in the Interstellar wars period and used it to win decisive victories against the Vilani Empire. Although the Imperium itself is presently more advanced in meson gun technology than the Confederation, especially in the production of battlefield and turret-sized weapons, large meson accelerators are a major element of Solomani weaponry. Especially important are the deep meson gun installations that the Solomani Home Guard operate to protect crucial border worlds and major worlds. These are a central feature of many TL 10+ planetary defences.

Meson beams can pass through any form of matter so burying the weapon and its support facilities deep below a world's surface creates a weapon system virtually immune to conventional attack. Only another meson accelerator can effectively engage such deep meson guns and planetary weapons can be built with greater size and range than shipboard installations. Since a meson gun has no firing signature, targeting it is impossible unless its coordinates are known. Discovering details of the existence, firepower and location of deep meson gun sites on border and strategic worlds in the Solomani Confederation is a primary goal of Imperial military espionage operations. Information relating to their construction is tightly controlled and carefully policed by SolSec.

Deep site meson weapons have two weak points. Aiming a meson gun relies on a network of external sites. These will be scattered across the planet, in orbit and sometimes even on moons, so completely destroying these networks is nearly impossible. However, a sustained bombardment can eradicate the large antenna needed to targeting spacecraft in high orbit, dramatically reducing the meson's guns range. Since the mobile fire control equipment that is needed for hitting planetary targets can fit in a truck or APC, a deep meson gun will be a continuing threat to any planetary invasion until all opposition is neutralised.

Meson guns require tremendous power, 500 to 1,000 gigawatts for a typical installation equivalent to a spinal mount. Standard imperial doctrine is to use neutrino sensors or intelligence information to locate and destroy the large fusion reactors that provide this power. While a meson gun site may draw power from multiple stations in a planetary grid as well specialised buried facilities, a sustained bombardment can cut it off from its energy source.

To counter this, Solomani planetary defence installations built since the Solomani Rim War have begun to install deep underground geothermal core taps feeding high-energy capacitor arrays (similar to those used in jump drives). These power sources eliminate the neutrino signature of the meson gun but are less powerful and more expensive to construct than fusion reactors. The need to recharge the capacitors limits this emergency rate of fire to one shot every few hours or requires the use of smaller installation equivalent to bay-size weapons. This limits the ability of the meson gun as a factor in a fast-moving space battle but significantly complicates matters for planetary sieges and ongoing invasions.

A related development used on a few TL13-14 Solomani worlds with deep oceans is the space defence submarine. This is a large nuclear submarine with a single bay weapon-sized meson gun installation, which patrols in the deep ocean or under a planetary ice cap. Although firepower is limited, mobile meson gun subs are harder to track with neutrino sensors than static installations. Engaging them may require sending grav armour or starships to operate underwater.

Imperial Naval Intelligence may be willing to pay Cr. 50,000+ for details on the construction and location of a Solomani deep meson gun installation.

Donald Rhodes, Trade Delegate

Requirements: Brawling, Diplomat, Gun Combat.

Reward: Cr. 4,000 per week for a six-week period; Cr. 50,000 bonus if the trade representative and her husband complete their tour without injury. Cr 50,000 bonus if the delegation does not.

Players' Information: The players' group is approached by a representative of a group of Solomani businesses operating in the subsector. He wants to hire them to act as bodyguards for a visiting trade delegation from the Imperium. The delegation

consists of Baroness Mary Cuthbert, a wealthy Imperial business magnate, her secretary Justin and her husband Captain Victor, a retired Imperial Navy officer. The Imperials will be accompanied by Donald Rhodes and his daughter Tara Rhodes, who also serves as his aide.

Although an Imperial, Mary Cuthbert is of Solomani ancestry and sympathises with the Cause; she wishes peace and prosperity between the two interstellar powers. The business tour is endorsed by moderate elements in the subsector's Solomani Parties and by corporations who hope to improve trade. This is a private rather than a government-level affair but all necessary permits and permissions have been arranged with the Solomani Confederation's Economics Ministry, so there



should be no problems with SolSec. However, border tensions have been high in the sector and the itinerary of the tour was leaked to the media. This resulted in the firing of the previous security staff and some last minute rescheduling. Despite the benign nature of the tour, Rhodes fears that there is now a risk that anti-Imperial demonstrators or crackpot fanatics may stage an incident. According to Rhodes, the Baroness is disturbed by the leak and there is a risk that she may call off the tour if she or her husband becomes unhappy. They are to do their best to cater to their needs, balancing this as best they can with security considerations.

Referee's Information: The Imperials will tour a variety of factories and government ministries throughout the subsector in order to determine opportunities for renewed trade. Where possible, they will stay in expensive hotels and attend a few cultural events put on by local commercial groups, businesses or Solomani Parties. Captain Victor, while uninterested in business, is a tourist who enjoys photography, scuba diving and safari, interests not shared by his wife. He is also a former Imperial Army officer and convinced of his ability to handle himself, despite being 55, out of shape and unable to handle his liquor. As Victor has little interest in business but great influence on the Baroness, the security team will be expected to allow him to indulge his interests during the trip, while assigning personnel to ensure he remains safe.

1: At several points during the tour there will be noisy but non-violent protests organised by anti-Imperial factions and threatening comm calls intended to intimidate them. Local police are sympathetic to the protesters and will offer little assistance. If the PCs overreact, they may be jailed by authorities or cause a riot. Captain Victor has also scheduled a safari or underwater dive, which may involve encounters with dangerous planetary wildlife. After his expedition the Captain Victor will get into a bar fight with some local anti-Imperial bigots. The characters should try to keep him out of trouble without antagonising the local police.

2: As for previous but an assassination attempt will be made against Baroness Cuthbert by local militants who are connected with a splinter cell of a planetary Solomani Party. The assassins are an amateur group who will operate with weapons permitted under local law levels. If all weapons are banned, they may attempt to arrange an 'accident' such as attempting to kill through a vehicle collision or sabotage.

3: As for 2 but Captain Victor is not getting along with his wife and is attempting to seduce Tara Rhodes. He will invite her on safari or and arrange an illicit rendezvous. If the characters discover this, he will suggest that exposing him will upset his wife and derail the trade delegation. He will attempt to enlist them to cover up his philandering.

4: As for 3 but Captain Victor is also secretly in contact with the Solomani assassins. He is behind the initial leak and has been feeding them information on the security arrangements in order to eliminate his wife which will also allow him to inherit her money. His own tourist activities are designed to ensure he will be away from her when the assassination goes down. The Referee should decide if are clues to his involvement.

5: As for 2 but SolSec also believe they have evidence Captain Victor is an Imperial spy who is using his wife's trade delegation as a cover for an attempt to gain intelligence on Solomani planetary defence installations located in wilderness areas. SolSec will use a highly skilled team of internal directorate agents to attempt to assassinate Victor while framing one of the Player Characters or Tara for the deed. It is also possible that Tara may be a SolSec agent. The referee should determine whether SolSec's suspicions are correct.

6: As for 2 or 3 except the terrorist group are professional hit team who will impersonate a SolSec internal directorate team in an attempt to kidnap Captain Victor or the Baroness to hold them hostage. If the characters do not resist, they will be given a fake interrogation, warned off and then released. Shortly afterward, agents of the real SolSec external directorate will become involved, since this is now an interstellar incident. If the attack occurred on a planet with a limited population, SolSec may recruit the characters for assistance in bringing the fakes to justice and rescuing the Imperial delegates.

Dimitri and Chloe Mahalec, Parents

Requirements: Starship or travel.

Reward: Cr. 50,000 to locate their son and provide proof that he is safe; twice that to return him to them if he is in difficulty.

Players' Information: The Mahalics are a wealthy Solomani couple involved in the agricultural export business. Their son Casper is attending a university in another system several parsecs away. Recently he has stopped writing. They want to find out whether he is safe and if he is in trouble to bring him home. They know he was majoring in zero-G mining engineering with a minor in Old Earth Union history. His last letter home mentioned a new girlfriend, Phoenix Mahoney and that he was changing his major to Solomani Philosophy. Recently they received a letter from the college indicating he had not paid tuition expenses, which was strange, as they had sent him money to do so.

Referee's Information: University records show Casper is still registered for classes but he has moved out of his dormitory a few weeks ago. He has a professor who is known for her fiery anti-Imperial rhetoric and who introduced him to Phoenix, who is a Solomani Party militant. The professor knows how to find him. Characters may get close to him by infiltrating campus political meetings or threatening or charming the professor.



1: Casper Mahalec is living with Phoenix in her off-campus apartment which is shared with a few other young Party militants. He has been too busy with his girlfriend and the Cause to write or attend classes. He has donated most of his money to a group Phoenix belongs to, the Students for Terran Liberty. They organise pro-Solomani demonstrations advocating renewed war with the Imperium and work to raise money to support Solomani resistance operations in the Imperial occupied systems.

2: As for previous but the group are more than just talk. A moderate Solomani faction is going to be speaking at the university advocating a détente with the Imperium. The Terran Liberty militants intend to disrupt the event. If they plan goes ahead, there is a risk of riot and arrest by campus police; offenders may be tossed in jail or expelled.

3: As for previous but the group are violent radicals. They are planning an assassination of the moderate faction speaker, a noted celebrity. Mahalec has been persuaded to serve as the triggerman, armed with a snub pistol. He is being kept in seclusion until the event.

4: Phoenix Mahoney is a recruiter for a real Solomani guerrilla unit, the Solomani Liberation Front. Casper is no longer on planet. Instead, she has sent him to the system's asteroid belt, ostensibly as part of an engineering facility trip to observe a mining facility. Actually the mining base is a zero-G training camp for the SLF guerrillas who are practicing for a mission that will involve infiltrating Imperial space disguised as itinerant belters. There a dozen well-armed guerrillas there along with a few small craft. They are training for a suicide attack involving ramming a mining ship into an Imperial highport or domed city.

5: As for previous but the son became sickened that the group was more radical than he thought and is having second thoughts. Now he wishes to leave them. He is being held captive in the mining base as they still hope to indoctrinate him into joining their cause.

6: As for 4 but the group are financed by SolSec and there are Solomani intelligence agents among them. A SolSec/Navy 'Stonefish' ship is to rendezvous with them. If the adventurers follow-up and travel to the asteroid, they may encounter the ship and become enmeshed in a top-secret SolSec intelligence operation. Depending on their loyalties and backgrounds and any cover stories they used to infiltrate the group, they could end up on the run from SolSec and the Navy or be shanghaied into joining the operation.

Jasmine Jafari, Rock Star

Required: Weapons, military skills.

Reward: Cr. 500,000 for a small strike force to land at the mining camp and rescue the apes. Cr 5,000 bonus for each ape brought out alive.

Jasmine Jafari is the lead vocalist in the rock band Earthman's Burden. She also secretly belongs to a militant Goodallites, a small faction of the Solomani Party that believes all Terran uplifted apes should have equal rights to Humans. She is upset with the treatment of uplifted apes by Vorman SA, an interstellar corporation that specialises in providing contract labour to mining operations on low-population developing worlds in this subsector. To reduce labour costs Vorman have been using uplifted apes who often command lower wages than Humans. However, Jafari says that the chimps that Vorman uses are being exploited in a 'company store' environment. They are virtual prisoners in an isolated camp with outrageous food and accommodation prices. Most of the apes are now in debt to the company and working as virtual slaves. These practices are illegal but Jafari says that the Solomani Ministry of Justice bureaucrat she spoke to had no interest in investigating abuses of 'chimps too stupid to read the fine print'.

Jafari intends to do something about it. She and her organisation has been in contact with relatives of several of the 120 or so uplifted apes being held in the mining camp. She wants to hire a commando team to land at the camp and free the enslaved apes.

Her six-member band is going to be performing a series of three concerts at the mining planet, as part of a subsector-wide tour. They have chartered an old colonial transport to carry them and their equipment; the transport also has plenty of low berths. She suggests the PCs can be disguised as roadies and as the band's security team. Jafari believes that the concert will draw off most of the most of the corporate personnel be attending, with the chimps safely locked down in their work barracks and only a skeleton staff on duty. They should hit the barracks, take down the security team and rescue the chimps and transport them off world in low passage where they can be reunited with their families.

Jafari will provide the colonial transport and its crew. They have already hired a medic to ensure that the chimps can be quickly placed in low passage; they need the trusted mercenary team to perform the actual raid. Fortunately the target world has a small population and lacks a strong Navy Home Guard. Once the security is dealt with, there should be little risk of encounters or pursuit by military forces if they lift off immediately afterward.

Referee's Information: The referee should select a suitable world as the location of the mining labour camp. It should have a low population and low to medium Law Level. The Referee will need to determine the nature of the security forces and how much information that Jafari and her spy Pierre can provide. A typical guard force might be two dozen guards and four dolphins, although if Jafari's plan works, only a third of them will be at the barracks.



1–3: All is as it seems. The prison guards should be typical corporate security forces. Likely equipment is cloth armour and light weapons such as assault rifles or submachine guns; there may also be a guard tower with a searchlight and machine gun or other emplaced weapon. Increase their firepower if this would be little challenge to the PCs. They should be less well trained and equipped than the adventurers and not especially alert. The small dolphin force guarding the aquatic approaches has waldos and laser carbines in gun pods.

4–5: Jafari's spy was captured while attempting to smuggle messages off world. Pierre did not know enough to give up the identity of Jafari and details of the plan, but Vorman is now aware that the distressed apes are in contact with Goodallite radicals and some sort of protest or action is likely in the next few months. The guard force has been given advanced combat rifles and TL 10 combat armour and an armed g-carrier added for security. In addition, the company now keeps a surplus Uriel class patrol ship on duty. This may lift off to pursue the escaping transport should the alarm be raised following the raid.

6: Jafari herself is a dupe. One of the female uplifted apes, Cornelia, is actually a high-intelligence illegally-augmented genetic upgrade that escaped from a secret corporate research laboratory. Ministry of Genetics agents, seeking to avoid scandal, have tracked her down and know she is hiding among the labourer population under a false identity. They do not know who she is. They are using the Goodallite group operation as a cover. The MoG agent is Jafari's medic. When the apes are being prepped for cold sleep he intends to take blood samples. During the flight back, the medic will work at odd hours in the ship's sickbay to analyse the samples and determine which is Cornelia, then arrange to quietly kill her in a low berth malfunction. The best chance of spotting him is if a character notice the extra medical tests he is secretly performing.

Boris Yamada, Naval Officer

Required: Burglary tools, Streetwise.

Reward: Cr. 30,000 to recover the holos.

Players' Information: On a world with a Solomani Confederation Navy base, the group is approached by Commander Boris Yamada, an officer in the Solomani Navy who has commanded a small Independence class patrol cruiser. He is now up for promotion to captain and possible command of a battleship. However, his career in jeopardy and he is now the target of a blackmailer.

This individual claims to have obtained holos which show him in an intimate relationship with a non-Solomani woman. These date to when he was a foolish young ensign on shore leave in this world's startown. If these holos are made public, he will be disgraced. He has determined that the blackmailer is probably Shana Kadec, a former exotic dancer who now operates a

nightclub in the startown ghetto district. This is a low rent region inhabited by mixed bloods, non-Solomani and uplifted apes. Yamada wishes to hire the group to break into Kadec's office and steal any material he might have concerning him.

Referee's Information: Yamada has little information on Kadec; he has not seen her for 15 years. He knows she is 32 and of mixed Solomani-Vilani racial background. He can provide a physical description and the name of her nightclub.

1–2: All is as it seems. Kadec's club is in a bad neighbourhood with criminal connections. She has several tough characters protecting it, included an uplifted ape bouncer. The holos are in a safe protected by a moderately sophisticated alarm system.

3–4: Kadec's club has fallen on hard times and is in debt to organised crime. She needs money to pay off the loan or she will lose it; the blackmail is a desperate expedient. If the adventurers visit the club during its hours of operation they may encounter the loanshark's enforces harassing Kadec.

5: Kadec has seduced a number of Imperial officers besides Yamada. Her safe has blackmail information on all them.

6: Shana Kadec is actually an agent of Imperial Naval Intelligence. The blackmail is just a first step in compromising Yamada. She has several expensive augments and her quarters in the club have a secret panic room with TL 14 intelligence gear and weaponry.





WORLDS

The Solomani Confederation is located directly to rimward of the Imperium. The majority of its worlds are part of the old Solomani Sphere which was originally defined as the worlds that are within 50 parsecs of original human homeworld of Terra.

The Confederation has approximately 5% of the total GNP of Charted Space. In comparison to its neighbours the Solomani Confederation has 20% of the number of the worlds, 20% of the population and 15% of the economic power of the Third Imperium. The wealth of the average Confederation citizen is about 75% of their Imperial counterpart. The Solomani Confederation is slightly larger, wealthier and more populous than the Hive Federation but somewhat less technologically advanced and individual citizens are not as well off. The Aslan Hierate has triple the population and twice the GNP of the Confederation but the average Aslan citizen's wealth is lower.

Star Systems: 1,855.

Population: 2,085,800,000,000.

GNP: 15,031 trillion credits.

Per Capita GNP: Cr. 7,200.

WORLDS

Solomani Confederation worlds are much like other Human worlds. The physical details and process for creating worlds is the same as detailed in the *Traveller Core Rulebook*. However, the nature of Confederation's system of government and technological development should be taken into account when interpreting the meaning of planetary characteristics.

Government

The Solomani Confederation worlds include all usual government profiles yet the Confederation's charter restricts government to the Solomani Party. This seeming contradiction is explained through the flexibility of the Party in adapting itself to different societies and social hierarchies. These are examples of how the Solomani Party influence is expressed within the standard government types.

None: The Solomani Party is not a significant presence on this world and the world does not send representatives to the Secretariat. This often represents government by a single family or extended family. Usually the world is a protectorate of the Confederation but is not considered important enough for any colonial representatives to be stationed there.

Corporate State: Many large corporations in the Confederation are owned directly by the Solomani Party. Some of these are powerful enough to control entire worlds. A Solomani corporate state could also be a classic fascist or feudal state in which industry is utterly subordinated to and organised by a government boss in the name of Solomani ideology.

Participating Democracy: On most Solomani worlds only a minority participate in the Party but this is not always the case. On some worlds almost every adult citizen may be an active Solomani Party member and the Party may reach its decisions through open votes, referendum or consensus. The Party runs everything but everyone runs the Party.

Self-Perpetuating Oligarchy: Leadership of the Solomani Party is limited to an elite that selects its own members by techniques such as heredity, property or monetary qualification or rigged elections. They stay in power by distributing favours to the masses. This can also include worlds where a very small minority of pure Solomani dominate a large majority of uplifted animals or mixed-race Humans or non-Solomani.

Representative Democracy: It is quite possible to have a representative democracy even in a one-Party state. Any Solomani citizen can register as a Party member. As long as the basic concepts of the Solomani Cause remain sacrosanct, anyone can join the Party and through it run for an elected office, though naturally campaign endorsements and money tend to flow toward well-known politicians with a prior history of Party service and support of the local establishment. While only one party exists, multiple candidates can stand informally to represent the interests of particular factions, interest, or regions. In worlds with this sort of government there are few barriers to entry in politics aside from money.

Feudal Technocracy: Solomani Party positions are integrated into a hereditary technocratic leadership. A technocratic position comes will be associated with a parallel party position – for example the hereditary post of Power Engineer for a given city may come with chairmanship of that city's Party supervisory committee for electrical utilities

Captive Government: This may be a colony world administered by an off-world Solomani Confederation government. It can also indicate a protectorate that is directly administered by the Solomani Confederation's military or bureaucracy.



Civil Service Bureaucracy: This follows the mode of many old Terran one-party bureaucratic states. There may be a façade of democratic elections but the bureaucracy or public service unions are really in charge and are synonymous with the Solomani Party. Obtaining government positions and promotions may require attending the proper schools and passing state-run exams. Political reliability, seniority and social connections are important but competence and expertise are also rewarded and it remains possible to advance through merit alone.

Self-Perpetuating Bureaucracy: As above but the Solomani Party-run government exists only to increase its own reach and power. Government positions and promotions are mainly allocated through a politicised 'nomenklatura' system based on Party lists maintained by senior ministers. Administrative ranks in the Solomani Party have direct parallels in government positions. For example, the chairperson of the Solomani Party for a given city is likely to also be that city's mayor or city manager. A rubber-stamp representative democracy may still exist with either the Party choosing who is on the list of candidates or the elected offices being nothing but puppets for a permanent Party bureaucracy. The government does not exist to serve the people. Ordinary citizens interact with the government through bribes, favour-trading or personal connections

Charismatic Dictatorship: The Solomani Party's leader enjoys overwhelming popular support from the masses, giving him dictatorial powers. The dictator often combines a Party position and a government title. For example, world president for life or a hereditary queen will also come with the position of leader of the planetary Solomani Party. In the Solomani Confederation a charismatic dictatorship often retains popularity through ensuring direct control of patronage appointments, establishment of a cult of personality and skilful media manipulation. They also rely on whipping up popular support by portraying themselves as loyal defenders of the Solomani Cause.

Non-charismatic Dictatorship: As above but the leader or his successor has lost popular support despite retaining his grip on the Party and the world. This can also indicate a system where senior position in the Party (and thus senior government posts) are hereditary or subject to a caste system. Non-charismatic dictatorships rely heavily on direct control of the planetary Home Guard and other security forces and media to crush any dissent. Their subordinates remain loyal for fear that they will lose their own power, privileges and possibly their lives if the dictatorship falls. Dictators will often attempt to blame problems or unrest on external or internal 'enemies of the Solomani Cause'.

Charismatic or Non-Charismatic Oligarchy: A small group of senior Solomani Party officials form a political bureau that assigns all government appointments. These officials hold supreme executive power for life and can dominate the party

and government by doling out appointments to favoured clients in the military and civilian sphere. As with dictatorships these regimes are often the loudest public supporters of the Solomani Cause. A powerful enemy such as the Imperium, or the Aslan or Hivers, where they are closer, plus discrimination against non-Solomani minorities both provide scapegoats for any domestic problems and a way to demonise opponents of the regime.

Religious Dictatorship: This usually indicates that a religion that exercises theocratic control has accepted the Solomani Cause as divinely inspired – for example, through a belief that Solomani are God's chosen people. Thus, members of theocracy will also be Party members and Party members must be part of the ruling religious hierarchy. It is also possible that there is no religion as such and instead a particular faction of the Solomani Movement itself has mutated into an authoritarian 'secular religion'. On such a world the Party may intrude into all aspects of life, other religions may be banned, the study of political dogma – often the writings of a particular Solomani Party philosopher – may take the place of political discourse, literature and spirituality. If the system appears to be working in producing a stable pro-Solomani state, there is a high likelihood SolSec's local branch will assist local 'thought police' to ensure full compliance.

Law Level

On Solomani Confederation planets local laws often give preferential treatment to Solomani Party members. Members are likely to be able to skirt certain laws and government or business regulations and be treated more respectfully by police.

As a general rule any Solomani Party member can treat the Law Level of a Solomani world as one level lower than its actual level to a minimum of Law Level 0.

Tech Level

The Solomani Confederation lags somewhat behind the Imperium in technological development. Confederation worlds range up to TL 14. Any TL result greater than TL 14 should be reduced to TL 14. This does not apply to Solomani-populated worlds within the Imperium itself. The Confederation has been pouring resources into improving its technological infrastructure and the educational quality of major centres. It predicts that several major worlds such as Home will have achieved TL 15 within a decade.

Military Bases and Express Boat System

Solomani Confederation military bases exist on important or strategic worlds throughout the Solomani Confederation. There are no scout bases although some naval bases may be oriented toward exploration, survey or Xboat system operation.

The existence of planetary bases for Home Guard forces are not shown on the subsector maps. Any Solomani Confederation



world with a A, B, C or D starport can be expected to have major Naval Home Guard bases commensurate with its population and TL. Since these are spaceports rather than starports they may be more developed than the world's starport class would indicate.

Travel Codes

The Solomani Confederation retained the Amber and Red Zone code system when they broke away from the Imperium. Publication of Amber and Red Zone codes are controlled by the Solomani Ministry of Information with input from other Confederation bodies.

Red Zone worlds are interdicted by the High Council using the instrument of the Confederation Navy for reasons of state security. The Solomani Confederation has no equivalent of Imperial Scout Service interdiction to safeguard developing cultures.

The most common reason for interdiction is to quarantine a spreading plague or to blockade a rebellious planet that has overthrown its own Solomani Party. A Red Zone will be enforced by Confederation Navy warships that will generally warn off all vessels approaching within 100 diameters of the interdicted world and destroy any ship getting closer than 10 diameters. Ships are usually still allowed to jump into the system or refuel at gas giants. In rare instances interdiction may be established to protect something of strategic importance such as an Ancient site or strategic research station or to keep secret an event whose revelation would cause damage to the Solomani Cause.

Amber Zone worlds are simple travel advisories indicating hazards. Due to the politicised character of media in Solomani space the designation of an Amber Zone is quite untrustworthy. It can indicate there are hazards or that the world is being punished for deviancy from the Solomani Party orthodoxy. However, it is not unusual for worlds that really should be classed as amber zones to instead muster political pressure through allies in the Secretariat to escape this stigma. Many worlds that are suffering from violent political upheaval, disasters, ongoing insurgencies or even civil war can go unmarked. The Imperium cautions travellers visiting Solomani space to instead rely on commercial intelligence agencies, independent media or reports from recent visitors. Many Solomani travellers do the same.

Starports

Starports in the Confederation are similar to those in the Imperium but with a few key differences. Like the Imperium there is usually a main port accompanied by a startown, often the planetary capital, which is a cosmopolitan city or town near the port. Ports have the familiar division into groundside downport and sometimes an orbital highport.

The most important distinction is that the Solomani Confederation itself does not claim territorial control over the world's starport.

There is no distinct extraterritoriality or 'extrality' line around the port: of it is the sovereign territory of the world government.

Starships themselves enjoy a degree of extrality but once outside the vessel a visitor is subject to the laws of the world he has arrived at.

There are a few localised exceptions to this: all Solomani Confederation military bases, SolSec office buildings and certain Solomani Confederation government installations such as the capital region on Home are all legally considered Confederation territory.

A Solomani Confederation starship is registered at a particular world within the Confederation. This governs the laws that apply aboard it, in addition to Confederation law. The vessel's homeworld also has the obligation to regulate and ensure its safe and lawful operation; for example, its homeworld's labour regulations would apply.

A starship or spacecraft operating within 10 planetary diameters of a Confederation world is subject to the concurrent jurisdiction of that particular world. This can create a legal conflict. For example, a starship may be carrying goods such as alcohol or weapons that are legal on its homeworld but not on the world whose port it is visiting. The very nature of the passengers or crew themselves might also violate other laws. For example, the world that is being visited may require all adult males shave their heads and wear black robes, or ban non-Solomani from marrying Solomani or owning personal weapons. A starship or its occupants might find itself in violation of any number of strange local laws when it lands.

Since this is awkward for interstellar trade the Charter of the Solomani Confederation avoids this by stating that a member world has only 'limited and conditional jurisdiction' aboard a visiting starship. Translated from a mountain of legal precedent this means the vessel is considered a mobile piece of its registered homeworld's territory and thus subject to its homeworld's laws rather than local law. However, there is a limit to this sovereignty. If the local world's authorities – usually its starport police or Home Guard military – have evidence the ship's occupants are engaged in activities that would violate local laws in the world beyond outside the ship, they can impose their legal jurisdiction over it. This means that the world's police or military can exert their legal powers to stop, board, storm or search the vessel, arrest crew or passengers, and confiscate cargo. However, if they do so without proper cause, they can be sued under Solomani Confederation law and that suit would likely be backed by the government of the starship's homeport. This also means that if a fugitive from local law such as a political dissident is followed onto a ship, the police or military are legally able to pursue them if they are willing to risk a possible dispute with another Confederation world. Again, this is in stark contrast



to the Imperial practice, where any jurisdiction would stop at the starport unless the fugitive was also in violation of Imperial law.

This also means that the protection a starship receives from local authorities depends in part on where it is registered. A starship registered to a high-population, high-TL world like Cthonia, Turin, or Home commands more respect than one registered to a low-population backwater planet so insignificant it cannot send its own delegate to the Secretariat. Rivalries can also affect this. Free traders usually prefer to register their ships out of home ports on main worlds with few enemies, good starports and moderate law levels.

SECTORS

The Solomani Confederation retains the Imperial mapping conventions of sectors and subsectors. It does not use them as units of interstellar government, although the bureaucracy and military are often organised on a sector and subsector basis.

Certain broad generalities apply the sectors within the Solomani Confederation.

Solomani Rim

This is a highly-civilised and long-settled sector on the rimward frontier of the Imperium. It includes the original Solomani homeworld Terra and its earliest colonies, as well as many old Vilani worlds and the homeworld of the alien Vegans. A century ago the sector was the central battlefield of the Solomani Rim War. Most of the Solomani Rim including Terra was captured and occupied by the Imperium but a rimward strip of subsectors remain in Solomani hands. These include some of the oldest and wealthiest Solomani worlds. The last century since the war has seen a gradual improvement in relations with the Imperium, mainly due to the desires of the worlds on either side of the border to resume lucrative trade. Even diminished, the Solomani subsectors of the Rim are one of the most important regions of the Confederation, partly due to its control of these trade routes. Notable among the mercantile powers on the Solomani side of the border are the powerful Near Boötes cluster and the aggressive Thetis-Laputa coalition.

There remains considerable popular support for Solomani resistance movements in the occupied systems. However, the Solomani governments in power in have profited from trade with the Imperium; they are dominated by pro-business factions who oppose hawkish policies and support better relations with the Imperium; their rivalries are with each another. The Confederation Navy, Imperial Navy, and the Vegans maintain large military forces in the sector but for the past several years the border has been relatively quiet. This may be because the risk of incidents triggering an all-out war is deemed too great.

Aldebaran

This sector is located just rimward of the Solomani Rim. Its Human citizens are almost entirely pure Solomani, although there is a significant population of primitive indigenous aliens, only some of which have successfully assimilated into Confederation society.

Aldebaran is not adjacent any hostile powers so the region has been free of the military border conflicts that have troubled other sectors. A few worlds have been settled for thousands of years but only the coreward sectors of Aldebaran were heavily populated prior to the Solomani Rim War. This changed once Home/Aldebaran was selected as the new capital of the Confederation. Development of the sector has become a prime engine of new economic growth. The worlds around Home are benefiting from their proximity to the Confederation's new centre of gravity while settlement of the undeveloped rimward subsectors has been accelerated. Confederation policies designed to encourage rimward settlement through liberal grants of territory on unsettled worlds have created a wide-open colonial frontier. Rival Party factions, corporations and planetary coalitions are competing in a 'land rush' to claim, colonise and tame new worlds. In some subsectors the pace of development has outpaced the rule of law. With the leadership of the Confederation Navy reluctant to commit main fleet assets to a region that is not threatened by external enemies, the rimward area remains a 'wild frontier'.

Alpha Crucis

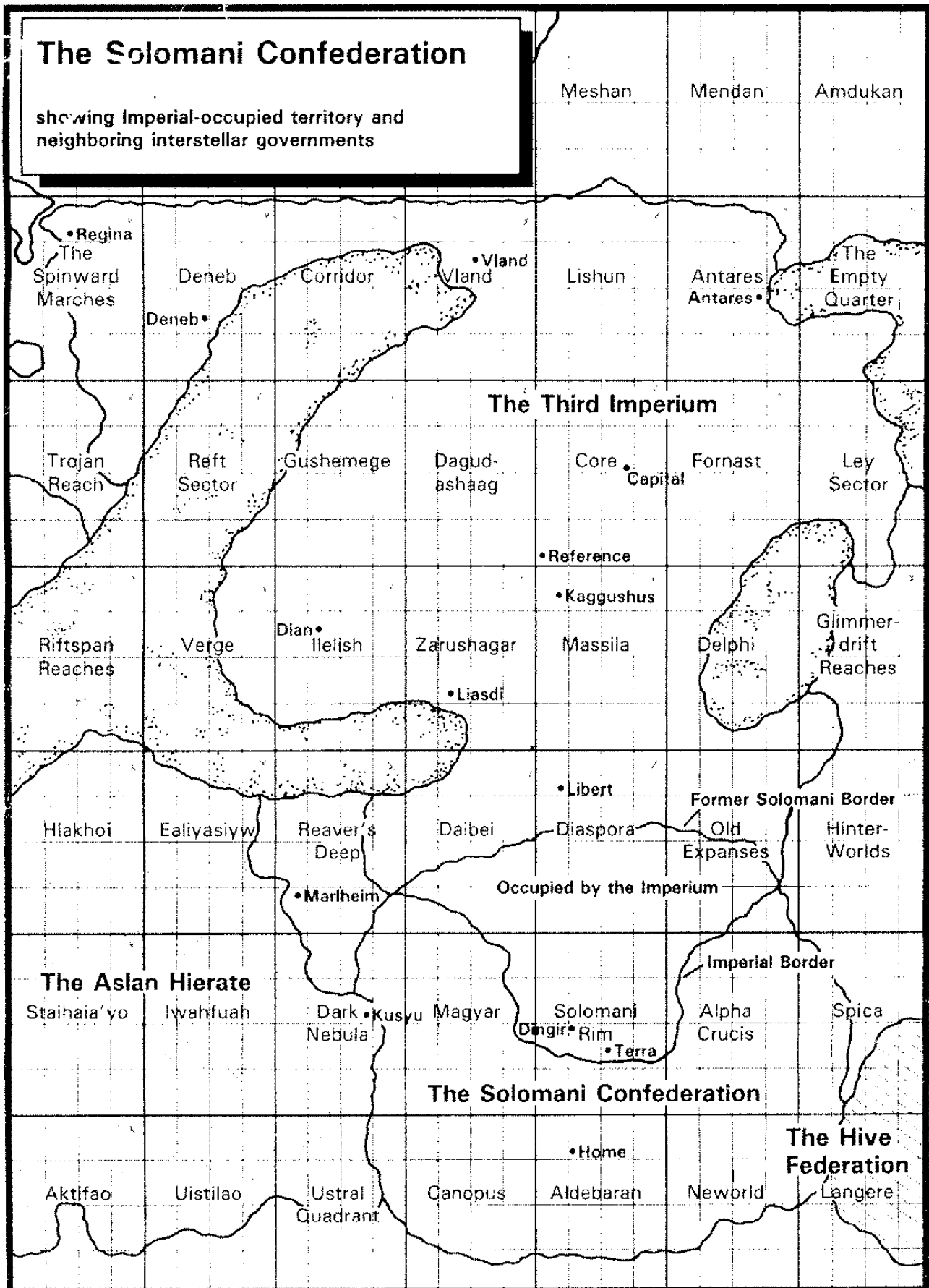
This is a diverse region immediately to trailing of the Solomani Rim. Once located on the very fringes of the old Vilani Empire it largely colonised by Terrans during the Interstellar Wars and the Rule of Man before being cut off in the Long Night. Never fully culturally integrated into the Third Imperium, the sector was an early hotbed of Solomani unrest whose coreward regions exploded into violence during the Solomani Rim War. Today it contains a mix of old Vilani and Terran worlds, former pocket empires not fully integrated into Solomani society and undeveloped and sometimes unaligned worlds that still possess a frontier character. Most of the sector is held by the Solomani Confederation but two of the subsectors were conquered by the Imperium and remain under occupation. With most of the Imperial trade flowing through the Solomani Rim the Solomani populace in the Alpha Crucis region has been less willing to embrace détente. Ongoing violence involving Solomani guerrillas, terrorist groups and bitter racial and religious conflicts continue to raise tensions along a lengthy and troubled border. For more on Alpha Crucis, refer to the sector description in this book.

Magyar

This sector was colonised by Terra during the Interstellar Wars and Rule of Man. Its population is almost entirely Solomani. Two of its subsectors are occupied by the Imperium. During the Interstellar Wars period, the coreward subsectors of Magyar

The Solomani Confederation

showing Imperial-occupied territory and neighboring interstellar governments





were the target of multiple colonisation ventures by several Earth ethnic groups and social movements that sought to create their old private utopias beyond the Terran Confederation. Isolated during the Long Night, these worlds retain very distinct cultures that still have echoes of old Earth. Due to its proximity to the Hierate, foreign relations with the Aslan are just as important as those with the Imperium. Magyar has a long history – dating back to the Aslan Border Wars – of being a staging area for Solomani-Aslan conflict.

Dark Nebula and Ustral

The Solomani Confederation control a narrow strip of subsectors in these sectors that border on the Aslan Hierate and non-aligned worlds. In Dark Nebula, the frontier actually runs to within only a few parsecs of Kusyu, the Aslan homeworld. Aslan commerce is vital for the Solomani worlds in this region but raids and skirmishes with Hierate clans are also frequent. These sectors are heavily patrolled by the Confederation Navy and have strong Home Guard garrisons. Any of the Solomani here are descended from refugees who fled older Terran colonies inside the Hierate that were conquered during the Aslan Border Wars. Some worlds claimed by the Solomani Confederation are actually disputed territory, part of the buffer zone that was established by the Imperium as part of early peace treaties with the Aslan. The validity of these treaties are questioned by the Solomani Confederation. Many of the buffer zone worlds, particularly those in Dark Nebula, have collapsed into barbarism, with Human or mixed Human-Aslan populations living in primitive conditions. Since achieving independence from the Imperium the Solomani of Magyar and the border sectors have gradually moved to reclaim the border worlds in hopes of reintegrating them into Confederation society. This has led to periodic clashes between Solomani and Aslan military forces. Escalation into a full-scale conflict has been prevented by the unwillingness of the Solomani Confederation Navy and High Council to divert fleets from the Imperial border.

Daibei, Reavers Deep and Old Expanses

These are the three sectors coreward of Dark Nebula, Magyar, and Alpha Crucis respectively. The Confederation only includes a few worlds in these sectors. Large sections of Daibei and Old Expanses along with all of Diaspora sector were lost to the Imperium during the Solomani Rim War. These worlds in these sectors usually had majority non-Solomani populations so there is a general if largely unvoiced sentiment in the Confederation that they are better off without them. A few Solomani fanatics in the Party still hope to regain these territories but it is generally seen as an impossible dream, at least as long as the Imperium itself remains unified. Those worlds in border areas that remain under Solomani control have a tendency to be authoritarian police states or under direct military rule, the better to retain control of their large non-Solomani populations.

Spica

Spice sector is directly to trailing of Alpha Crucis. The Solomani Confederation controls about one-quarter of Spica sector, a complex frontier region that is divided between non-aligned worlds and the Hive Federation. Trade with the Hivers is a major part of the local Solomani economy.

Canopus

A lightly-settled frontier region to rimward of Magyar. Parts of Canopus were unexplored until the last century and some worlds are still largely terra incognita. Commercial interest in Magyar and Aldebaran was renewed in the last half-century. Land-hungry Aslan clans from Ustral sector have also attempted to colonise worlds in what is ostensibly Confederation territory. This has resulted in sporadic border conflicts between Confederation and Hierate vessels.

Newworld and Langere

These two sectors are located to trailing of Aldebaran, directly rimward of Alpha Crucis and Spica respectively. The Confederation claims most of Newworld and a few subsectors in Langere. Newworld consists of sparsely settled frontier mixed with a few very old Terran settlements and lost colonies that have created their own pocket states that are only partly integrated into Solomani Confederation. Langere is even more of a frontier and includes Solomani client states that border on the Hive Federation. Although there are some disputes between Solomani and Hiver proxy states and a recent rise of piracy, there is no military conflict. The Solomani-Hiver contest in the sector has instead taken the form of diplomatic and economic rivalry to gain the affections of non-aligned worlds.

FOREIGN POLICY AND CONTACT WITH OTHER RACES

The Solomani Confederation is bounded on three sides by great interstellar powers. The Aslan Hierate is on its spinward frontier, the Imperium is located to coreward and the Hive Federation lies on its trailing border.

Directly to rimward of the Solomani Confederation is a large open frontier area that contains a mix of unexplored or lightly settled systems and scattered pocket empires. This region – the rimward frontier – is ripe for future Solomani expansion. The rimward frontier is considered to be vulnerable to Aslan and Hiver influence but to hold the manifest destiny of the Solomani people. Some Solomani thinkers even believe that it was the Imperium's reluctance support aggressive rimward expansion that lay behind Solomani-Imperial enmity. In any event the Solomani Confederation Navy, various Solomani Party organisations, merchant consortiums and private corporations are actively engaged in exploration, scientific research, trade



and diplomacy in the region. Solomani like to believe their eagerness to open up a new frontier region is what differentiates them from the timorous, inward-looking Imperium.

Hive Federation

Relations between the Solomani Confederation and the Hive Federation are cool but correct. Both states maintain full diplomatic relations with each other. The Hivers are considered a strategic competitor but not at present an enemy. Contact between both species is limited due to Solomani xenophobia but significant trade takes place in Spica and Langere sectors. There have been military conflicts between Solomani and Hiver client states on the rimward frontier and in Spica sector. So far there have been no direct engagements between Solomani Confederation and Hive Federation armed forces save for a few instances involving military advisors serving in client state forces. The Hivers appear to value the Solomani as a counterbalance to the Imperium. On balance the Solomani would rather the Hivers were not there but have learned to live with them. They provide a useful trading partner and a source of TL 15 imports outside Imperial control.

Hivers are not as bothered by Solomani racism as some other races. They are sufficiently alien that they are used to making Humans uncomfortable. Most Human reactions seem odd to them in any event so they rarely take offence at anything but the most blatant racism. Hivers who travel in the Confederation also make it a point to understand the Solomani racial character. Any Hiver travelling in Solomani space will expect to be face racism and will usually politely put up with it as a cultural foible of that particular breed of Humaniti. In fact some Hiver travellers would be disappointed if they did not encounter it; they accept Solomani attitudes to non-Solomani much the way a mountain climber accepts scrapes and bruises; it is an expected part of the adventure.

Aslan Hierate

The treaty that ended the Aslan Border Wars – the Peace of Ftahair – was signed between the four large Aslan clans and the Imperium. This established a buffer zone but the Solomani Confederation does not consider itself bound by the treaty and neither do a number of minor Aslan clans. Many Solomani worlds in the spinward sectors of the Confederation have been feuding with the Aslan for over a thousand years. The border worlds have a rich and bloody history of victories, defeats, atrocities and betrayals and they remember them all. Some are descended from Terran colonials forced from their worlds into exile by Aslan advances. Yet they have also had to live with the Aslan as neighbours for just as long, trading and even allying with them against both other Aslan and even rival Humans. This complicated history is far older than the Solomani Confederation and often trumps considerations of Solomani Party ideology.

The Aslan Hierate and the Solomani Confederation are natural rivals. Both great powers are expansionist, relatively youthful in interstellar terms and have a strong sense of their own innate racial superiority and warrior prowess. The Aslan Hierate is significantly larger than the Solomani Confederation but somewhat less technologically advanced and possesses a less unified Navy. Both have other rivals on their borders that prevent them deploying their full strength against each other. At the same time neither considers the other to be an existential threat. The disputes between them are significant at the sector level but do not reach the same ideological intensity as the conflict between the Solomani Confederation and Imperium. Instead they are simple concerns over territory, honour and the control of trade routes. This creates a paradoxical situation where minor Solomani-Aslan conflicts are much more frequent than those with the Imperium just because there is less risk of massive escalation. A majority of the Solomani Confederation's Secretariat have no interest in an all-out Aslan war; likewise the majority of Hierate clans do not want war with the Confederation. Every few years there is a small but bloody border flare-up involving subsector-level military forces, planetary troops and mercenaries. A minor world or two changes sides. This is punctuated by temporary ceasefires, trade agreements and skirmishes involving 'pirates' and 'raiders' and then it all heats up again in a few years time. Although fighting can be intense for the worlds that are involved, both interstellar governments can afford to accept temporary losses and try again when the time is right rather than fight to the death.

The Imperium

The Solomani Confederation came close to fighting to the death with the Imperium. It may have learned its lesson but its people do not consider true peace with the Imperium to be possible as long as the Imperium holds Terra. Official relations between the Solomani Confederation and the Imperium are chilly. The Imperium does not officially recognise the legitimacy of the Solomani Confederation. The Solomani Confederation considers the Imperium to be occupying much of its territory against the wishes of its citizenry and has vowed to never accept the loss of its old capital and homeworld. No formal peace treaty exists on a state to state level. The Confederation's official policy is to provide support for Solomani resistance movements within the Imperium. It attempts to maintain military forces strong enough to deter Imperial aggression and capable enough to assume the offensive if the right opportunity arises.

The state of cold war complicates official diplomatic relations. What replaces them are a series of agreements and working relationships based on the armistice that ended the Solomani Rim War. These relationships primarily exist between high levels of the Solomani Confederation Navy and the Imperial



Navy, and between the governments of border worlds. They function in part because the Solomani and Imperial Navies have significant professional respect for one another despite the fortunes of politics and war.

Unofficial relations with the Imperium blow hot and cold. The Solomani Rim War returned a large part of the Solomani Sphere to Imperial control. Despite the fact that the Imperium does not formally recognise the Solomani Confederation and the fact that the Solomani Confederation does not formally recognise Imperial sovereignty over any portion of the Solomani Sphere, an informal *détente* has been in effect since the armistice of 1002. This *détente* has not yet reached the point of formal diplomatic relations but merchants from both states routinely cross the border. In particular the commercial interests of the Solomani Rim sector have significantly improved day-to-day relations. The Imperium is now once more the Solomani Confederation's largest trading partner. Tens of millions of Solomani tourists and business travellers visit the Imperium every year. The delegates of those rich Solomani Confederation border worlds that are growing fat on foreign trade form a powerful moderate bloc within the Secretariat. Their power increases because the Confederation charter awards votes based on economic contributions and as trade increases the moderate bloc's power also improves.

Despite this thaw in relations the Imperium is still considered a rival or enemy by the majority of the Solomani Confederation's people. Every pure Solomani child grows up learning the Imperium is the enemy. Exiles and refugees from worlds on the Imperial side of the border have significant political power on many Solomani frontier worlds. They have popular organisations that support anti-Imperial guerrilla and terrorist groups operating on Imperial-occupied worlds. If the Imperium authorities can trace support for terrorist or guerrilla attacks back to Solomani Confederation worlds it has retaliated in various ways. The most common punitive measures take the form of temporary trade sanctions that temporarily close border systems or starports to Solomani visitors or ships or which embargo export of TL 15 goods to the Solomani Confederation. The Imperium also counters with active measures such as covert military or intelligence ops against Solomani targets. The Confederation retaliates with similar tactics of its own.

Non-Aligned Worlds inside the Solomani Confederation

The Confederation's borders encompass scores of non-aligned worlds. Prior to the Solomani Rim War the Confederation's policy was to use diplomacy, economic carrots, colonisation, political subversion or naked force to absorb all non-aligned worlds within the Solomani Sphere. The Solomani Rim War halted this effort before it could be completed. With the Solomani Confederation's ideology and military power weakened, many sectors of the Confederation continue to contain worlds that either were never absorbed into the Confederation or which broke away from it.

This not considered an ideal situation, the post-war consensus of the Confederation government and Solomani Party has been to not bite off more than it can chew. The Confederation is willing to tolerate the existence of non-aligned states within its boundaries until such time as it becomes cost-effective or politically desirable to absorb them. The same tactics of economic, political and military pressure are used, but the Solomani Confederation is willing to take a slow approach where worlds pose no immediate threat.

Sometimes even willing worlds have not been permitted to join the Confederation because factions within the Secretariat representing existing member states believe the cost of integration is too high. This is likely if the world has both a low Tech Level and high population, for example, or if its population has a high proportion of non-Solomani. Such a planet may be deemed to be a net drain on Confederation resources rather than a useful prize. Politics can also affect the decision. The Solomani Party is factionalised and it is in the interests of each faction to ensure that when a non-aligned world joins the Confederation it has an ideologically-compatible government and Party. The Solomani Party, SolSec, the military, or various member state governments may actually try and sabotage a world's attempts to join the Confederation in order to weaken a rival Solomani faction. For example, the absorption of a newly-contacted Terran colony with a large, politically-active Dolphin population could be opposed by purist factions that wish to limit the political power of uplifted animals.



ALPHA CRUCIS SECTOR

Alpha Crucis sector is located directly to trailing of the Solomani Rim. The majority of this sector lies within the Solomani Confederation but two entire subsectors and sections of three others were captured by the Imperium in the Solomani Rim War. These worlds remain under Imperial occupation. Active Solomani guerrilla movements supported by factions in the Solomani Confederation have prevented their full integration into Imperial society. The presence of many non-aligned worlds and the nationalistic aspirations of former pre-Solomani Confederation states further complicate sector politics.

HISTORICAL PERSPECTIVE

Alpha Crucis was first visited by the Vilani circa -4500. They named it Amkarim, an archaic personal name meaning 'lonely duty'. The great mercantile Sharurshid bureau of the Ziru Sirka had responsibility for exploiting the sector and established outposts and later colonies, the earliest at Umkarguu in the Ximenes subsector. Eventually the Vilani would explore and establish further colonies in the subsectors later known as McKenzie, Orichalc. A few outposts were also established in Auva, Denobola and Dagir subsectors but the rest of the sector was unexplored. In -4100 the Vilani made contact with a minor alien race, the Grkaadudgaagii. Their balkanised early atomic-era civilisation adjusted poorly to the shock of first contact and destroyed itself in a nuclear spasm. The scandal induced Sharurshid to halt further exploitation of Amkarim. This would likely have ground to a halt in any event as the Ziru Sirka's expansionist period was nearly at an end.

In -2424 Terra made first contact with the Vilani. At the time Amkarim was viewed by the Vilani as a barbaric frontier and hardship posting. The Terran Confederation saw their opportunity and dispatched survey missions into the sector as early as -2300. Terran free traders ventured into the Vilani-settled regions of Denobola during lulls in the Interstellar Wars but most Terran exploration was concentrated on the rimward region of the sector where they correctly believed no Vilani settlement had taken place. Their goal was to find habitable or resource-rich worlds that could expand the Terran population and industrial base and keep its culture alive if the Confederation lost to the Ziru Sirka.

At least five long-range colonisation expeditions are known to have been launched by the Terrans into the sector between the First and Ninth Interstellar Wars. These were part of a lengthy series of missions loosely known as the Phoenix Expeditions. Each was a small convoy of starships and a few small military

escorts. They followed chains of jump-1 and later jump-2 routes on long odysseys across poorly charted space, always with the risk of encountering disaster far from any chance of rescue. The military escorts were often required to return afterward to report that the mission reached its destination, leaving the colonists to fend for themselves. Many of these expeditions were sleeper ships carrying several thousand passengers and livestock travelling in cryogenic suspension. Limited availability of reliable jump drives and refuelling stops in the early years of the Interstellar Wars period even saw a few expeditions travelling at sublight speed.

The most important single factor in the Terran settlement of Alpha Crucis was the absence of any major competitor for colonisation of the region. Except for the six coreward subsectors where a Vilani presence endured, the Terran explorers were true pioneers, often the first sentient beings to set foot on the worlds they visited. The Terrans found no star faring races that had come before them and encountered no alien or Human minor races whose inhabitant's technologies had progressed beyond the Stone Age. While they were not really the first to venture into the sector – Ancient ruins were later discovered on the world of Jedda – most of the sector's history largely began with Terran colonisation.

After the Terran Confederation's great victories of the Ninth Interstellar War the motivation for colonisation changed from strategic expansion to serving as a social safety valve. Terran society was being irrevocably altered by the political and cultural adaptations required to maintain unity and strength in the long war against the Vilani. Not everyone was happy with such changes. Some tightly knit ethnic and religious groups that wished to preserve their traditions and independence chose to do so by emigrating to distant interstellar colony planets. They accepted the hardship of settling sub-optimum worlds far from Terra as the price of their freedom. The Terran Confederation government tacitly supported this as a way of removing possible dissidents and further outflanking the Vilani Empire. Much of the funding for these cultural émigrés came from private organisations that wished to establish colonies with particular ethnic, political or religious characters.

One of the largest-scale efforts came from a coalition of religious organisations that sponsored the settlement of Denobola and Veracruz subsectors. The Alpha Crucis Foundation was a Christian colonial and missionary coalition that sponsored some of the first private expeditions into the rimward regions of Ziusudra, Veracruz and Denobola subsectors. It was this



Para-Terraforming and the Selenites

The first expeditions preferred to colonise Earth like garden worlds but with Terra's frantic desire for expansion other worlds were also targeted. A major initiative in Alpha Crucis during the late Terran Confederation period was the development of so-called 'paraterraforming' techniques. Since Terra was desperate to expand its population and conventional terraforming took many centuries, alternative methods were often used to settle otherwise undesirable worlds. Where star systems had abundant resources but only barren vacuum worlds, Terran refined techniques they had pioneered prior to the invention of the jump drive when settling the less-promising bodies of the Solar System.

Paraterraforming involved covering the entire surface of a small barren moon or large planetoid with a pressurised habitat. These worlds then served as the capital of a self-sustaining system-wide industrial civilisation. Oxygen, water, nitrogen and other volatiles were mined from lunar regolith, frozen asteroids and gas giant moons. Individual domed habitats were gradually built as population expanded and finally linked into a single world-city with a living area comparable to a larger terrestrial planet. Fusion reactors provided heat and light. Giant greenhouses and fish farms fed the growing population. When the domed habitats covered enough of the small moon or planetoid they were often roofed over and given an atmosphere, using a transparent membrane supported by air pressure and pillars. In addition to providing significant space, these 'worldhouses' provided the opportunity for novel forms of recreation and architecture, such as personal flight with strap-on wings.

In Alpha Crucis, the colonists of many 'worldhouse' planets were often variant Humans from the spacer cultures that had evolved during the early years of Terran colonisation of the solar system, before the widespread introduction of gravitic technology. Most tended to be of the willowy genotype known as the Selenites, who had been adapted for early Terran colonies on Luna and Ceres. They possessed subtle genetic modifications that adapted them to thrive in low or micro-gravity environments.

Selenites used paraterraforming to settle a dozen worlds in Alpha Crucis. The highly self-sufficient nature of these 'worldhouse' societies meant that many of them ended up turning inward and developing a somewhat xenophobic attitude. Many Selenites, used to their carefully managed worlds, find 'wild' planets strange, dangerous and frightening.

organisation that gave the sector its Terran name of Alpha Crucis, a Latin phrase translated as 'First Cross'. Their colonies – such as Turin and Lourdes – were among the most successful of the émigré settlements. With the majority of former Amkarim sector now colonised by Solomani the Confederation considered it politically incorrect to retain a Vilani name for the sector. Colonial representatives from Turin and its neighbours succeeded in petitioning the Terran Confederation to make the Turin system the sector's regional capital and to formally assign the name Alpha Crucis to the sector in Terran star charts.

In –2252 the Terran Navy broke out of the Solomani Rim and began an offensive into the remaining Vilani-held subsectors of Alpha Crucis. Colonial auxiliaries from some of the longer-established Terran colonies supported the Navy. Terran forces defeated the small Vilani garrisons in Denobola and Orichalc in a brief and relatively bloodless world-hopping campaign. Heavier fighting took place in –2249 to –2245 as the Amkarim Fleet defended the few high population Vilani worlds in Ximenes subsector. The last massed Vilani squadrons in Alpha Crucis were smashed by the Terran Navy at the Battle of Shurregaa in –2249, which ended all organised resistance. Remaining scattered Vilani outposts fell one after another, almost as soon as Terran Navy vessels appeared in their skies. Some even surrendered to armed merchants or beltlers from local Terran colonies.

The collapse of Amkarim's sector authority mirrored similar collapses occurring throughout the Ziru Sirka. Alpha Crucis' proximity to the Solomani Rim also made the Vilani worlds in Ximenes attractive to Terran entrepreneurs and settlers who wanted to emigrate to more civilised and cosmopolitan planets than the frontier colonies. Garrison troops and administrators were followed by colonists.

Toward the end of the Interstellar Wars and well into the Rule of Man mass immigration by Terrans and intermarriage with the Vilani led to many of the old Vilani worlds in Ximenes, Orichalc and McKenzie sectors developing multi-racial Solomani-Vilani populations. In contrast, other Terran-colonised subsectors in Alpha Crucis retained mostly pure Solomani populations and continued to be settled by ethnic and religious minorities. The last major wave were European and South Asian Islamic immigrants who settled parts of Galloway subsector circa –1900.

The Rule of Man saw widespread reorganisation of administrative regions as the military government struggled with the seemingly impossible task of keeping the Second Imperium functioning. The slow breakdown of order in the Twilight years of the Rule of Man was mirrored by a gradual decline in interstellar trade, living standards and technology in Alpha Crucis. The independent,



isolationist nature of many of the colonies in Alpha Crucis allowed the region to weather the Twilight years better than some regions that were more dependent on trade. Even so, few of colony worlds of the sector did not possess an industrial base capable of maintaining TL 11 or TL 12 civilisation when cut off from trade. This meant that they could not build drives capable of Jump-2 or Jump-3. Unlike some sectors, Alpha Crucis lacked a Jump 1 'main' providing access to the entire sector. When the number of jump-2 merchant ships declined, many parts of the sector grew more and more isolated, developing their own distinct societies.

Twilight deepened into the Long Night and the ramshackle Rule of Man fragmented into pocket empires and independent worlds. Alpha Crucis was no exception, with a dark age that lasted from about -1500 to 200. However, interstellar travel never entirely ceased. Where jump drive was retained a few multi-world pocket empires held tenuous sway over immediate neighbours. The most important of these were the Consolidation of Turin centred on the former sector capital in Denobola, the Protectorate of Alba based around White in Alba subsector, the Islamic High Republic in Galloway, the short-lived Agryx Dominion in Auva and the fractious League of Orichalc. They later disintegrated around -400 in a lengthy civil war only to reemerge later as the Protectorate of Cthonia. Most of these pocket states retained at best TL 8-10 technology and all lacked Jump-2 starships.

Alpha Crucis' location adjacent the densely populated Solomani Rim also meant the sector was not entirely cut off from outside contact even during the darkest periods of the Long Night. There was fleeting contact with Terra thanks to a few adventurous traders from the Terran Mercantile Combine and its successor the Old Earth Union. Despite these efforts many worlds were cut off from contact for centuries and some collapsed into barbarism or died out entirely. It was left to the young Third Imperium to bring the sector back into interstellar civilisation.

In 130 and again in 134 Imperial scouts ventured into the coreward regions of Alpha Crucis and made initial contact with individual worlds. In 198 serious negotiations began with Solomani worlds in the Alba Protectorate and a number of older Vilani worlds in Ximenes subsector to join the Imperium as client states, although it would be many decades before they achieved full membership. From the year 300 on most pocket empires in the sector had been contacted by the Imperium or traders from other star-faring states, had built or purchased Jump-2 and Jump-3 vessels and were trading with one another again. Some even became fighting one another. The nastiest of these conflicts was the Santa Maria Crusade (411-415), one of a series of conflicts in which the Consolidation of Turin fought to establish a sphere of influence against 'heretical' outsiders.

The peace treaty that concluded the Santa Maria Crusade was brokered through Imperial diplomatic intervention. This manoeuvre was characteristic of the skilful diplomatic and mercantile offensive that the Imperium undertook between 400 and 600. Its goal was gathering the majority of the civilised worlds and multi-world states in Alpha Crucis into its fold as client states or full members of the Imperium. Much of the impetus for this came from the powerful Solomani aristocracy who dominated the Imperial nobility in that era as the integration of this large, mainly-Solomani sector further increased their power. They worked to make common cause with the Solomani ruling classes of those worlds in the sector that like them claimed descent from the Rule of Man's military aristocracy. In the process they established the seeds of acceptance of Imperial rule.

In the 500s, a vibrant three-way trade was underway between major worlds in Alpha Crucis, Old Expanses and the Solomani Rim, but neither of the two large rimward sectors had fully accepted Imperial hegemony. The economic and political advantages of joining the Imperium were clear but the old Solomani colonies had traditions of independence that left them wary of the aristocratic nature of Third Imperium society. Plenty of worlds in Alpha Crucis had been settled by émigrés who had deliberately left the ossifying Rule of Man in search of their own freedom. The centuries of isolation in the Long Night often hardened these attitudes. The various pocket empires and client states were reluctant to join the Imperium if it meant harnessing themselves to yet another Ramshackle Empire ruled by military dictators – but they also realised independence was no longer an option.

These anti-Imperial sceptics – both in Alpha Crucis and in the neighbouring Solomani Rim – were strong enough to form a significant opposition party who argued against Imperial membership. For a time in the late 500s there were even ongoing diplomatic talks between a coalition of Alpha Crucis leaders from Cthonia, Turin and the Old Earth Union over a potential political alliance outside the Imperium. These broke down after the Imperium offered various political and economic sweeteners. In the end the Old Earth Union voted to dissolve itself and join the Imperium, following the lead of other Solomani Rim states that had already done so. With the entirety of the Solomani Rim now in the Imperial orbit the Alpha Crucis worlds also fell into line. The last hold out – the Protectorate of Cthonia – was disbanded and incorporated into the Imperium in 595. Many individual frontier worlds on the rimward and trailing fringes of the sector – some still in a primitive state after collapse during the Long Night – remained independent.



The scepticism some Solomani citizens of Alpha Crucis expressed toward the Imperium appeared justified by the eruption of the Civil Wars in 604. Although the main axis of conflict was many sectors distant the economic and political turmoil spread far beyond the war zone. The major repercussions felt in Alpha Crucis were delays in the benefits of Imperial membership that newly incorporated worlds had expected to receive. Investment was slower to materialise, Navy bases, Scout bases and starports to have been built with Imperial assistance were not constructed and Imperial Navy squadrons that were to suppress piracy and keep the peace between former states were off fighting one another.

There was a renewal of optimism with the end of the Civil War and the stable regime of Arbellatra but this collapsed after the marriage of Emperor Zhakirov to the Vilani wife Antiamo Shiishuginsa. The reduction of Solomani power in court was felt especially badly among the predominantly Solomani nobility of Alpha Crucis and the Solomani Rim. These events also coincided with economic dislocations that affected many ordinary citizens besides the nobility. The end of the Civil Wars and the restoration of peace saw Alpha Crucis fully integrated into the Imperial economy. While the overall result was positive for the sector there were losers as well as winners, as planetary and subsector businesses were forced to adapt or die in an interstellar economy dominated by vast corporate entities whose interests were Imperial rather than local. Those who could not often found it politic to lay the blame on megacorporations, the loss of Solomani power and the rising Vilani influence in the Imperial court for their own economic woes.

Alpha Crucis was thus a fertile incubating ground for the nascent Solomani Movement with its triple-braided strands of Terran exceptionalism, racial pride and populist resentment of Imperial power. When in 685 delegates representing the Solomani Movement first met on Terra they included political and business leaders from key Alpha Crucis worlds including large delegations from Cthonia, Turin, Summit, Drydock, Cyan, Water, White and Arsenal. One of the largest non-governmental groups, the Church of the First Cross, was from the Alpha Crucis region, a growing and militant neo-Christian sect with billions of followers in the Consolidation of Turin and the worlds around it.

The next two centuries saw Alpha Crucis continue to be a significant player in the Solomani Party's growth. During this era many worlds in the Alpha Crucis region still followed Terran Confederation traditions and held some form of republican or representative government at the planetary level even as they served as seats for Imperial noble families. Ironically it was this democratic tradition combined with the improved communication links the Imperium had belatedly provided that facilitated the spread of Solomani ideology. By 704 – when empress Margaret I created the Solomani Autonomous Region – over a third of the worlds in the sector boasted a powerful Solomani Party serving

either as their government or a power behind the government. In most instances the Solomani Party had either won popular election or achieved control through a popular revolution.

Ideology-driven counter-revolutionary and anti-Imperial organisations formed under the auspices of planetary Solomani Parties. To coordinate them at the sector level, interstellar organisations sprouted within the Solomani Party. These included groups like the militant community-organising group ACCESS (Alpha Crucis Committee for Establishing Solomani Society) and the Solomani Watch, one the several precursor 'citizens watchdog' organisations that melded into SolSec. These were supplemented by planetary police and security forces controlled by Party loyalists and military intelligence agencies of subsector fleets that owed allegiance to Solomani Autonomous Region governments.

Solomani Party policies were aimed at eliminating layers of Imperial bureaucracy – especially those that protected non-Solomani rights – while at the same time tightly regulating those megacorporations and institutions whose interests were aligned with the greater Imperium rather than the Solomani Sphere. The movement's success within Alpha Crucis created a power vacuum that planetary and subsector-sized companies in alliance with Solomani Party-run governments raced to fill. Buoyed up by a new spirit of pan-Solomani patriotism the networked Party leadership of the Alpha Crucis sector worked with ideologically compatible sector business interests to exploit the new possibilities and opportunities in the Solomani Autonomous Region.

A primary goal was to open up the underdeveloped trailing-rimward regions of Alpha Crucis sector. Between 704 and 870 the Solomani Party and its allies vigorously promoted colonisation and immigration initiatives aimed at creating new 'pure-Solomani' colony worlds throughout the interior of Alpha Crucis. This sparked a land rush and boom in property development and land speculation. It also led to collisions with those remaining Imperial institutions that still attempted to assert prerogatives within the Solomani Sphere. The most famous example was the Red Zone Affair. This was a perceived linkage between the Imperial Scout Service's policies regarding interdiction of worlds with primitive indigenous populations and their unwillingness to approve a planned expansion of the Xboat network and trade routes into rimward subsectors. In Alpha Crucis the expansion took the form of a multi-trillion 40-year plan to open up the fallow Vald, New Holland and Galloway subsectors to economic development supported by the creation of new scout bases, star ports, Xboat way stations and naval bases. The refusal of the Imperial Scout Service administration to support funding their part of the program delayed the project by decades and alienated Solomani interests throughout the sector. It also contributed to a decade-long recession that blighted Vald and Galloway.



These and other problems with the Imperium helped galvanise support in Alpha Crucis for the Solomani Sphere's declaration of independence. Although controversial, the formation of the Confederation in 871 was met with general approval throughout most of Alpha Crucis sector. The main exceptions were in Ximenes and McKenzie subsector, which had many worlds with majority non-Solomani or mixed-race populations. Despite their disapproval the late 800s and early 900s were a time of rapid growth and development. Encouraged by the relatively smooth transition between Imperial and Solomani rule Imperial financial institutions and investors readily supported the new Solomani polity. Projects that had been bogged down in the battles between Imperial and Solomani levels of government now moved forward. The Solomani Confederation Navy and the growing merchant line Transstar both embarked on major shipbuilding programs with industrial centres in Alpha Crucis receiving a large share of the contracts, second only to the Solomani Rim. Although much of the Navy's program was military in nature it also included the long-awaited expansion of Xboat communication links. A planned expansion into Vald and New Holland was followed by aggressive development programs aimed at settling Solomani citizens on under-populated or fallow worlds.

During this era of optimism and growth the interstellar Solomani Party exerted far more influence over local planetary governments than it would in post-war millennium. Throughout Alpha Crucis ordinary citizens flocked to joined Party cells and youth groups. Party-influenced artists created new mythologies that blended the strands of their own ancestors' colonial experiences and struggles in the Long Night into a single tapestry of Solomani triumph. A patriotic belief in the manifest destiny of their new-made Solomani Confederation energised militant Party cadres. They worked tirelessly via groups like ACCESS to promote a vision of a single united Solomani super-state whose citizens fervently believed in the Solomani Cause. That meant doing their best to ensure that all worlds within the Confederation's boundaries accepted the Solomani Party traditions, whether through peaceful proselytising, political pressure or armed revolution.

The ideology of the Solomani Movement meant that individuals of non-Solomani ancestry stood to lose their freedoms if their world fell under the influence of the Party. Conflict was inevitable. The troubles in Alpha Crucis were not as severe as those in the Old Expanses, Diaspora or in the occupied Vegan worlds in the Solomani Rim. However, the racial problems in Ximenes and McKenzie were bad enough. From the 800s to the 990s civil unrest, coups, race riots and terrorist campaigns rocked those worlds where the Solomani Party's agenda was thwarted where non-Solomani or mixed-race populations proved unwilling to quietly submit or where non-aligned worlds refused to join the Confederation. The worst violence in Alpha Crucis was on Shurregaa in Ximenes subsector in 989, where

Confederation Army forces resorted to nuclear weapons to halt pro-Imperial uprisings.

These and other conflicts eventually triggered Imperial intervention. The Solomani Rim War broke out in 990. Initially, and indeed throughout most of the war, Alpha Crucis was a relatively safe home front, parsecs behind the front lines in Old Expanses and Diaspora sectors. Some anti-Solomani guerrilla activity and protests continued in the Ximenes and McKenzie subsectors but until the last year of the war, there were sufficient SolSec paramilitary and Solomani Army forces available to crush opposition with brutal efficiency. Also, for the most part Solomani worlds in Alpha Crucis were patriotic supporters of the war effort. They contributed millions of soldiers and naval personnel and hundreds of trillions of credits worth of military production to the war effort.

As the war began to turn against the Solomani in 998, the rapid collapse of their position in the Old Expanses pushed the Confederation commanders in Alpha Crucis to launch Operation Hegira. One of the largest mass evacuations in recorded history, it moved a billion loyalist Solomani civilians and millions of tons of TL 13 industrial plant from threatened worlds in Old Expanses to safety in Alpha Crucis. A footnote to Hegira is that many of the same super-transports were used to transport the new and superbly equipped 124th 'Alpha Crucis' Lift Infantry Corps and its supporting elements to defend Terra. Recruited almost entirely from Solomani Party youth organisations in Veracruz, Regulus and New Holland subsectors, they were among the last off-world troops to reinforce the mother planet before the Imperial advance cut off Sol subsector. Surrounded in the brutal Spanish Pocket, less than half of them ever returned alive to Alpha Crucis, and only after years in Imperial prison camps. The experience of returned veterans and their families had a radicalising influence on Solomani Party politics in the immediate post war years.

The full fury of the Solomani Rim War reached Alpha Crucis in 1001 when an Imperial cruiser squadron slipped past the remnants of the Confederation Navy's 46th and 69th fleets and bombarded Kedin in Ximenes subsector, triggering a catastrophe that killed 20 million civilians. Further raids took place throughout 1002, decimating merchant shipping, disrupting interstellar communications and striking vulnerable worlds, orbital highports and space industry.

Later that year Imperial fleets attacked simultaneously from two directions at once, striking from both the Old Expanses and the Solomani Rim into Ximenes and McKenzie subsectors. There was neither time nor sufficient shipping left to attempt to evacuate loyal Solomani civilians on the same scale as had earlier occurred in the Old Expanses. The weakened Alpha Crucis fleets – many of their battle squadrons had been stripped to reinforce the Solomani Grand Fleet in the Solomani



Rim – relied on planetary defences and system defence boats to slow the invasion. The 69th fleet was destroyed in scattered engagements in McKenzie subsector. The Navy blamed political meddling as its admiral had been removed by SolSec immediately prior to the Imperial invasion for an alleged 'defeatist' attitude. On some Vilani and mixed ethnicity worlds in Ximenes subsector the Imperial invasion forces were assisted by large-scale popular uprisings, where after decades of oppression the local population rose up against the Solomani ruling class.

The Imperial Navy was under orders to move swiftly and avoid being delayed by lengthy blockades or sieges of Solomani worlds. With so many assault ships and ground forces diverted to support the invasion of Terra, the Imperial fleets in Alpha Crucis relied on the naked threat of orbital bombardment to force Solomani worlds to surrender. Even at this stage of the war many Solomani leaders were so convinced of their side's ultimate victory – or so afraid of SolSec – that they refused to surrender until their worlds were battered into submission. Although the Imperial Navy attempted to target command and control bunkers and planetary defence sites severe collateral damage was inflicted. The Imperial invasion of Alpha Crucis killed over five million civilians, mostly through orbital bombardment. Extensive damage was also inflicted on many worlds' high-tech infrastructure, especially starports, power generation facilities and orbital stations.

At the end of 1002 the victories in the Solomani Rim had opened up a much broader front. As news of the fall of Terra reached Alpha Crucis, individual Imperial squadrons began probing into Denobola and Orichalc subsectors. The Imperial command decided to avoid the well-defended Consolidation of Turin worlds in Denobola and instead make Cthonia in Orichalc subsector its objective. The over-stretched Imperials and hard-pressed Confederation Navy's 46th Fleet were both concentrating their fleets when couriers arrived from the Solomani Rim announcing an armistice had been declared. The war was over.

The post-war years were chaotic. The Imperium held McKenzie and Ximenes subsectors and imposed military rule on the worlds it occupied in order to quash the type of guerrilla resistance it was already experiencing on Terra and other worlds in the Solomani Rim. At the same time the Imperium also expended trillions of credits in reconstruction to clean up the war's devastation, prevent famines and disease and rebuild shattered industries.

In Alpha Crucis the Solomani Confederation had the advantage that the worst devastation in the sector had been inflicted against

worlds now occupied by the Imperium. These were no longer their responsibility. Despite this, the outcome of the war inflicted a severe psychic shock that cast doubt on both the rightness of the Solomani Cause and on the politicians that had led them into defeat. If the Imperium spent the next two decades cleaning up the debris of war and winning hearts and minds, it is fair to say the Solomani Confederation spent the same period and longer struggling with the political fallout from its defeat.

Solomani governments and populations in the 'front line' border subsectors – Dagir, Auva, Orichalc, Denobola – generally retained their stability and remained loyal to the Solomani Party. This was not accidental. The Solomani Party and Ministry of Information emphasised their role as the bulwark of the Confederation. To ensure that these worlds remained stable, Ivan Wolfe's government provided financial and military aid aimed at establishing Home Guard forces that could both strengthen border defences and ensure fragile Party governments remained in power.

Millions of Old Expanses and hundreds of thousands of McKenzie subsector refugees were also resettled on Alpha Crucis worlds in the border subsector regions. This fervently patriotic and anti-Imperial group were considered loyal but would also prove to be something of a headache for the Solomani Confederation in the years to come. The displaced refugees and their descendents provided many recruits for Solomani Party militants. These funded and supported guerrilla and terrorist groups like Black Phoenix and the Solomani Liberation Front on 'occupied worlds' along the Imperial border. They were ideologically supported by the Solomani Party but often threatened to derail the policies of more pragmatic factions in the Secretariat. This often suited the interests of SolSec and the Confederation military. In 1051 a leaked study by Imperial Naval Intelligence estimated 65% of 'independent' Solomani guerrilla groups operating on Imperial worlds in the Alpha Crucis region were actually under control of SolSec or the Solomani armed forces. All of these groups had ties to militant Solomani Party factions.

Mindful of the revolts that had sapped Solomani strength, SolSec and the Ministry of Economics also collaborated to deport non-Solomani demographics deemed potentially disloyal and resettle them on worlds further from the Imperial border. In the lean post-war years when commerce was in decline such 'resettlement' contracts helped many merchant lines make ends meet. Over nearly 50 years, at least 40 million and possibly more border citizens – many of mixed blood – were subject to this 'strategic resettlement' program. The program provided cheap labour for many planets in the sector's hinterland but also non-Solomani ghettos on worlds that had previously only had pure Solomani populations.



MAJOR RACES OF ALPHA CRUCIS

Humans are by far the dominant race in Alpha Crucis both in terms of population and politics. No non-human star faring races have worlds in this sector, although a few Hive Federation traders are occasionally seen in the trailing regions of space.

Solomani

Solomani make up the majority of the population throughout most of Alpha Crucis. Unless otherwise indicated, it is a safe assumption that 75-95% of a world's population will be pure Solomani, with most of the remainder being of mixed Solomani-Vilani ancestry. The major exception are worlds in Ximenes and McKenzie subsectors, where the pure Solomani population drops to about 45-75%, certain water worlds where Dolphins can make up a large fraction of the inhabitants and the homeworlds of minor alien races where all Humans are outnumbered by the indigenous native populations.

Vilani

The Vilani are descended from the dominant race of the Ziru Sirka, the First Imperium. They were the first settlers in Alpha Crucis with some worlds established for nearly a thousand years before the Terrans arrived. Traditional Vilani society and bloodlines have both been diluted through contact and intermarriage with Solomani during the Rule of Man and early Imperial period. In Alpha Crucis sector the rise of the Solomani Movement ironically saw a flowering of Vilani cultural consciousness as people of diluted Vilani or half-Vilani ancestry that were denied full participation in Solomani society instead attempted to reconnect with their roots and with Vilani groups both within and outside the Solomani Sphere.

Vilani culture tends to be conservative and co-operative in nature, emphasising the group over the individual and preferring stability to progress. This often results in Vilani under Solomani rule living in close-knit ghettos where they can follow their own traditions under their own local leaders. Vilani will often stoically accept life under a moderately repressive but otherwise well-organised regime. However, when a Vilani community are pushed to the brink they will usually react as a united group – through general strikes, mass protests or large uprisings – rather than through individual acts of terrorism or violence.

Vilani civilisation is 7,000 years older than its Solomani equivalent. Vilani communities tend to be crowded but bustling and well ordered. The cultural emphasis on tradition means old buildings, archaic styles of language, and traditional art, architecture and clothing stand out in contrast to the Solomani areas that surround them. Vilani are also distinguished by their community spirit and industriousness. A Vilani ghetto may be economically disadvantaged and have the worst location in a city or planet but it is rarely anarchic, dirty or ill cared for. Even where a Vilani criminal element exists they will tend to follow

their own traditions and see themselves – and be seen – to be part of the community, enforcing street justice and providing necessary services and protection.

Mixed Race Humans

Humans who identify simply as 'Imperial' citizens and who have mixed Vilani-Solomani ancestry make up a large fraction of the population in Ximenes and McKenzie sector and significant minorities on some worlds in other subsectors. Most have a Solomani cultural background though some have chosen to embrace parts of their Vilani heritage. Those living within the Confederation are subject to varying degrees of racial discrimination.

Hivers

Alpha Crucis is only two sectors distant from the borders of the Hive Federation. Traders and diplomats from the Hive Federation are not a common sight but can still be found in the trailing region of the sector. Visitors include Hivers themselves and their client races.

Uplifted Animals

Significant populations of uplifted Dolphins and small populations of uplifted apes exist on Solomani worlds within the sector. Both races are subordinate to Solomani Humans.

Minor Alien Races

Primitive indigenous alien populations at TL 0 have been found on several worlds but play no significant part in the interstellar politics of the sector. They are described in individual world entries.

POLITIES OF ALPHA CRUCIS SECTOR

Since the Solomani Rim War the Alpha Crucis sector has been divided between two major Human powers – the Solomani Confederation and the Imperium. Scattered non-aligned worlds also exist in the border region and within Confederation space.

The Imperium

The Imperium controls about one-sixth of the worlds in this sector, most of them concentrated in Ximenes and McKenzie subsectors in the coreward region. The Imperial portions of Alpha Crucis are part of the Domain of Sol, which also includes the Solomani Rim, Diaspora and Old Expanses sectors. The emperor's representative is the new Archduke Kieran Adair (appointed in 1102) whose seat is presently in Diaspora sector, although there are rumours he may move it to the Solomani Rim. A friend of emperor Strephon, Archduke Adair comes from a background in the Imperial Diplomatic Corps. He is known for his reformist ideas, his careful study of the Solomani ideology and his willingness to work hard to better the lives of all those living within his Domain. These activist policies have not been appreciated by more conservative elements in the nobility



Alpha Crucis Timeline of Major Events

Sector Timeline	Event
c. -300,000	Ancient base established on Jedda.
c. -4500	Vilani scouts first visit Amkarim (Alpha Crucis) sector, exploring parts of Ximenes subsector.
c. -4300	Sharurshid bureau explores and establishes outposts in Ximenes, Orichalc and McKenzie subsectors.
c. -4200	Sharurshid establish outposts in Orichalc, Auva and Dagir subsectors. First full colonies in Ximenes subsector.
c. -4150	Minor outposts established in Auva and Oriah subsectors.
c. -4100	A failed first contact with the alien Grkaadudgaagii results in genocide. Vilani halt further exploration and development of Amkarim sector.
c. -2305	First Terran scout ships enter Amkarim's Denobola subsector.
c. -2296	First of several long-range colonisation missions launched into Alpha Crucis.
c. -2290	Major colony established on Cthonia in the Denobola subsector.
c. -2277	Founding of Alpha Crucis Foundation to support colonisation efforts. Large-scale civilian emigration begins.
c. -2270	Alpha Crucis foundation places colony on Turin in Denobola subsector.
c. -2265	Large-scale civilian emigration into rimward subsectors of Alpha Crucis.
c. -2267	First dolphin colony in Alpha Crucis placed on Summit in Orichalc subsector.
c. -2255	Sector is renamed Alpha Crucis.
c. -2252	Terran Confederation navy begins offensive into the Vilani-occupied regions of Alpha Crucis subsector. The objectives are Ziru Sirka naval bases in Orichalc and Ximenes subsectors.
c. -2249	Battle of Shurregaa. Defeat of Vilani fleet elements in Alpha Crucis.
c. -2245	Ximenes, Orichalc, McKenzie and Alba subsectors conquered by Terran Confederation.
c. -2222	First of several Selenite colony in Alpha Crucis established on Velscur in Veracruz subsector.
c. -2204	Beginning of the Rule of Man sees increased Terran immigration into Alpha Crucis.
c. -2000	Scattered Terran colonies now well-established throughout Alpha Crucis sector.
c. -1970	Paraterraforming of Velscur completed.
c. -1900	Last major wave of ethnic and religious migration. Islamic colonists from Terra settle in Galloway subsector.
c. -1690	Terran Mercantile Combine established in Solomani Rim.
c. -1500	Long Night deepens in Alpha Crucis.
c. -1353	League of Orichalc founded.
c. -1110	Old Earth Union founded in Solomani Rim.
c. -954	Islamic High Republic founded in Galloway
c. -876	Church of the First Cross arises on Turin.
c. -677	Collapse of the Islamic High Republic in civil war.
c. -364	Declaration of the Consolidation of Turin unites several worlds near Turin under the banner of the Church of the First Cross.
c. -200	Consolidation of Turin missionaries contact the Ladybugs, a prindig race native to Amiens.
c. -127	Economic depression causes fragmentation of League of Orichalc. Founding of Protectorate of Cthonia.
0	Formation of Third Imperium.
c. 33	Founding of Protectorate of Cthonia
c. 130	First Imperial scouts reach Alpha Crucis sector.
c. 198	Protectorate of Alba becomes Imperial client state.
c. 250	Ximenes, Dagir, Alba and McKenzie subsectors absorbed into Imperium
c. 411	Consolidation of Turin launches Santa Maria Crusade against heretics in Veracruz subsector.



Sector Timeline	Event
c. 415	Imperial diplomacy halts Santa Maria Crusade.
c. 501	Unification talks between Consolidation of Turin, Protectorate of Cthonia and Old Earth Union. Talks collapse over sovereignty issues.
c. 520	Consolidation of Turin joins Imperium. Noble titles granted to leading citizens, with the Archbishop of Turin invested as Duke of Denobola.
c. 550	Most other major states in Alpha Crucis sector have joined the Imperium. No sector duke is appointed at this time and five subsectors remain unnamed districts without subsector dukes.
c. 676	Alpha Crucis Committee for Establishing Solomani Society founded to unite diverse Solomani Movement factions in the sector.
c. 685	Alpha Crucis Solomani Movement organisations send delegates to Terra.
c. 740	Alpha Crucis sector becomes part of the Solomani Autonomous District.
c. 742	Commonwealth of Gadjick founded.
c. 857	Red Zone Affair causes anti-Imperial resentment in Alpha Crucis.
c. 871	Solomani Confederation founded.
c. 954	Xboat links finally extended throughout all of Alpha Crucis.
c. 989	Confederation Army resorts to nuclear weapons to quell civil war on Shurregaa.
c. 990	Solomani Rim War begins.
c. 993	Invasion force launched from Alpha Crucis into Old Expanses sector.
c. 998	Confederation Navy begins Operation Hegira, a mass evacuation of civilians and industry from Old Expanses to Alpha Crucis.
c. 1001	Imperial Navy warships perform deep raids into Alpha Crucis. 'Massacre of Kedin.' Destruction of Solomani Navy's 69th Fleet.
c. 1002	Imperial Navy fleets invade McKenzie and Ximenes subsectors from Old Expanses and the Solomani Rim. Imperial squadrons penetrate into Orichalc and Denobola. Fall of Terra. Solomani Rim War ends in armistice.
c. 1004	Vera Ricasoli of Turin, the Confederation Minister of Justice, runs for Secretary General, losing out to Grand Admiral Ivan Wolfe.
c. 1005	Guerrilla uprisings begin on Imperial-occupied worlds.
c. 1008	Solomani guerrilla movement on Wulfe is crushed by Imperial troops.
c. 1011	'Strategic Reemployment' policy begins deportation of large numbers of non-Solomani from border worlds in Alpha Crucis to interior subsectors.
c. 1037	Suppression of a Solomani guerrilla insurgency on Leng marks temporary end to initial period of anti-Imperial resistance.
c. 1050	Cthonia is the first world in Alpha Crucis to reach TL 14.
c. 1063	Solomani Confederation's Ministry of Justice orders end to mass deportations of non-Solomani in Alpha Crucis.
c. 1086	Duni War (Operation Black Swan) between Solomani Confederation and Commonwealth of Gadjick.
c. 1101	Zimmerist crisis on Brookwall leads to civil war.
c. 1102	Solomani Confederation military launches Brookwall police action.
c. 1105	Incipient super volcano eruption on Ziusudra triggers Confederation aid.



One of these nobles is the Sector Duke of Alpha Crucis, the hard-minded Duchess Karima Delgado, who has held that position since 1095. The Imperial portion of Alpha Crucis is small enough that Delgado is not only sector duke but also administers all other Imperial territories as well as the Duchess of Ximenes and McKenzie. Her title of sector duke and the corresponding position is not hereditary and is passed to whomever the Emperor has designated. Duchess Delgado is a conservative who believes the only proper role of the nobility is the preservation and defence of the Imperium. In recent years she had increasingly spoken and acted against what she sees as Solomani provocations and believes a hard line is needed to ensure that continued peace is maintained.

The Solomani Confederation

The Confederation controls 14 of the sector's 16 subsectors. There is no central sector or even subsector capital: all self-governing Confederation worlds are equally independent member states. However, the Confederation Navy, Army, SolSec and the various ministries of the Solomani Party-dominated Confederation bureaucracy do maintain fleet headquarters and coordinating offices in each subsector. Unlike in the Imperium, these centres are not always located on a single subsector capital, even if that would be the most efficient way of doing things. Rather they are often divided among multiple major worlds in each subsector in order to better spread government patronage around.

Associations

Existing outside the formal organisation of Confederation government are various regional association of worlds that can deal with local issues without the need to refer them to the slow-moving Secretariat on Home. The most significant of these are the Consolidation of Turin and the Orichalc Regional Defence Association (ORDA).

CORPORATIONS

All the major imperial megacorporations operate throughout the Imperial-controlled space in Alpha Crucis. The only megacorporation to operate in Solomani Confederation territory is Transstar. Its merchant fleet serves most of the Solomani Confederation worlds and major non-aligned worlds in Alpha Crucis. However, several sizable Solomani corporations based in Alpha Crucis possess sector-spanning operations.

Ereshkigal AG

This is a Solomani terraforming and mining corporation. In the 870s Ereshkigal AG used Solomani Party connections to inexpensively acquire Ling Standard Product's mining operations that had been nationalised by Solomani Party

governments following the creation of the Confederation. This included leases on dozens of asteroids and a few planets. These assets had an estimated worth of over six hundred billion Credits. This prompted LSP to pursue a mix of legal and paramilitary action against Ereshkigal, which only halted following the Solomani Rim War. There remains some bad blood between the two companies. LSP has done its best to sabotage efforts of Ereshkigal AG or its trading partners to do business in the Imperium until these issues are resolved to its satisfaction. Ereshkigal is partially owned by the Solomani Parties of Cthonia and Summit.

Status: Solomani Confederation Sector-wide Corporation.

Home Port: Summit (0716).

Territory: Confederation-controlled region of Alpha Crucis sector.

Imperial Corporations in Alpha Crucis

On the Imperial side of the border corporate activities were dominated by large megacorporations mainly due to the unwillingness of smaller Imperial companies to take the risk of operating in occupied territories. All Imperial megacorporations have some presence in Alpha Crucis. Those especially active include:

Geschichtkreis Sternsciffbau AG (GsbAG): This shipbuilding megacorporation has major yards in Ximenes subsector.

Hortelez et Cie, LIC: This financial megacorporation has provided the lion's share of investment for the post-war rebuilding of the Imperial portions of Alpha Crucis. It continues to fund various development projects.

Ling Standard Projects, LIC: LSP-owned factories also produce a large share of all high-technology equipment manufactured by Imperial worlds in the sector. The megacorporation has also been competing vigorously with Sternmetal Horizons for domination of the mining and ore processing sectors in the region. The Alpha Crucis branch of LSP has an ongoing feud with the Solomani Confederation corporation Ereshkigal AG

Sternmetal Horizons, LIC: This megacorporation moved into the vacuum left by the departure of Party-owned Solomani companies following the Rim War. It has extensive mining operations in the Imperial-occupied regions of Alpha Crucis.



Macrogenesis

Macrogenesis is one of several large Solomani biotechnology firms specialising in genetic engineering and agricultural production. It claim a convoluted descent from legendary Terran Confederation-era firms that were involved in the creation of the Selenite and uplifted Dolphin programs. The earliest confirmed records of its operation date back to 227 on Tino. Macrogenesis is a leader in the production of low-cost genetic testing kits that are used throughout the Confederation.

Recent documents of uncertain veracity exposed by a Solomani dissident group and published in the Imperium by TAS News suggest Macrogenesis may have also been working on joint projects for the Ministry of Genetics and Solomani Confederation Army. Over 50% of Macrogenesis is owned by the Solomani Party. Senior company executives often transition to high posts in the Solomani Confederation bureaucracy.

Status: Solomani Confederation Sector-wide Corporation.

Home Port: Tino (1531).

Territory: Confederation-controlled region of Alpha Crucis sector.

Panstellar

A specialist in high-technology heavy industrial goods and electronics, Panstellar is known for its production of starships, expert computer systems, automated machinery, and robots. A successful product line is autonomous construction robots designed for operations in extremely hostile environments such as deep oceans, high temperature worlds and planets with corrosive atmospheres. Panstellar is a major supplier of atmosphere processing and terraforming equipment. With many contracts on the rimward frontier, Panstellar supports Party factions that favour continuous expansion. Panstellar also does considerable business in the Solomani Rim and Aldebaran sectors.

Status: Solomani Confederation Sector-wide Corporation.

Home Port: Balboa (0240).

Territory: Confederation-controlled region of Alpha Crucis sector.

Solomani Chemicals (SolChem)

This corporation is descended from the Alpha Crucis sector branch of Schunemann und Sohn, AG (SuSAG), the Imperial chemical and pharmaceuticals giant. SuSAG was slow to abandon its holding in Solomani Confederation and paid the price when several of its major corporate facilities in Alpha

Crucis were nationalised by the Solomani Confederation. These were amalgamated and formed into the present Solomani Party-owned corporation in 902. SolChem has a similar corporate culture to SuSAG and continues to be involved in everything from medical drugs to biochemical weaponry. It has a close relationship with the Solomani Ministry of Justice and SolSec, which permit it to run 'voluntary' human-trials and medical research programs at Confederation prisons and detention facilities. Similar relationships exist with many planetary governments. SolChem also find these regimes a significant market for its range of riot-control agents.

SolChem also has contracts with the Solomani Army where it is known to have developed race-specific biochemical agents possessing enhanced effects against various nonhuman major and minor races such as Aslan, Ithklur, Vegans or Hivers. Research into tailored plagues targeting specific races of Humaniti has likely occurred as well but such pathogens are generally considered far too likely to mutate to be worth deploying.

Status: Solomani Sector-Wide Corporation.

Home Port: Water (0912).

Territory: Confederation-controlled areas of Alpha Crucis sector.

Solomani Military Industries

This is one of the several names under which the arsenals and navy yards of the Solomani Confederation military engage in commercial business. SMI employs both serving military personnel and civilian contractors. The 'corporation' is quite diversified including sales of military electronics, small arms, body armour and powered armour, grav vehicles, heavy weapons, combat starships and even survival gear and rations.

Status: Corporate subsidiary of the Solomani Confederation Navy.

Home Port: The Alpha Crucis headquarters is at Cyan (2613).

Territory: Confederation-controlled region of Alpha Crucis sector.

Star Core

Star Core is the largest manufacturer of fusion reactors, hydrogen fuel processing systems and power distribution systems in Alpha Crucis. It also provides technicians to lower-TL worlds to assist in maintaining modern power systems. A subsidiary of the company, Nova Directed Energy, designs, sells and manufactures plasma weaponry.



Status: Solomani Confederation Sector-wide Corporation.

Home Port: Turin (0630).

Territory: Confederation-controlled region of Alpha Crucis sector.

Transstar

The only Solomani megacorporation operates throughout the Solomani Confederation Alpha Crucis. Major freighters and passenger routes generally follow the Xboat lines. Transstar has its sector headquarters at the highport orbiting Turin.

This transportation firm also has interests in shipping and freight brokerage and development of new trade routes. It operates mainly in the rimward regions of the subsector. Some of its vessels also trade in the Hive Federation. The company is known for its liberal hiring policies employing uplifted apes as cargo hands and even a few dolphin pilots and navigators.

Status: Solomani Confederation Sector-wide Corporation.

Home Port: The Alpha Crucis headquarters is Turin (0613). The megacorporation's head offices are located in the Solomani capital on Home.

Territory: Confederation-controlled region of Alpha Crucis sector.

Valkyrie Technologies

A manufacturer of a consumer and military vehicles noted for its propensity to cut corners in pursuit of the bottom line. During the Solomani Rim War it was at the heart of a major military scandal. It was caught using a combination of influence peddling and bribery to sell vast numbers of the massively overweight 'Blitzkrieg' fusion-powered tracked tank, a vehicle so vulnerable that it was nicknamed the 'electric chair' by disgusted Solomani tankers. In 1005 hundreds of senior executives were arrested by SolSec. The new management team successfully turned the company's military products division around and in 1020 it was once again trusted to receive Solomani Confederation military contracts. The consumer division is still been plagued with controversy with a several hundred deaths in 1070-80 blamed on faulty fuel cells in its inexpensive but popular line of high-performance grav speeders that prompted a sector wide recall although careful legal manoeuvres avoided major litigation. The latest scandal involves the Imperial megacorporation Ling Standard Products who have alleged that the corporation used industrial espionage to pirate proprietary grav module designs from its own 1100 line of consumer air/rafts. It is unlikely that SolSec will be involved.

Status: Solomani Confederation Sector-wide Corporation.

Home Port: Point (1919).

Territory: Confederation-controlled region of Alpha Crucis sector.

Utarek

This shipping line is a subsidiary of the megacorporation Tukera. It functions as a sector line within Imperial territory connecting with feeder routes in the Solomani Rim and Old Expanses. The name is an anagram of Tukera.

Status: Imperial Subsector-Wide Corporation.

Home Port: Menaf (0601).

Territory: Ximenes and McKenzie subsectors.

LOCAL SOLOMANI PARTY FACTIONS

The Solomani Party holds sway to a lesser or greater extent on all Solomani Confederation worlds. There are also branches of the Party on most non-aligned and many Imperial worlds though these may be operating covertly or illegally. There are hundreds of distinct Party factions that are important on individual worlds. However, only a few factions are widespread enough to have Alpha Crucis-wide influence.

Alpha Hawks

The anti-Imperial faction that advocates increased military presence on the Alpha Crucis-Imperial border, higher military spending and active support of Solomani guerrillas in the Occupied Systems. They also argue it is important to keep resistance alive in order to ensure the Imperium cannot assimilate the occupied worlds and use them as bases for future conquest. Alpha Hawks are divided as to whether to support terrorist operations against civilian targets. However, they believe it is important to keep hope alive in the Occupied Systems and a patriotic duty to support Solomani Party guerrillas who continue resistance. Cthonia and its allies lead this faction in the Secretariat. Alpha Hawk faction support is strong in the Confederation Navy and SolSec's external directorate

Rimward Expansionists

This faction wants the Confederation to settle more lightly populated subsectors to rimward. They also support efforts by Alpha Crucis-based corporations to expand Confederation influence and establish new colonies within Newworld, Spica and Langere sectors. They tend to be more concerned with the diplomatic and economic power of the Hive Federation than the Imperium. They attempt to control the Ministry of Economics and influence the Navy to support exploration missions and expand the Xboat network.



Realists

This faction argues that the Confederation must accept the current situation with the Imperium and that a policy of 'peace through strength' and mutual détente is best.

They wish to maintain a calm border with the Imperium in order to improve trade and prevent the risk of more destructive war. They generally seek to discourage active support of Solomani terrorists and guerrillas as bad for business. They do suffer politically from being easily characterised as unpatriotic by the Hawks. They benefited greatly from the general war-weariness that followed the Solomani defeat in the Rim War. Moderate sentiment is strong in Alba, Denobola and Veracruz subsectors. Realists are generally opposed by the Alpha Hawks.

Purists

This faction is mainly concerned with maintaining the racial purity of Solomani worlds and ensuring the ethnic Solomani retain their dominance over other Human or alien races. Their interests are focused on domestic rather than foreign policy. They want Purist planetary Solomani Party factions to be in power who will pass or strengthen laws that ensure the pre-eminence of pure Solomani over any other races. Purists from worlds that already have pure Solomani populations are concerned with control of immigration and migrant workers. Purists are also opposed to granting any additional political power to the Confederation mixed race Solomani, variant Human and uplifted animal populations.

The inhabitants of the Consolidation of Turin tend toward the Purist position. Purists also have significant support in the SolSec internal directorate, the Ministry of Genetics and the Ministry of Economics. Purists usually tolerate Solomani variant races with minor adaptations, such as the Selenites; the faction even has some adherents among that people, who prefer to keep their own worldhouse planets free of non-Selenite Humans. Many Purists are also Realists, allowing them to be seen as patriotically support the Solomani Cause by cracking down on non-Solomani without harming relations with the Imperium. A current policy goal involves funding a Ministry of Genetics outreach program to ensure low TL worlds throughout Alpha Crucis have full access to standardised genetic testing. A current leader is Drydock Solomani Party planetary chairman Joshua Nass who recently inaugurated a large-scale program requiring non-Solomani to accept sterilisation if they wished to receive social benefits.

Dolphin Embracers

Mix of Human and Dolphin advocates of increased civil rights and full Solomani Party membership for uplifted Dolphins. Powerful on several water worlds in the sector notably Vogar but with limited influence. Some radicals advocate more extreme actions. The faction's aims were memorably attacked by purist leader Joshua Nash in a televised speech at the 1102

Solomani party General Congress in which he denounced the moral degeneration of the Confederation should factions like 'those slimy dolphinists' ever achieve significant power. Nash's slander has since become part of Confederation popular culture and is a popular schoolyard insult.

SECTOR-WIDE ORGANISATIONS

In addition to the Imperial nobility and the Solomani Party certain factions and organisations have a significant presence in Alpha Crucis.

Solomani Islamic Development Partnership of Alpha Crucis (SIPAC)

This is an association of Solomani worlds with significant Muslim populations. It was formed to provide a co-operative framework to coordinate economic and technological development aid on backward Hadji. It has since grown into a forum that meets to discuss trade, religious and immigration policy of the Islamic worlds in Galloway subsector and to coordinate the voting of their representatives within the Solomani Party's General Congress and the Secretariat. Members of the group do not always see eye to eye but do prefer to stand united against other regional blocs.

Asteroid Miners of Alpha Crucis (AMAC)

This is ostensibly a union representing the rights of migrant belters and zero-G construction workers. They are known for their militant support of belter rights during labour conflicts with major corporations and governments. In the 1090s senior leadership of AMAC were partially controlled by Solomani for Social Justice, a Solomani Party faction. They have been attempting to spread into Imperial space by unionising Imperial belt workers of Solomani racial heritage, taking over existing labour organisations. They are attempting to spread a labour and socialist version of Solomani philosophy that pits the microgravity working class against perceived abuses engineered by megacorporations and the nobility. Although legitimate rabble-rousers in their own right, some Solomani AMAC locals have sympathies with Solomani guerrilla groups and may provide them with tacit support. Recently the IFG criminal syndicate has attempted to infiltrate AMAC in order to be able to shake down both the union and management for its share of asteroid mining profits. To date only a small fraction of AMAC organisations have fallen under the IFG's control. The Solomani Confederation's Ministry of Justice and SolSec are both investigating at the behest of those Party factions that wish to keep AMAC 'clean' so that it can serve their own purposes.

Solomani Freedom Party

An opposition movement devoted to reforming the Confederation into an interstellar republic with true human rights for all citizens at the planetary level. Originally known as the Reform Chartists, they were a faction of the Solomani Party that gained significant



influence in Alpha Crucis and parts of Aldebaran sector before being purged by SolSec in the 880s. SolSec claims to have moved against the Reform Chartists due to connections between their leadership and the Hive Federation. The Solomani Freedom Party denies this. The Solomani Freedom Party is an underground dissident movement with members both inside some world Solomani Parties and involved in the governments of some non-aligned worlds. They believe in the Solomani Cause but seek to institute the Reform Charter, a package democratic reforms that would have fundamentally altered the way the Secretariat is elected and given the Ministry of Justice supervisory power over SolSec and authority to intervene to protect human rights. The Solomani Freedom Party seeks the peaceful overthrow of the Solomani Party and SolSec's domination of the politics of the Solomani Confederation but does not oppose the Confederation itself.

CRIMINAL, PARAMILITARY AND TERRORIST GROUPS

These are organisations with interstellar scope that operate outside Imperial or Solomani Confederation law.

Black Phoenix

A Solomani movement that originated among Party militants. During the Solomani Rim War 'Black Phoenix' militant paramilitary units patrolled mixed-race and Vilani neighbourhoods in McKenzie and Dagir sector, terrorising them into submission. After the war they formed the nucleus of guerrilla groups in McKenzie subsector. Most original cells were suppressed or destroyed by Imperial Marine commando counter-terrorist operations in the 1010s but the group emerged again in the 1090s under new leadership.

Black Phoenix generally operates on worlds with a mixture of Solomani and non-Solomani populations and often chooses targets that are intended to incite racial violence.

Isazii Feruu Guaankarundn (IFG)

The Isazii Feruu Guaankarundn (IFG) is an organised crime syndicate found in cultural Vilani and mixed-race communities throughout Alpha Crucis, Old Expanses and the Solomani Rim. Their Vilani name is often mistranslated as 'the charity' and reflects their original involvement in interstellar mail fraud before branching into smuggling and racketeering. Their power increased as a result of the black markets, rationing and economic disruption during and after Solomani Rim War, which allowed them to get their tentacles into many legitimate organisations. They are stronger in the Imperium but are active on some Solomani Confederation worlds with significant Vilani or mixed-race populations. They are especially active in people-smuggling operations engaged in cross-border trafficking of Vilani and other oppressed minorities to 'freedom' or better

jobs in the Imperium or non-aligned worlds where the Solomani Movement does not hold sway.

Knights of the First Cross

This is both a religious monastic order and a regimental-sized mercenary unit. Its members, who are often military veterans, will also take holy vows of poverty and obedience to the Turin Church and Solomani Cause. They are fanatical believers in the Solomani Cause and the racist Solomani supremacist theology of the Church of the First Cross. They have been hired by planetary governments, individuals or corporations for various 'crusades' where the enemy are non-Solomani Humans, aliens or their supporters, as well as the occasional unbeliever. The group operates legally in the Solomani Confederation and several allied client states. It operates in small units under various aliases in the Imperium where the Imperial Ministry of Justice have designated it a terrorist group due to its alleged involvement in atrocities. The Knights are based on Cluny and also serves as that world's Home Guard.

Solomani Liberation Front (SLF)

The SLF were founded in 1050 from survivors of the defunct Solomani Resistance Army (suppressed by the Imperium) and elements of Black Phoenix. They have a strong anti-Imperial political ideology and like to target Imperial nobility, especially 'new noble houses' that the Imperium has created in the occupied systems. They are the best-equipped anti-Imperial guerrilla organisation in Alpha Crucis. The SLF have terrorist cells and guerrilla groups on Imperial occupied worlds. They also raise funds. The SLF are also known for assassinating Solomani politicians and business leaders that they feel are collaborating with the Imperium.

XIMENES SUBSECTOR

Ximenes contains 34 worlds, all within the borders of the Imperium. The subsector was captured from the Solomani Confederation in 1002, the last year of the Solomani Rim War. Even after more than a century, Solomani resistance still smoulders on Harran, Ninmah, Menaf, Phlegethos and Leng and these worlds remain under Imperial military rule. The subsector capital is Wulfe, which is transitioning to home rule. Progress has been delayed by a new terrorist campaign orchestrated by the Solomani Liberation Front.

Faro and lamir are isolationist Selenite worlds whose genetically modified populations appear as happy to be in the Imperium as within the Confederation.

Duchess Karima Delgado is the Duke of Ximenes and the Imperial sector duke of the rump sector of Alpha Crucis. She is known for both her collection of antique robots and her long-winded speeches peppered with historical and literary allusions. Although she is an unimaginative administrator and diplomat,



Base Codes

F = Solomani Confederation Navy Naval Base
M = Non-aligned world Naval Base.
N = Imperial Naval Base.
S = Imperial Scout Base.

Sector Map

A = Ximenes.
B = McKenzie.
C = Dagir.
D = Alba.
E = Orichalc.
F = Auva.
G = Oriah.
H = Fervore.
I = Denobola.
J = Veracruz.
K = Vald.
L = Addison.
M = Ziusudra.
N = Regulus.
O = New Holland.
P = Galloway

Ximenes (A)	McKenzie (B)	Dagir (C)	Alba (D)
Orichalc (E)	Auva (F)	Oriah (G)	Fervore (H)
Denebola (I)	Veracruz (J)	Vald (K)	Addison (L)
Ziusudra (M)	Regulus (N)	New Holland (O)	Galloway (P)

Delgado is fiercely loyal to the Imperium and a strong supporter of the Navy. A former Imperial Navy officer, Delgado lost the chance to command a *Kinunir*-class colonial cruiser after the sudden death of her elder brother Duke Gideon led to her ascent. She resents the loss of her Navy career and prefers to spend time with Naval and Imperial Intelligence personnel rather than on economic or political policy. In 1102 her close friend and trusted seneschal Sir Simon Hale committed suicide when an Imperial Intelligence investigation exposed his fiancée Mia Knox as a SolSec spy. Since that tragedy the Duchess has grown short-tempered, seems to trust fewer people and has taken an increasingly belligerent attitude toward the Solomani Confederation who she referred to as a 'venomous nest of vipers' in one recent speech. This has not endeared her to the Diplomatic Corps or Archduke Adair.

0204 Kedin E553300-8

This arid but habitable planet lost almost its entire population of 20 million during the Solomani Rim War. A deep penetration raid led by the Imperial fleet intruder *Vilani High Lightning* unleashed a nuclear bombardment that targeted the planet's military-

industrial centres. The bombardment also hit the giant Ostrich River Dam hydroelectric complex triggering a catastrophic flood that inundated low-lying populated agricultural regions, drowning almost all those who survived the initial strike. The 'Massacre of Kedin' has been a staple of Solomani Party propaganda for the last century. In 1086 the Imperial Colonial Office announced plans to resettle the world with colonists from neighbouring Umkarguu. The fact that a Solomani world would be resettled largely by non-Solomani immigrants has upset Solomani activists in the subsector and led to threats by the Solomani Liberation Front to target the effort. Various settlement and scientific teams are on planet but they are facing protests from pro-Solomani activists and squatters who claim descent from the original survivors. Full-scale resettlement plans are on hold pending a security review by Duchess Karima's office. Meanwhile, the publicity has led to the macabre underwater ruins of Kedin's inundated capital city becoming a minor tourist attraction for thrill-seeking divers.

0509 Minaurus XAA7327-8

This is a large, icy planet covered with a dense nitrogen-methane atmosphere and seas of liquid hydrocarbons. Surface temperature is -180 degrees below zero. During the Solomani Rim War the planet was the site of a major refinery complex and biochemical weapons facility run by SolChem. When Imperial troops invaded a battle was fought between the Imperial Marines and the Confederation Army's 52nd Lift Infantry Division. The Imperium won but a false report of an approaching Solomani Navy battle fleet made them decide not to hold the world. The Marines destroyed the complex and evacuated, taking with the several hundred prisoners and their own dead. However, in their hasty retreat they left behind thousands of Solomani Army corpses along with hundreds of wrecked grav vehicles, all scattered across thousands of square kilometres of frozen terrain. Normally, grave registration teams would have arrived later to clean up the battlefield. However, in the fog of war a bureaucratic snafu meant that clean up teams never arrived and the barren planet lay fallow, visited only by an occasional scientists and prospectors.

In 1099 a planetary geologist reported spotting what he thought was a ship's boat buried in ice. This lured scrap dealers from nearby Keats, who were shocked to find hundreds of wrecked vehicles and thousands of armoured corpses partly buried under the hydrocarbon snow. They began a quiet but profitable black-market salvage operation. Then in 1104 when Solomani Confederation Army battledress helmets turned up in an Imperial militaria collectors auction on Ximenes that was attended by some Solomani military historians. They were able to identify the helmets and insignia as belonging the 'lost 52nd'. They reported to the press that perhaps 12,000 forgotten Solomani war dead lay abandoned on Minaurus. This has ignited a small media frenzy on both sides of the border. Families of Solomani veterans are attempting to visit the site and identify remains for



return to their great-grandchildren. The Imperium has declared the region a war gravesite but has so far done little to enforce this status. Although there are no working combat vehicles or weapons – these were generally removed by Imperial forces – there is still a fortune in valuable superdense scrap metal. There are thousands of examples of repairable war-era suits of combat armour and other minor military equipment that remain to be salvaged.

0510 Shurregaa A648757-D

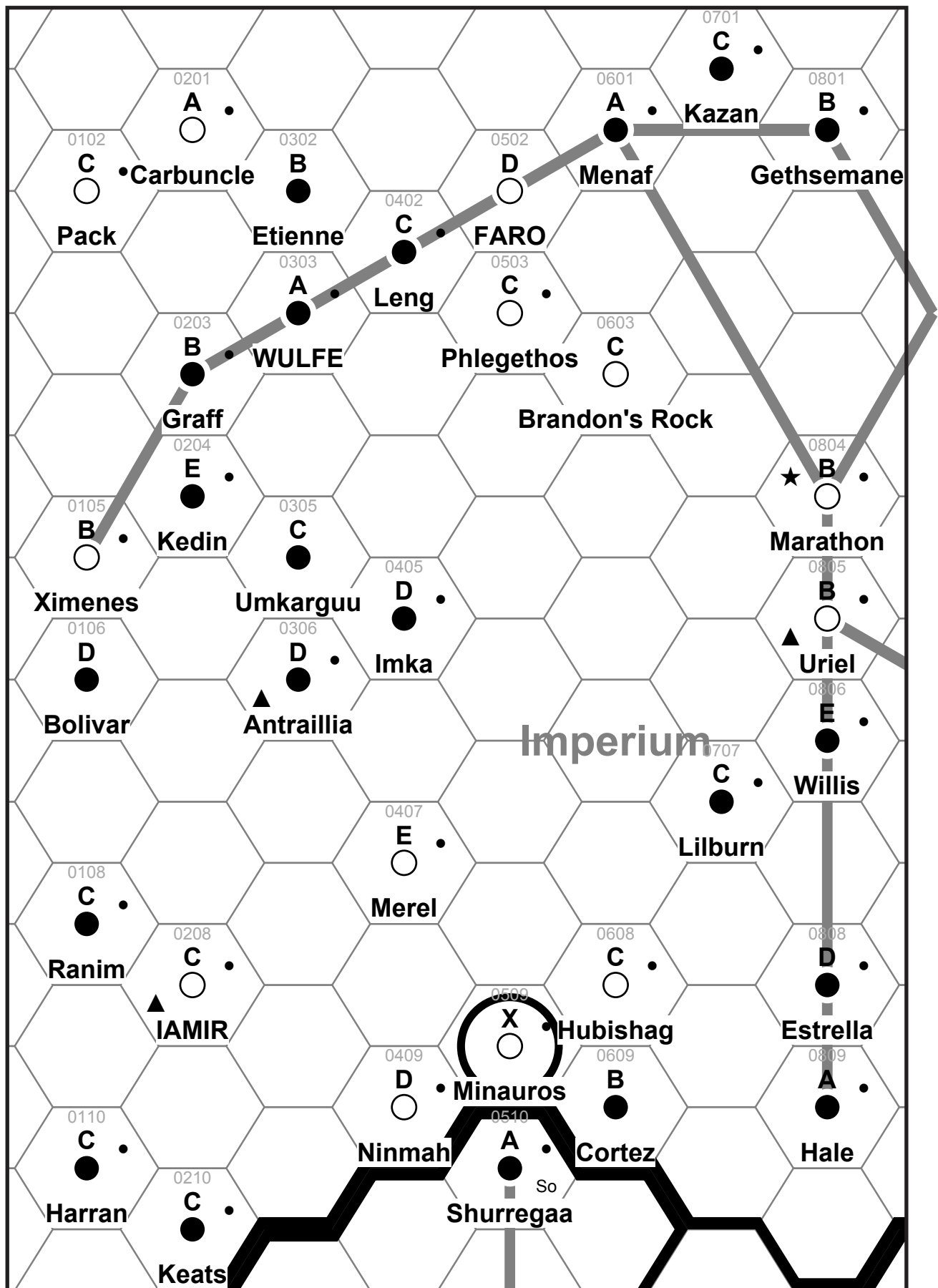
This planet was the scene of terrible ethnic conflict between Vilani and Solomani prior to and during the Solomani Rim War. A shaky government attempted to balance the rights of Imperial, Vilani and mixed-race citizens. In 973 reports of a possible military coup led the ethnic Vilani political leadership to abandon these policies and ban the Solomani Party. This triggered a campaign of Party-inspired terrorism and escalated into civil war with brutal ethnic cleansing practiced by all sides. The Solomani Confederation dispatched 'peacekeeping' forces that blatantly favoured the Solomani minority but were unable

to halt the violence. As the Confederation poured in additional ground troops the desperate Vilani faction – still technically the legitimate planetary government of Shurregaa – petitioned for assistance from the Imperium. In this it was joining its voice to those of numerous other non-Solomani worlds in the Old Expanses, Solomani Rim and Diaspora sectors that were attempting to resist Solomani hegemony.

The Shurregaa Civil War claimed more than 11 million dead and fighting continued into the opening years of the Solomani Rim War in 990. Fearful of a major conflict behind their lines at the start of the war, the Confederation Army received Secretariat authorisation to deploy low-yield tactical nuclear weapons against pro-Imperial government forces. This was followed by a massive SolSec-led purge of the Vilani political class, most of whom were deported to off world prison camps. As a known trouble spot, Shurregaa was heavily reinforced by the Confederation military throughout the Solomani Rim War and also used to resettle Solomani refugees from Old Expanses.

Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Pack	0102	C200747-A		Na Va		Im	G
Ximenes	0105	B310884-C		Ht Na		Im	G
Bolivar	0106	D976678-6		Ag Ga Ni		Im	
Ranim	0108	C43569C-A		Ni		Im	G
Harran	0110	C635668-9		Ni		Im	G
Carbuncle	0201	A100204-D		Ht Lo Va		Im	G
Graff	0203	B545657-B		Ag Ga Ni		Im	G
Kedin	0204	E553300-8		Lo Po		Im	G
IAMIR	0208	C100AAB-F	S	Hi Ht In Na Va		Im	G
Keats	0210	C545575-9		Ag Ga Ni		Im	G
Etienne	0302	B847348-B		Ga Lo		Im	
WULFE	0303	A434964-F		Hi Ht		Im	G
Umkarguu	0305	C9878AA-8		Ga Ri		Im	
Antraillia	0307	D435314-9	S	Lo		Im	G
Leng	0402	C84A866-A		Wa		Im	G
Imka	0405	D423474-9		Ni Po		Im	G
Merel	0407	E310433-9		Ni		Im	G
Ninmah	0409	D100867-9		Na Va		Im	G
FARO	0502	D100AAC-D		Hi Ht In Na Va		Im	
Phlegethos	0503	C6B1562-A		FI Ni		Im	G
Minauros	0509	XAA7327-8		FI Lo	R	Im	G
Shurregaa	0510	A648757-D		Ag Ga Ht		So	G
Menaf	0601	A88856A-D		Ag Ga Ht Ni		Im	G
Brandon's Rock	0603	C100587-C		Ht Ni Va		Im	
Hubishag	0608	C8C4620-9		FI Ni		Im	G
Cortez	0609	B663622-A		Ni Ri		Im	
Kazan	0701	C541748-8		Po		Im	G
Lilburn	0707	C423412-B		Ni Po		Im	G
Gethsemane	0801	B565379-B		Ga Lo		Im	G
Marathon	0804	B310850-D	N	Ht Na		Im	G
Uriel	0805	B7C2743-B	S	FI		Im	G
Willis	0806	E554167-7		Ga Lo		Im	G
Estrella	0808	D858557-8		Ag Ga Ni		Im	G
Hale	0809	A574754-D		Ag Ga Ht		Im	G

XIMENES SUBSECTOR





Continued repression continued for several years after the end of the war and has ensured Solomani control. Tensions have eased somewhat in the last 30 years, but Vilani and mixed race have little political power. Shurregaa's border location and busy starport has made it a significant centre for human trafficking and arms smuggling, with both Solomani Liberation Front and Isazii Feruu Guaankarundn operating from the planet.

McKENZIE SUBSECTOR

McKenzie subsector contains 28 worlds, all of them within the borders of the Imperium. Solomani opposition remains strong in Pickwick, New Paris, Ruskin and in the Grady asteroid belt. Ychannon, Fairday, Faro and Iamir are all self-sufficient 'worldhouse' planets with Selenite populations. Never fully comfortable in the Confederation, they readily accommodated themselves to Imperial rule. Ychannon and Iamir integrated well with Imperial society. The others are more isolationist, with bizarre, inbred cultures forged during the Long Night and labyrinthine politics nearly impenetrable to outsiders. Faro still has a popular Solomani Parties one whose Purist faction simply considers all other races to be unclean and inferior without attempting to impose those beliefs on the universe.

1406 Grady A000566-F

Grady is a mineral-rich asteroid belt controlled by Solomani asteroid mining companies and belter families. Although generally of pure Solomani blood, the majority of the belter population had little love for the Solomani Cause and gave the Imperial occupiers little trouble. It was originally scheduled to revert from Imperial military rule to civilian administration in 1104.

This all changed when the Imperial megacorporation Sternmetal Horizons moved into the belt in 1099. Sternmetal's heavy-handed approach to competition caused conflicts with local mining interests, triggering labour disputes and claim-jumping accusations. Sternmetal's own security forces – off world mercenaries – were used for strike breaking and were also accused of harassing independent miners. The dispute has been exploited by members of the AMAC interstellar union and by Solomani Party agitators; anti-Imperial sentiment is on the rise. The reversion to civil rule has been postponed repeatedly over 'security concerns' triggering further violent protests against 'military occupation'. Ongoing Imperial plans to invest a respected local celebrity as Baron Grady are proceeding but she is now beginning to balk, afraid of being branded a collaborator.

Grady's proximity to key Imperial Navy bases and the Solomani border have the Imperial Navy command at Port Royal nervous that the belt may become a point of entry for infiltrating Solomani warships or guerrillas. Imperial Navy vessels have increased their patrols of the belt and the small Marine garrison in the belt's main asteroid stations are trying to keep the peace. The local Imperial Naval admiral at Port Royal has sided with

the Grady miners. He believes the system was peaceful until Sternmetal moved in. He does not like the headache of having to mediate a rock war on his doorstep when the Navy should be watching the Solomani Confederation forces across the border.

1506 Port Royal A310545-F

To reduce the risk of Solomani terrorist attacks on its defence installations the Imperial Navy decided to place its McKenzie subsector bases on barren moons with little or no local Solomani population. Port Royal is one such fortress-worlds. It is little more than an Imperial naval base, extensive shipyard and a bustling startown that caters to the needs of thousands of naval personnel and dockworkers. The city is burrowed deep under ice and rock rather than sheltering under vulnerable domes. The inhabitants of Port Royal are a carefully screened mix of military families and trusted civilian contractors. Even those who work in the startown dives and red light districts tend to be from non-Solomani worlds deep in the Imperium. Although local laws are not oppressive the ease of control and small size of its populations allow Imperial Naval Intelligence to keep very close track of who is who on the planet. Surrey and Marguerite are very similar fortress-planets.

1605 Colfax D654104-8 S

Colfax was a garden world with a TL 0 native primitive indigenous race, the hexapodal burrowing Mockmoles. The species were ruthlessly exploited as labourers by a small elite of Solomani settlers who used them to sustain a luxury neo-feudal lifestyle. The first prindig rebellion in 888 was ruthlessly crushed by well-armed Colfax settlers and Solomani Army troops. During the Solomani Rim War Imperial agents made contact with remaining Mockmole clans and began smuggling in weapons for a second rebellion. SolSec learned of the operation and warned local Party authorities who pre-empted the rising. In a ruthless campaign of genocide Colfax militants and militia using chemical weapons (purchased from SolChem) to exterminate the entire Mockmole population.

Late in the Solomani Rim War, Colfax fell to Imperial advance. Evidence of the atrocities was discovered and an Imperial Ministry of Justice investigation was launched. In 1012 nearly the entire surviving adult Solomani population, 27,000 men and women, were found collectively guilty of genocide in their extermination of the Mockmole race. They were shipped off to Imperial prison planet or deported to other worlds for hard labour.

Today, Colfax is a world of ghosts. The majority of the tiny population is a scientific base established by the Imperial Scout Service to document the remains of the extinct prindig culture for posterity. No natives appear to have survived but a few Solomani 'survivalist' families that escaped the Imperial purge and their descendents are thought to still remain in the wilderness. Not all of those responsible for the Colfax Genocide were brought to justice; some of the planet's leaders and certain



Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
ENDYF	0903	B7A7986-D		FI Hi Ht		Im	G
YCHANON	1002	B1009BA-F		Hi Ht In Na Va		Im	
Leeds	1004	C422442-B		Ni Po		Im	G
Phaedrus	1006	B89A410-D		Ht Ni Wa	A	Im	
PATRENT	1101	B8A3ABB-F		FI Hi Ht	A	Im	G
Winona	1104	B9A75AC-C		FI Ht Ni		Im	G
Chapman	1109	C000521-C		As Ht Ni Va		Im	G
Pickwick	1205	D310566-9		Ni		Im	G
Dixie	1208	C54A234-B		Lo Wa		Im	G
Sevastopol	1209	C569251-B		Lo		Im	G
Wabash	1210	E55679D-6		Ag Ga		Im	G
FAIRDAY	1303	E100A98-D		Hi Ht In Na Va		Im	G
Seward	1304	D5458AA-6		Ga		Im	G
New Paris	1305	E785662-6		Ag Ga Ni Ri		Im	
Chaptoye	1401	C31037A-B		Lo		Im	G
Marguerite	1402	B100344-E	N	Ht Lo Va		Im	G
Grady	1406	A000566-F		As Ht Ni Va		Im	
Shade	1408	C300136-B		Lo Va		Im	G
Hastings	1409	E997432-7		Ga Ni		Im	G
Ruskin	1505	C200768-A		Na Va		Im	
Port Royal	1506	A310545-F	N	Ht Ni		Im	G
Savah	1508	E666200-8		Ga Lo		Im	
Eby	1602	E31069B-8		Na Ni		Im	G
Hartford	1603	C676687-8		Ag Ga Ni		Im	
Colfax	1605	D654104-8	S	Ga Lo		Im	G
Surrey	1606	B300303-E	N	Ht Lo Va		Im	G
Morningside	1608	E792000-0		Ba Lt		Im	G

SolSec officials escaped off world. Imperial Ministry of Justice agents eventually hunted down some of them; others fled into the Solomani Confederation.

DAGIR SUBSECTOR

Dagir subsector contains 25 worlds. Most lie within the boundaries of the Solomani Confederation. A narrow strip of worlds on the spinward fringe are under Imperial occupation or successfully broke free of both polities and remain non-aligned.

In the last months of the Solomani Rim War the worlds of Dagir, Cloudia and Gemstar, all of which were dominated Radical Embracer factions of the Party, attempted to jointly succeed from the Solomani Confederation. They may have hoped that the Imperial Navy would support them but if so they mistimed their insurrection. The Armistice halted the war with the Imperial Navy three parsecs away and strong Confederation Navy squadrons occupying their systems. However, the Confederation did not have enough fighting strength left to reduce Dagir's heavy planetary defences and Cloudia's fortified asteroids. Instead, the Confederation signed a separate peace, the Treaty of Gemstar. This established both worlds as Solomani client states with guaranteed internal self-rule but restrictions on planetary naval forces and foreign policy. It also provided for a Confederation Navy base to be permanently established at Gemstar and for Confederation forces to perform all military space patrols within their systems.

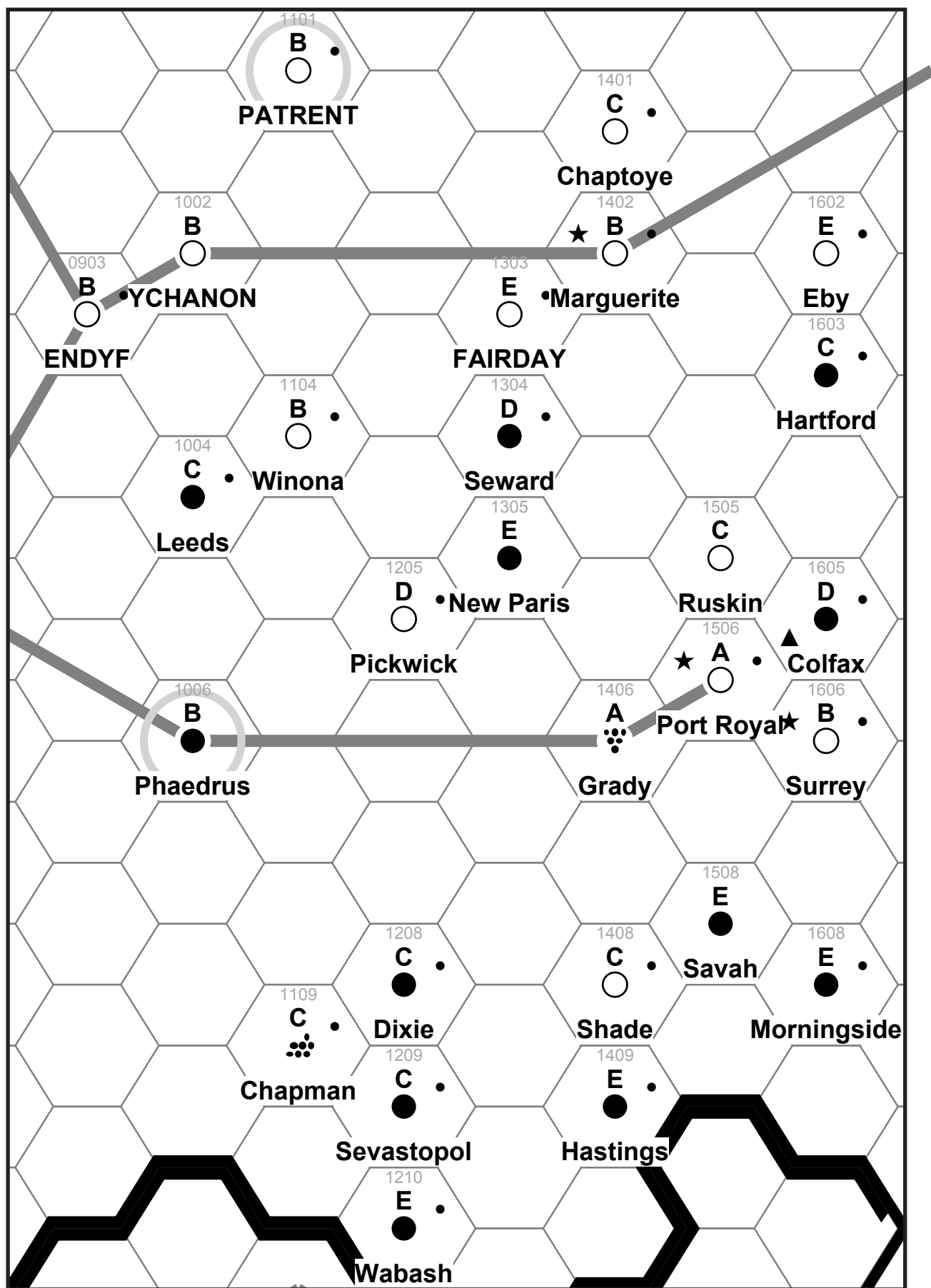
In 1103 Cloudia began building a class of high-performance merchant ships that some observers believed could be convertible to warships. A nationalist movement does exist in Cloudia that wishes to repudiate the treaty of Gemstar. So far, however, they do not appear to have political power. SolSec is likely investigating, but the treaty restricts it from operating openly on any of the hundreds of asteroid stations in the Cloudia belt.

1701 Occam B87A999-E

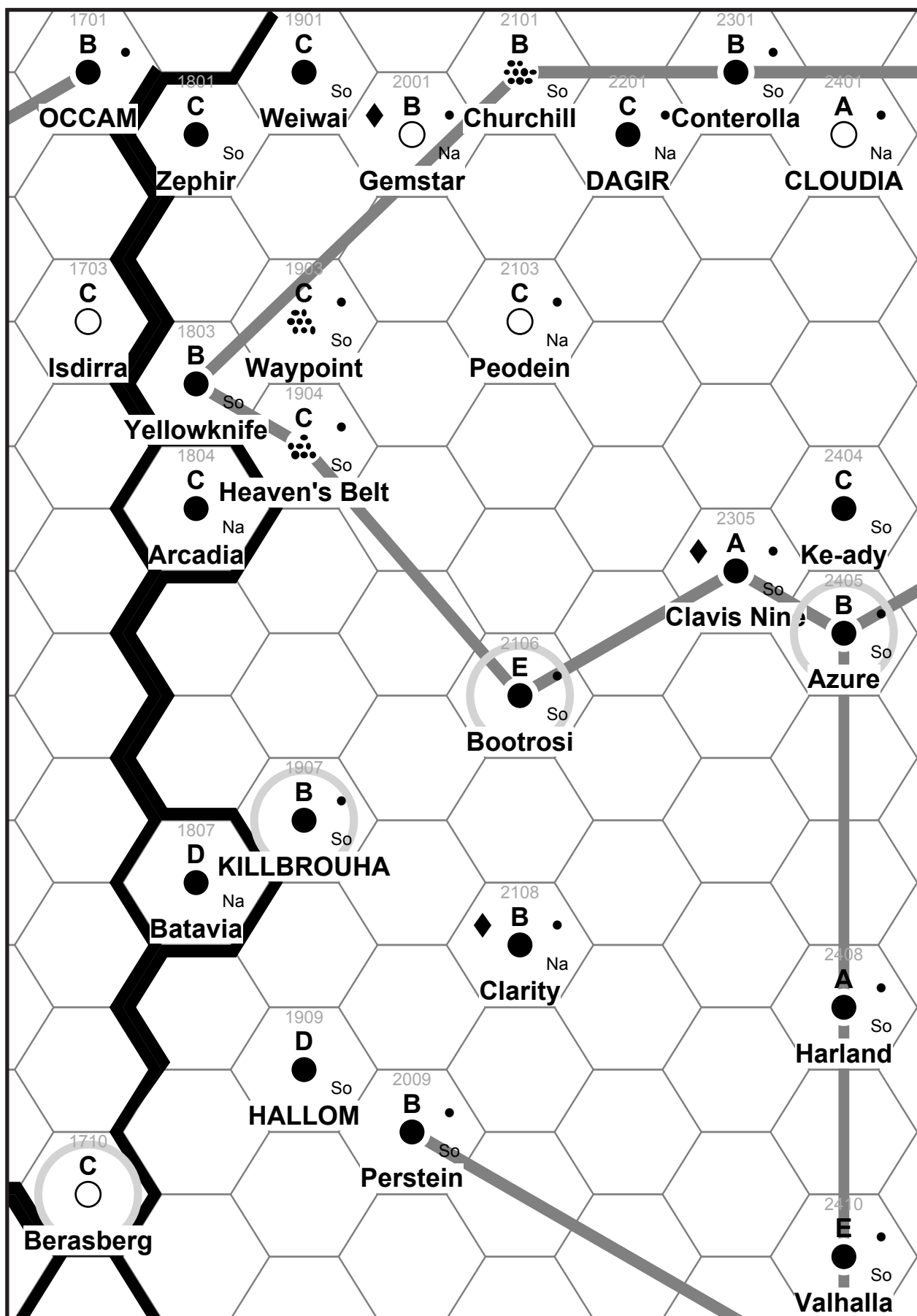
Occam is a Solomani world occupied by the Imperium. This rich ocean world has a mixed population of uplifted Dolphins, variant aquamorph Humans and normal Solomani. There are few underwater habitats but the oceans are known for exotic, large and colourful sea life and it was a major tourist destination prior to the Solomani Rim War. Most of the Humans inhabit mobile floating island-cities buoyed up by gravitics some of which are capable of limited free flight to avoid storms. Prior to the Solomani Rim War the world was controlled by a moderate faction of the Solomani Party who surrendered quickly in the face of Imperial forces. Occam suffered from reduced trade in post war years but its population accepted Imperial control with little acrimony and was also the beneficiary of substantial development funds. Its co-operative government achieved home rule with Imperial troops being withdrawn in 1062.



McKENZIE SUBSECTOR



DAGIR SUBSECTOR





Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
OCCAM	1701	B87A999-E		Hi Ht In Wa		Im	G
Isdirra	1703	C10078A-B		Na Va		Im	
Berasberg	1710	C100644-B		Na Ni Va	A	Im	
Zephir	1801	C591651-9		Ni		So	G
Yellowknife	1803	B775887-A		Ga		So	
Arcadia	1804	C567478-9		Ga Ni		Na	
Batavia	1807	D7628AF-6		Ri		Na	G
Weiwai	1901	C73767A-9		Ni		So	
Waypoint	1903	C000322-C		As Ht Lo Va		So	G
Heaven's Belt	1904	C000201-D		As Ht Lo Va		So	G
KILLBROUHA	1907	B423965-E		Hi Ht In Na Po	A	So	G
HALLOM	1909	D5749A7-8		Ga Hi In		So	
Gemstar	2001	B100203-E	F	Ht Lo Va		Na	G
Perstein	2009	B559476-C		Ht Ni		So	G
Churchill	2101	B000883-D		As Ht Na Va		So	
Peodein	2103	C100355-D		Ht Lo Va		Na	G
Bootrosi	2106	E555000-0		Ba Ga Lt	A	So	G
Clarity	2108	B553655-B	F	Ni Po		Na	G
DAGIR	2201	C56498B-A		Ga Hi		Na	G
Conterolla	2301	B668220-B		Ga Lo		So	G
Clavis Nine	2305	A436468-E	F	Ht Ni		So	G
CLOUDIA	2401	A31099A-E		Hi Ht In Na		Na	G
Ke-ady	2404	C555632-8		Ag Ga Ni		So	
Azure	2405	B989302-D		Ht Lo	A	So	G
Harland	2408	A599427-E		Ht Ni		So	G
Valhalla	2410	E785675-6		Ag Ga Ni Ri		So	G

The price of Occam's cooperation has been the enmity of off-world Solomani activists and guerrillas who denounce its 'collaborationist' government. Recently the world has been selected as a target by Solomani Liberation Front terrorists based on Weiwai. Their acts have included the assassination of the head of the world's Economic Planning Bureau in 1100 and the scuttling the floating resort city of Green Ray in 1104. The government of Occam have responded in characteristic fashion through increased regulations which have effectively raised the local law level from 7 to 9 and by establishing large new bureaucratic ministries focused on planetary security. They have petitioned the Imperium to do something about the terrorist presence on Weiwai.

1901 Weiwai C73767A-9

Although theoretically ruled by a unified Solomani Party the planetary government and citizenry of this Confederation border world have been bitterly divided since 1096. In that year a moderate faction of the Solomani Party finally achieved power with an agenda to reform corruption in old Party bureaucracy. Flushed with success they pushed through a plan to grant additional freedoms to the planet's mixed-blood minority hoping such liberalisation would lead to improved trade relations with neighbouring Occam. They overestimated their degree of popular support for such a 'radical' agenda. A wave of racial violence from Purist and Anti-Imperial factions shook the planet.

Attempts to forge unity in a new Party Congress broke down with the involvement of foreign Party militants. The Party splintered on geographic as well as ideological grounds with the different 'bubbleplexes' and agro-domes controlled by rival local factions. Over the last few years the anti-Imperial factions have attracted off-world Solomani Liberation Front fighters. These were welcomed by the faction as they supplied hardened street fighters, but the price for their assistance has been the establishment of Solomani Liberation Front guerrilla training camps on Weiwai, which is becoming a base for cross-border terrorism.

ALBA SUBSECTOR

Alba was entirely colonised by the Solomani. The first colonists arrived during the late Interstellar Wars and period and settled Gardon, Villbert, Rog's Planet and Mansania. A trickle of colonists arrived throughout the Rule of Man period. All of these suffered technological collapse during the Long Night though during the worlds of Alba eventually formed a protectorate under White's leadership that lasted until they joined the Imperium. The third and largest wave of immigrants came from Solomani colonies in Old Expanses during the troubled run up to the Solomani Rim War. During the early Imperial period the worlds of Alba formed their own polity.



Summax, Rapier and Gambda are members of the Union of Summax, an independent Solomani polity that has so far resisted joining the Solomani Confederation but which maintains cautious trade relations with it.

The many independent asteroid stations making up the prosperous Gambda belt resent Summax's colonial domination and an independence movement has been gaining strength; Solomani Party militants may be fanning the flames.

2607 Mansania E56558A-7

Mansania was colonised during the Interstellar Wars era from Terra's Central America region. The planet was an attractive garden world, except for the hostile and unappetizing plant life and mobile carnivorous fungi. Early attempts to seed the planet with Terran life failed. They have fought a long war against the encroaching native life during which they declined to TL 5 and retreated onto a small, heavily fortified island city. Over time there society became bound by a complex caste system and a maze of rules and customs. Since they were re-contacted in 700 they have slowly integrated into Solomani society. Solomani Party nongovernmental organisations and diplomats have been active on the planet attempting to prepare it for membership in the Confederation.

ORICALC SUBSECTOR

This subsector contains 37 worlds, many of them clustered within jump-1 distance of one another. In the last months of the Solomani Rim War five worlds in the subsector fell to the Imperial Navy. A two-parsec wide strip on the spinward border is under Imperial control. The remaining worlds belong to the Solomani Confederation or are neutral.

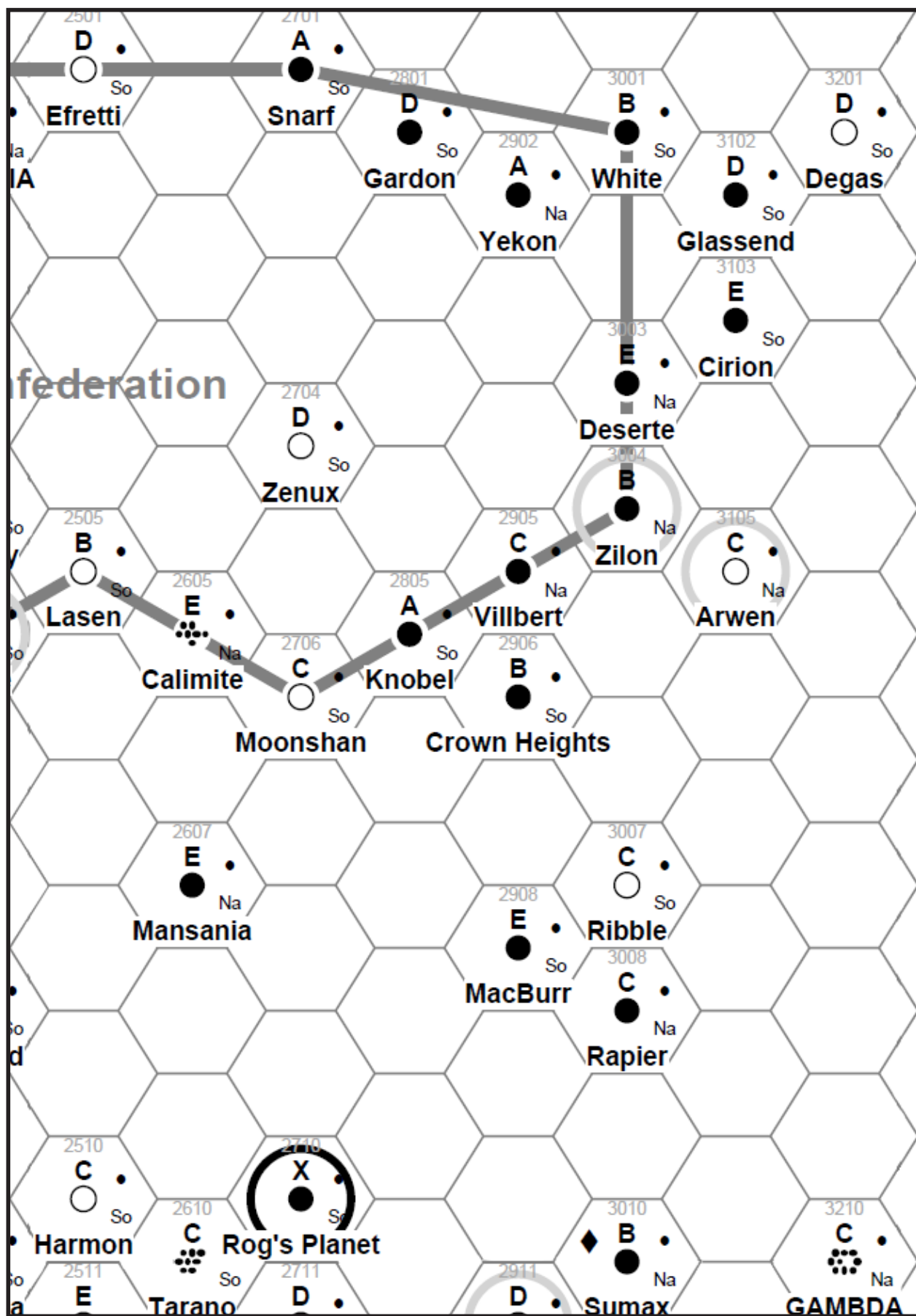
Orichalc's proximity to the Solomani Rim has made Orichalc subsector one of the longest-settled regions of Alpha Crucis. Light Vilani settlement during the Ziru Sirka was followed by much heavier Solomani emigration at the end of the Interstellar Wars period. During the late Rule of Man the centrally located world Cthonia grew to prominence as a trading hub and industrial centre. Cthonia retained its influence even during the Long Night, establishing a protectorate over nearby worlds.

Today, Cthonia's influence persists in the form of the Orichalc Regional Defence Association (ORDA). Founded in its present form in 1014, this is a mutual defence alliance consisting of 13 worlds in Orichalc subsector near the Imperial border, along with Water in the neighbouring Auva subsector. Its members agree to coordinate Navy Home Guard procurement, training and patrols and provide mutual support in times of disaster or crisis. The organisation was founded and is led by wealthy and populous Cthonia, which has also used its leadership position to

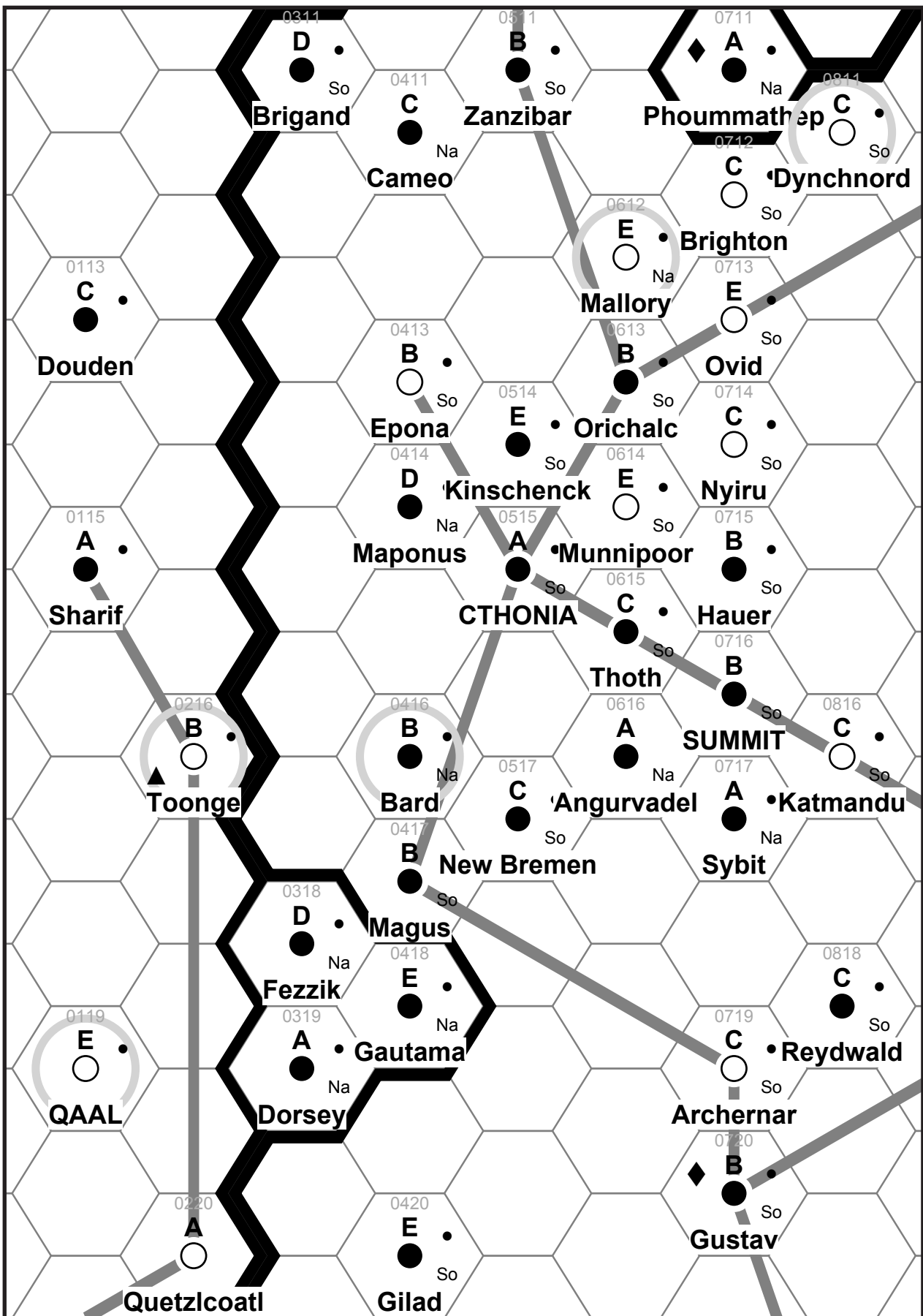
Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Efretti	2501	DAA9585-9		FI Ni		So	G
Lasen	2505	B6A4421-C		FI Ht Ni		So	
Harmon	2510	C300443-B		Ni Va		So	G
Calimite	2605	E0008A7-9		As Na Va		Na	G
Mansania	2607	E56558A-7		Ag Ga Ni		Na	G
Tarano	2610	C000303-D		As Ht Lo Va		So	G
Snarf	2701	A573355-E		Ht Lo		So	G
Zenux	2704	D6A2773-8		FI		So	G
Moonshan	2706	C10066A-B		Na Ni Va		So	G
Rog's Planet	2710	X555746-2		Ag Ga Lt	R	So	G
Gardon	2801	D596430-7		Ga Ni		So	G
Knobel	2805	A551636-C		Ht Ni Po		So	G
Yekon	2902	A64159B-D		Ht Ni Po		Na	G
Villbert	2905	C88888B-8		Ga Ri		Na	G
Crown Heights	2906	B581323-B		Lo		So	G
MacBurr	2908	E98A301-A		Lo Wa		So	G
White	3001	B877567-B		Ag Ga Ni		So	G
Deserte	3003	E643547-7		Ni Po		Na	G
Zilon	3004	B666554-C		Ag Ga Ht Ni	A	Na	
Ribble	3007	C310676-A		Na Ni		So	G
Rapier	3008	C693645-8		Ni		Na	G
Sumax	3010	B43278A-C	M	Ht Na Po		Na	G
Glassend	3102	D726742-7				So	G
Cirion	3103	E788000-0		Ba Ga Lt		So	
Arwen	3105	C10088C-B		Na Va	A	Na	G
Brego	3110	E62A445-A		Ni Wa		So	G
Degas	3201	D3107CE-8		Na		So	G
GAMBDA	3210	C000963-D		As Hi Ht In Na Va		Na	G



ALBA SUBSECTOR



ORICHALC SUBSECTOR





gain economic and political advantages. ORDA members tend to organise their Home Guard forces following the Cthonian model, train at its military academy, and use equipment designed by it.

Unlike most Naval Home Guards in the Confederation, the planetary naval forces that make up ORDA include many starships and jump-capable SDB tenders giving it significant power-projection capability. ORDA's well-trained squadrons regularly exercise with the Confederation Navy and are known for their discipline and tactical skill.

Most worlds that belong to ORDA are also advocates of the Solomani Cause. There is evidence ORDA has provided covert tactical support for Solomani guerrillas operating over the Imperial border. Even within the Confederation, the growing political and military capabilities of Cthonia have made some neighbour worlds uneasy. Some worlds in ORDA were once part

of the pre-Imperial era pocket empire known as the Protectorate of Cthonia. ORDA can be seen as a continuation of Cthonia's lengthy hegemony over its neighbour worlds and rivals often refer to the pact as the 'new Cthonian Protectorate'.

0319 Dorsey A959257-E

At the start of the Solomani Rim War Dorsey declared its intent to remain neutral from both the Solomani Confederation and the Imperium and announced it was an open port. So far neither polity has disputed this. Its High Dorsey orbital station has become a key transshipment point for cross-border Solomani and Imperial commerce. It has also emerged as fertile ground for meetings between corporate and government agents. In contrast to the bustle of the highport with its shipyards, hotels and warehouses the world itself is lightly populated. Except for its polar regions there are no large landmasses and Dorsey's islands are either volcanically active or swept by fierce storms.

Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Douden	0113	C556401-A		Ga Ni		Im	G
Sharif	0115	A553211-D		Ht Lo Po		Im	G
QAAL	0119	E10096A-B		Hi In Na Va	A	Im	G
Toonge	0216	B100333-E	S	Ht Lo Va	A	Im	G
Nefertiti	0217	C673879-8			A	Im	G
Quetzlcoatl	0220	A310443-F		Ht Ni		Im	
Brigand	0311	D5446B7-6		Ag Ga Ni		So	G
Fezzik	0318	D7927A9-6				Na	G
Dorsey	0319	A959257-E		Ht Lo		Na	G
Cameo	0411	C799488-A		Ni		Na	
Epona	0413	B8A7497-C		Fl Ht Ni		So	G
Maponus	0414	D536654-8		Ni		Na	G
Bard	0416	B592541-B		Ni	A	Na	G
Magus	0417	B767565-B		Ag Ga Ni		So	G
Gautama	0418	E775257-8		Ga Lo		Na	G
Gilad	0420	E554533-7		Ag Ga Ni		So	G
Zanzibar	0511	B64779B-A		Ag Ga		So	G
Kinschenck	0514	E543366-7		Lo Po		So	G
CTHONIA	0515	A555ACB-E		Ga Hi Ht		So	G
New Bremen	0517	C552210-9		Lo Po		So	G
Mallory	0612	E200789-8		Na Va	A	Na	G
Orichalc	0613	B99A89C-C		Ht Wa		So	G
Munnipoor	0614	E100788-9		Na Va		So	G
Thoth	0615	C423653-B		Na Ni Po		So	G
Angurvadel	0616	A544335-D		Ga Ht Lo		Na	
Phoummathep	0711	A6787AB-C	M	Ag Ga Ht		Na	G
Brighton	0712	C510345-A		Lo		So	G
Ovid	0713	E100000-0		Ba Lt Va		So	G
Nyiru	0714	C100665-B		Na Ni Va		So	G
Hauer	0715	B769233-C		Ht Lo		So	G
SUMMIT	0716	BA7A99C-E		Hi Ht In Wa		So	
Sybit	0717	A563566-D		Ht Ni		Na	G
Archnar	0719	C2005AB-B		Ni Va		So	G
Gustav	0720	B587621-A	F	Ag Ga Ni Ri		So	G
Dynchnord	0811	C6B1763-9		Fl	A	So	G
Katmandu	0816	CAD647A-A		Ni		So	G
Reydwald	0818	C632765-9		Na Po		So	G



The planet's tiny population are mainly involved in harvesting the delicious pseudo-molluscs that are found in the immense reefs around its major equatorial archipelago. One of these species also produces the iridescent Dorsey pearls highly prized by Confederation jewellers.

0515 Cthonia A555ACB-E

Cthonia is one of the earliest Terran colonists. It was a multi-racial colony established by the Terran Confederation and remained civilised throughout the Long Night. Cthonia is famous for its educational system, which uses a combination of sophisticated psychological analysis and comprehensive testing – including neural-activity scans – to channel children into those fields they are most likely to excel in. Cthonian corporations, government bureaus and military forces are often directly involved in education from infancy onward. Candidates for leadership tend to be selected before they even reach adolescence. Similar neuro-psychological techniques are used in many other aspects of Cthonian society – people often find mates through services that analyse detailed if anonymous neuro-psych profiles; neural scanning is also used in the court system. Cthonia also manufacture of cybernetic augments. At the Referees' option, players who create graduates of the Cthonian educational system can specify a single career that the system has optimised them for. They will then receive a +1 on rolls for advancement in that career only but suffer a –1 to advance in any other career.

AUVA SUBSECTOR

Auva subsector contains 38 worlds, all within the boundaries of the Solomani Confederation. The Vilani originally settled Auva but few permanent colonies were established before their expansion halted after tragedy of Grkhaan Loc. The majority of the inhabitants are of Solomani ancestry, a mix of Interstellar Wars-era Terran colonies and Rule of Man-period emigration. Even so, many worlds are not pure Solomani.

About 10-15% of the population of mixed race Solomani-Vilani ancestry, the result of general immigration in the Rule of Man and early Imperial era. They are considered second-class citizens usually subject to high levels of racial discrimination. The Solomani Rim War did not hurt Auva too badly, although a few Imperial Navy raiding vessels penetrated into the subsector to bombard military and industrial targets. The most famous battle took place in Drydock system in 1002, when a reinforced wing of Solomani system defence boats drove off a small Imperial task force. Drifting wrecks can still found in and around Drydock's largest gas giant.

1212 Grkaan Loc A7A2635-D

This world contains alien ruins dating back to the First Imperium. They are monuments to the Grkaadudgaagii, a xenophobic methane-based minor alien race that destroyed itself with

nuclear and biological weapons in the shock of first contact with the Vilani. Most of the world's unusual methane-based ecology has recovered in the last few millennia. The world is governed by the Grkaan Loc Institute for Xenological Studies, a highly politicised Solomani Party-controlled academic institution that is devoted to studying and exploiting the world's odd organic products and the ruins of its alien TL 8 civilisation.

1120 Darukaash Zen X43468C-6

Late in the Solomani Rim War, the oppressive Solomani regime of Darukaash Zen lost many of its garrison forces when they were sent to support the war effort in the Solomani Rim. The oppressed Vilani and mixed race majority of Darukaash Zen rose up against the remaining planetary security forces and in an orgy of revenge massacred some 2,000,000 Solomani citizens and declared independence. Unfortunately, the Imperial fleet they thought would rescue them was defeated by Confederation reinforcements. Four months after the War ended, the Confederation Navy demanded the planet's unconditional surrender. When it refused, nuclear weapons were used on major population and industrial centres, killing 23 million people and devastating the planetary infrastructure. Since then, the Confederation has simply written the planet and its people off, maintaining a distant blockade from Promus. Conditions have been deteriorating over the last century; famine and disease are common, and the planet has dropped from TL 11 to TL 6. Some relief such as modern medicines occasionally reaches Darukaash Zen from blockade-runners or Human rights activists operating out of neutral Beltan. Essentially the planet is in some ways a giant prison or refugee camp. It has occasionally also served as a recruiting ground for anti-Solomani terrorists; in 1047, 1071 and again in 1101 the Confederation Navy and Marines have raided the planet to destroy military and industrial facilities they claimed were being used to train 'off world Vilani insurgents'.

1619 Jedda B566511-B

This world has a small Human corporate outpost of 40,000 and an untamed wilderness that is home to some 160,000 Chirpers – uncasted Droyne – living in TL 0 conditions.

The Chirpers are classified as prindig population are small enough and difficult enough to catch that they have been largely ignored by the Solomani. In 1103 fossil-hunting students found an Ancient site near a dead sea bed. This was followed by the discovery of a widely dispersed second site in the same region in 1104. Treasure hunters have flocked to the planet overwhelming local authorities ability to control the situation. A lawless 'gold rush' atmosphere now prevails as different groups have been staking claims to various parts of the region.

The ownership of the planet is itself in dispute as the governing Solomani Party of neighbouring Agryx have recently used some legally questionable manoeuvres to purchase controlling stock



in Cai Cun Industries, the interstellar pulp and paper company that owns and administers the planet. Agryx has threatened to send its own Home Guard to take control of Jedda, a position that Jedda's own representative in the Solomani Confederation Secretariat is challenging. Jedda is hiring a small mercenary force to provide security in the dead sea region but they have yet to arrive. Meanwhile, the Solomani Confederation Navy has dispatched colonial cruisers to the system to keep an eye on the situation. SolSec and the Solomani Ministry of Technology have both dispatched teams of agents to ensure any artefacts with strategic importance end up in Solomani Confederation hands rather than sold on the black market.

Chirpers, named after the calls they emit, are small, shy winged humanoids resembling both birds and reptiles that have an uncanny ability to elude capture. They are common across many worlds of Charted Space. They are somewhat intelligent but are TL 0. Unlike several other prindig races in the Solomani Confederation they have always resisted assimilation.

1520 Agryx C10009B8-D

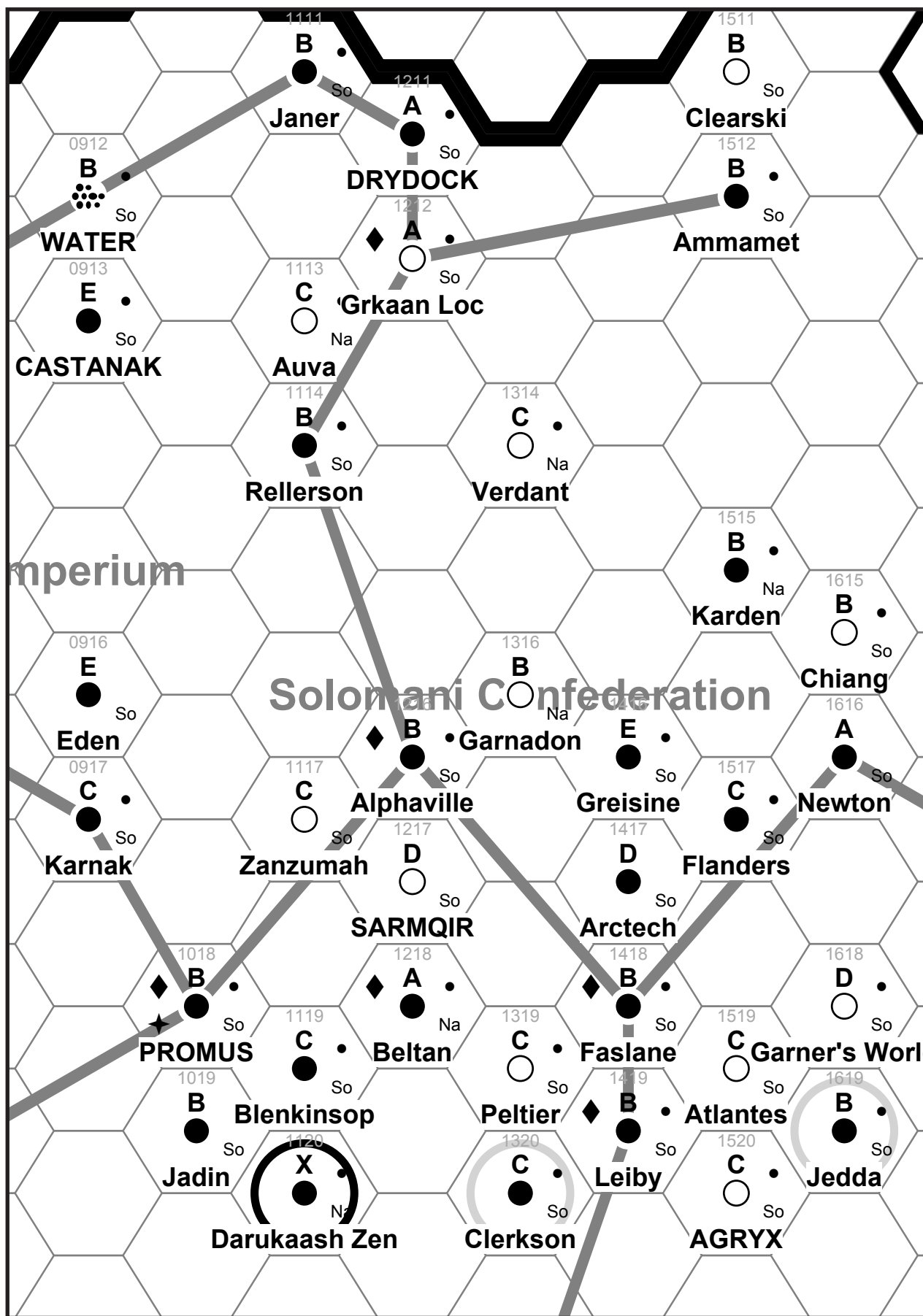
Agryx is the third moon of a ringed gas giant. A few miles beneath its icy surface is a deep ocean warmed by geological processes. The ocean has a complex ecology including a primitive indigenous squid-like species with a caste-based society that has successfully domesticated several other aquatic life forms. The unique environment has largely kept this race from assimilation by Solomani. Most of billions of natives are primitive Agryxani who still live at TL 0. About 100,000 work for Humans corporations and have mastered some tools. The world's TL is that of these foreign settlements: 50,000 Humans and Dolphins who live on the surface and in three underwater settlements who harvest organics products from the world's exotic biosphere.

Agryxani have Notable Endurance (+2) but Weak Dexterity and Social Standing (-2). They are Aquatic and have Natural Weapon (thrasher). Their thick skin is equivalent to Ablat armour; lost armour value regenerates at 1 per week.

Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
WATER	0912	B000ADE-E		As Hi Ht In Na Va		So	G
CASTANAK	0913	E549AA7-B		Hi In		So	G
Eden	0916	E558785-6		Ag Ga		So	
Karnak	0917	C559676-9		Ni		So	G
PROMUS	1018	B657965-C	F	Ga Hi Ht		So	G
Jadin	1019	B888662-A		Ag Ga Ni Ri		So	
Janer	1111	B764444-B		Ga Ni		So	G
Auva	1113	C200458-C		Ht Ni Va		Na	G
Rellerson	1114	B99978A-B				So	G
Zanzumah	1117	C200534-B		Ni Va		So	
Blenkinsop	1119	C95A442-B		Ni Wa		So	G
Darukaash Zen	1120	X43468C-6		Ni	R	Na	G
DRYDOCK	1211	A432998-E		Hi Ht Na Po		So	G
Grkaan Loc	1212	A7A2635-D	F	FI Ht Ni		So	G
Alphaville	1216	B674200-C	F	Ga Ht Lo		So	G
SARMQIR	1217	D310AA5-C		Hi Ht In Na		So	
Beltan	1218	A76A796-E	M	Ht Ri Wa		Na	G
Verdant	1314	C410720-A		Na		Na	G
Garnadon	1316	B3108BD-C		Ht Na		Na	
Peltier	1319	C8A5420-A		FI Ni		So	G
Clerkson	1320	CA99424-A		Ni	A	So	G
Greisine	1416	E541410-7		Ni Po		So	G
Arctech	1417	D427124-9		Lo		So	
Faslane	1418	B52458C-C	F	Ht Ni		So	G
Leiby	1419	B656237-B	F	Ga Lo		So	G
Clearski	1511	B100577-E		Ht Ni Va		So	
Ammamet	1512	B571615-A		Ni		So	G
Karden	1515	B437203-E		Ht Lo		Na	G
Flanders	1517	C742301-A		Lo Po		So	G
Atlantes	1519	C9AA6AB-B		FI Ni Wa		So	
AGRYX	1520	C1009B8-D		Hi Ht In Na Va		So	G
Chiang	1615	B310750-D		Ht Na		So	G
Newton	1616	A426353-E		Ht Lo		So	
Garner's World	1618	D310133-9		Lo		So	G
Jedda	1619	B566511-B		Ag Ga Ni C8	A	So	G



AUVA SUBSECTOR





ORIAH SUBSECTOR

Oriah benefits from a pair of lengthy jump-1 trade routes that connect this subsector with Auva and Fervore. The subsector was colonised during the early and middle Rule of Man period. Most settlers came from older Terran colonies in Alpha Crucis or from the Solomani Rim. The majority of the subsector is under the Solomani Confederation control but over the last century anti-Solomani Party sentiment has been on the rise. It was fuelled by a loss of confidence in the Party after the defeat in the Solomani Rim War.

1919 Point A6729C7-E

This densely populated arid planet was subsector capital during the Imperial era.

Point is the headquarters for the sector-wide corporation Valkyrie Technologies.

1812 Weeven E310A9A-C

99% of the population of Weeven are not Solomani. They are a sedentary vacuum-adapted minor race, the Sundowners or 'Lampshades'. They are sentient but very slow thinkers. They leach light metals and oxygen from the world's regolith, which they convert into a form of rocket fuel used to migrate. Some Lampshades have been induced to perform resource extraction tasks for the Solomani population.

1817 Etrez B7398AF-C

Etrez was colonised by Europeans from the Consolidation of Turin. In 1088 a corrupt and ossified bureaucracy was overthrown by a revolution led by Dr. Gary Allen, a charismatic dictator whose concept of the 'Solomani Scientific Society' promised to create a utopia and inaugurate an era of New Solomani Man. He soon established a potent personality cult and a thought police whose levels of paranoia exceeded SolSec itself. Among the goals of the Solomani Scientific Society is the eradication of all forms of superstition, which includes religion. The regime has focused its ire on the major religion on Etrez, the Church of the First Cross. Their churches have been destroyed, sacred scripture banned and followers imprisoned in mental institutions. However, while First Cross has little power on Etrez is it the dominant religion of the powerful Consolidation of Turin worlds. The people of the Consolidation of Turin are enraged at the treatment of their coreligionists. For several years they have waged a political struggle against Etrez government. This has included covert support for dissident groups that wish to overthrow Dr. Allen's regime and a diplomatic offensive in the Solomani Confederation's Secretariat aimed at expelling Etrez from the Confederation.

Between 1090 and 1102 the Consolidation of Turin gathered enough support in the Confederation to pass multiple Secretariat resolutions that have condemned the Etrez regime for violating

Human rights, recommended the High Council impose sanction and request a formal Ministry of Justice investigations. In response, the Etrez regime denounced Turin for intervening in their own affairs in violation of the Confederation charter. Their delegates announced that they would not accept the Secretariat resolutions and were withdrawing from the Solomani Confederation – but not the Solomani Party – in protest. At present, the interstellar Solomani Party has still not agreed on whether to sanction the Etrez regime; should it do so, then there is a high likelihood that the High Council will attempt to placate Turin and head off any unilateral action by authorising deployment of peacekeeping forces. Meanwhile, the dictatorship's secret police has launched a major purge ostensibly aimed at removing 'Turinese agents' but likely intended to ensure the loyalty of its Home Guard and preemptively disrupt any SolSec operations.

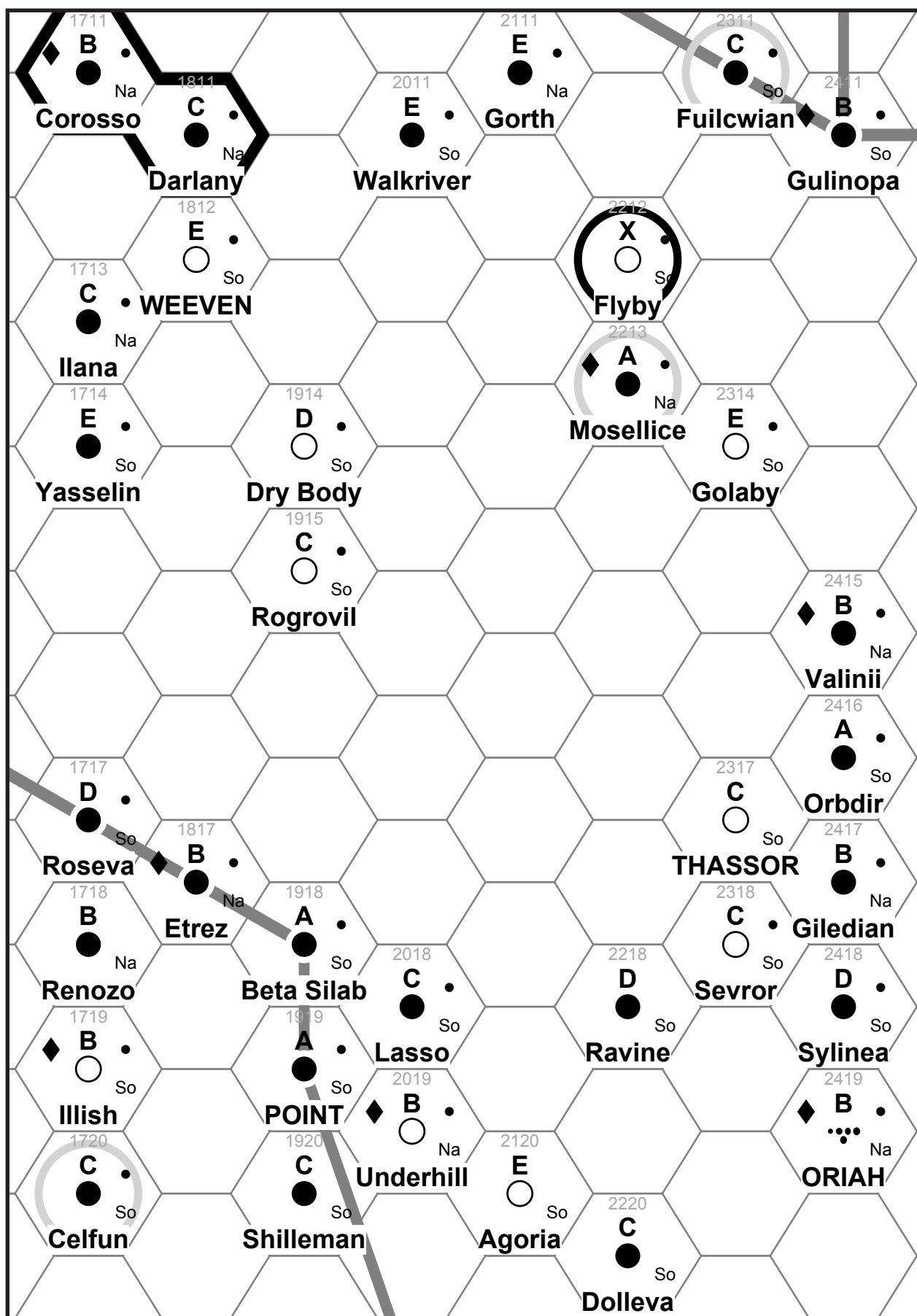
2419 Oriah B0009A6-E

Oriah asteroid belt was once major industrial Solomani Confederation industrial and mining centre. However, its governing Solomani Party was badly discredited during the Solomani Rim War. During the post-war years a succession of governments rose and fell and amid political and labour unrest the system's shipyards – once major producers for Transstar and the Navy – lost business due to crippling strikes and debts. During 1070s aggressive debt collection policies by the off-world Solomani Development Bank increased anti-Confederation feelings. In 1098 a popular uprising led by engineer Fiona Snow and Home Guard wing commander Byron Balthoi seized power and began purging the Solomani Party. Balthoi was assassinated by SolSec sleeper agents but Snow survived two similar attempts and a coup, developed a legend of invincibility and remains in power. Oriah was sanctioned by the Solomani Party in 1100 and then expelled from the Confederation. In 1103 Oriah signed a treaty with fellow non-aligned world Valini and sent military forces to help protect Valini's colony Oglin against a Solomani Party-sponsored insurgency.

1711 Corosso B542875-A

The 13 states of the United Nations of Corosso belie their name. After the collapse of the Solomani government during the Rim War, they have become divided into pro-Solomani, neutral and pro-Imperial power blocs, and a couple of failed states that are sliding from civil war into anarchy. The three largest nations on Corosso maintain a policy of détente but espionage and proxy wars regularly flare up on their peripheries. Over the last few decades, the competing nations of Corosso have become regular customers for Imperial and Confederation arms dealers and mercenary units. Foreign diplomats and intelligence agents are also active; a unified Corosso would be a significant prize if it could be persuaded to join either the Imperium or Confederation. Each of the blocs maintains their own Naval forces and starports. The United Nations of Corosso also have a trade agreement and mutual defence pact with neighbouring

ORIAH SUBSECTOR





Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Corosso	1711	B542875-A	F	Po		Na	G
Ilana	1713	C55757A-9		Ag Ga Ni		Na	G
Yasselin	1714	E564354-8		Ga Lo		So	G
Roseva	1717	D427631-8		Ni		So	G
Renozo	1718	B548675-A		Ag Ga Ni		Na	
Illish	1719	B200899-C	F	Ht Na Va		So	G
Celfun	1720	C432445-B		Ni Po	A	So	G
Darlany	1811	C524553-B		Ni		Na	G
WEEVEN	1812	E310A9A-C		Hi Ht In Na		So	G
Etrez	1817	B7398AF-C		Ht		Na	G
Dry Body	1914	D300875-8		Na Va		So	G
Rogrovil	1915	C100453-D		Ht Ni Va		So	G
Beta Silab	1918	A428687-E		Ht Ni		So	G
POINT	1919	A6729C7-E		Hi Ht In		So	G
Shilleman	1920	C799755-A				So	
Walkriver	2011	E434642-8		Ni		So	G
Lasso	2018	C551612-8		Ni Po		So	G
Underhill	2019	B100426-E	F	Ht Ni Va		Na	G
Gorth	2111	E88A58B-9		Ni Wa		Na	G
Agoria	2120	E31087A-8		Na		So	
Flyby	2212	X100000-0		Ba Lt Va	R	So	G
Mosellice	2213	A565322-D	F	Ga Ht Lo	A	Na	G
Ravine	2218	D542413-7		Ni Po		So	
Dolleva	2220	C786751-9		Ag Ga Ri		So	
Fuilcwian	2311	C655415-9		Ga Ni	A	So	G
Golaby	2314	EAA8347-8		Fl Lo		So	G
THASSOR	2317	C6A2A9A-D		Fl Hi Ht		So	
Sevrer	2318	C9B8434-A		Fl Ni		So	G
Gulinopa	2411	B575210-B	F	Ga Lo		So	G
Valinii	2415	B556842-A	M	Ga		Na	G
Orbdir	2416	A585785-C		Ag Ga Ht Ri		So	G
Giledian	2417	B738300-D		Ht Lo		Na	G
Sylinea	2418	D584200-8		Ga Lo		So	G
ORIAH	2419	B0009A6-E	M	As Hi Ht In Na Va		Na	G

Darlany (1811), a thriving now-independent former colony that is still effectively a 14th nation in Corosso's politics.

FERVORE SUBSECTOR

Fervore subsector is named after one of the earliest Terran colonies in Alpha Crucis, its settlement dating back to the late Interstellar Wars period. The subsector contains 26 worlds, all within the boundaries of the Solomani Confederation, although a number of worlds remain stubbornly independent. Fervore is highly accessible to Jump-1 shipping and is one of the most densely populous subsectors of Alpha Crucis. Two of its high-population worlds, Duncan and Wiseman, are paraterraformed Selenite worlds. Cyan and Drimgir are the most important Solomani Confederation worlds in the subsector.

2511 Fervore E5449CD-9

Fervore was colonised by genetically altered Terrans during the late Interstellar War period. The genetic adaptations were minor, adapting the citizens to the tainted atmosphere. During the 700s the rulers of Fervore perceived the Solomani Party as a threat to their own power. Their efforts to eradicate Party influence and keep out SolSec and Party agitators gradually transformed their society into a rigid nationalist police state whose primary motivation became the total rejection of Solomani ideology. This has become so extreme that Fervore's population are now taught that they are a native race, the Fervoriani, who evolved on their world and that Terrans and Solomani are aliens. All of history and science have been reshaped to create this new reality; contact with outsiders and free traders are carefully controlled, especially in regard to foreign media. Off world Solomani



Party ideologues in the Confederation's Ministry of Information support covert and operations aimed at overthrowing what they refer to as the 'insane' Fervore regime. A small minority of dissidents and a significant off world exile community support these efforts. However, while Fervore lacks an effective Navy it does possess powerful aerospace and orbital defences and a large army. So far the Solomani Confederation has not found it worthwhile to try and force a regime change.

2811 Drimgir B425ADD-E

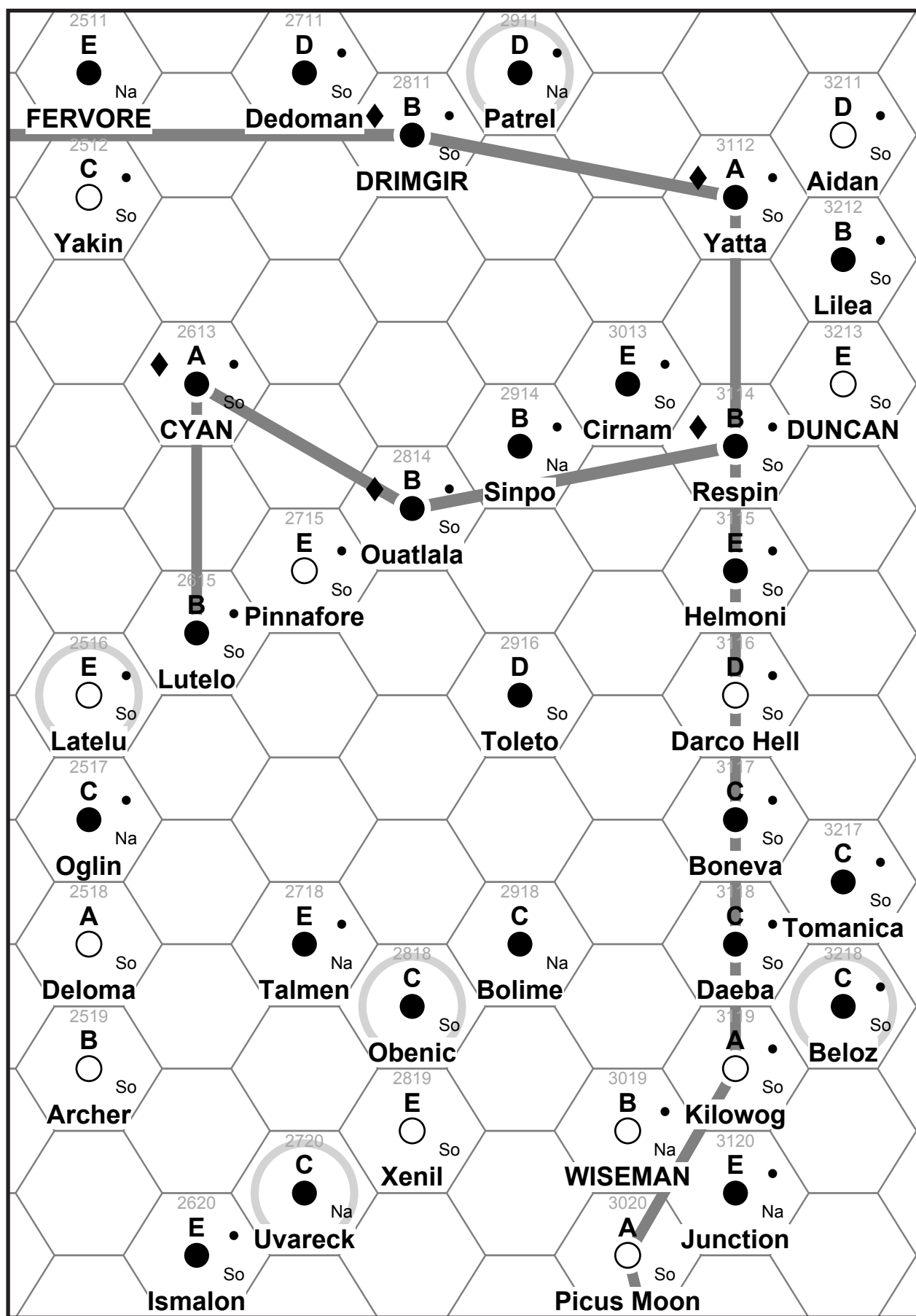
Drimgir was originally colonised by émigrés from Terra's northern European countries. The world joined the Solomani Movement in 783 following a lengthy period of civil war that ended with a total purge of Imperial supporters. Although classed as a religious dictatorship Drimgir is actually a secular state in which the purist faction of the Solomani Party has achieved total control. All adult members of the population

are expected to attend Party meetings and belong to their cells and since advancement in society is impossible without membership, compliance reaches 80%. The planet's high Law Level represents near-omnipresent SolSec surveillance with as much as 25% of the population being actively involved in the Monitor program. Despite this repressive atmosphere, the planet is reasonably productive and is also a prime source of recruits for the Solomani Military and bureaucracy within the sector. Natives of Drimgir are widely considered to be Solomani loyalist fanatics and are popular recruits for the lower echelons of SolSec, Ministry of Justice and the Imperial Army. Drimgir once had a despised mixed-race minority but demonised as a potential 'fifth column' they were forcibly deported to other worlds during and after the Solomani Rim War. Their place at the lower end of society has been taken by imported prindig alien guest workers and uplifted apes, whose subordinate status is clear from their appearance.

Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
FERVORE	2511	E5349CD-9		Hi		Na	
Yakin	2512	C310235-B		Lo		So	G
Latelu	2516	E7A4232-8		FI Lo	A	So	G
Oglin	2517	C76A567-B		Ni Wa		Na	G
Deloma	2518	A200205-E		Ht Lo Va		So	
Archer	2519	B100684-D		Ht Na Ni Va		So	
CYAN	2613	A55599C-E	F	Hi Ht Ga		So	G
Lutelo	2615	B643332-B		Lo Po		So	G
Ismalon	2620	E586545-7		Ag Ga Ni		So	G
Dedoman	2711	D575611-6		Ag Ga Ni		So	G
Pinnafore	2715	E100100-B		Lo Va		So	G
Talmen	2718	E696389-7		Ga Lo		Na	G
Uvareck	2720	C66879A-8		Ag Ga Ri	A	Na	
DRIMGIR	2811	B425ADD-E	F	Hi Ht In		So	G
Ouatlala	2814	B695444-B	F	Ga Ni		So	G
Obenic	2818	C544879-8		Ga	A	So	
Xenil	2819	E100334-A		Lo Va		So	
Patrel	2911	D633695-7		Na Ni Po	A	Na	G
Sinpo	2914	B434246-D		Ht Lo		Na	G
Toleto	2916	D879554-9		Ni		So	
Bolime	2918	C561431-9		Ni		Na	
Cirnam	3013	E85A8B7-8		Wa		So	G
WISEMAN	3019	B10099B-E		Hi Ht In Na Va		Na	G
Picus Moon	3020	A40038B-E		Ht Lo Va		So	
Yatta	3112	A523555-E	F	Ht Ni Po		So	G
Respin	3114	B66A733-C	F	Ht Ri Wa		So	G
Helmoni	3115	E723256-9		Lo Po		So	G
Darco Hell	3116	D9C5640-9		FI Ni		So	G
Boneva	3117	C76A400-C		Ht Ni Wa		So	G
Daeba	3118	C565424-9		Ga Ni		So	G
Kilowog	3119	A10079B-E		Ht Na Va		So	G
Junction	3120	E665564-7		Ag Ga Ni		Na	G
Aidan	3211	D100798-9		Na Va		So	G
Lilea	3212	B894353-C		Ga Ht Lo		So	G
DUNCAN	3213	E100ACB-D		Hi Ht In Na Va		So	
Tomanica	3217	C422462-B		Ni Po		So	G
Beloz	3218	C88857A-9		Ag Ga Ni	A	So	G



FERVORE SUBSECTOR





DENOBOLA SUBSECTOR

Denobola subsector is named after a bright white star in the Denobola system that is visible from the naked eye on Terra. Another large, bright star in the subsector is Beta Pictoris. It was first settled by Solomani settlers from Terran Confederation after the Ninth Interstellar War. The coreward region of the subsector was settled by Christian immigrants from the Alpha Crucis foundation who settled on Turin and its neighbour worlds. During the Long Night they formed the Consolidation of Turin, a commonwealth of worlds united by strong belief in a shared religion. The majority of its population are pure Solomani but about 10% are of mixed or Vilani blood due to immigration in the early Imperial period.

In the 700s and 800s the rise of a militant human supremacist-version of this faith – the Solomani Catholic Church – brought Turin into the forefront of the nascent Solomani Movement and gave it significant influential in the Solomani Confederation. During the Solomani Rim War, Denobola's population – mostly pure ethnic Solomani – were among the most dedicated in furnishing troops and industrial capacity in support of the war effort. The Imperium's advance into Denobola halted partly due to their fear that they would be faced with increasingly fanatical Solomani resistance as they approached the Turin worlds. Nevertheless, nine of the worlds in the subsector were conquered by the Imperium during the Solomani Rim War, forming a narrow strip of occupied territory two parsecs wide along the spinward border. The remaining worlds are within the Solomani Confederation's boundaries although not all are member states.

Consolidation of Turin: This organisation is based on Turin in Denobola subsector. It dates back in various forms to the Long Night. The membership consists of the secular heads of state and the religious leaders – archbishops and bishops – of 10 Christian-dominated worlds within Denobola, Ziusudra and Veracruz subsectors. The majority of their citizens follow the Turin rite churches: Turin Church, Solomani Catholic Church and Church of the First Cross. The Consolidation is a forum for religious, social, economic and political discussion among worlds with shared values. Its member worlds are close trading partners and also tend to vote together within the Secretariat.

0125 Baytapik B200442-D

Baytapik is a rocky moon of a large hot gas giant orbiting the bright young A6 star Beta Pictoris. The system is still in the process of forming planets. Violent planetoid collisions have haloed the system with a pair of dusty debris disks containing mineral and carbon-rich asteroids, in falling comets and embryonic planets. The planet is the base for competing asteroid mining and refinery operations operated by Ling Standard Products and Sternmetal Horizons. There is also a scientific station studying planetary formation.

Piracy is a problem in the system as Baytapik's debris belts offer plenty of places for ships to hide or disappear. Some of these 'pirates' may actually be Solomani Navy infiltrators using the system as a waypoint in support of raids into the Imperium.

0221 Phoenix C565ACH-C

One of the earliest Terran colonies in the subsector, Phoenix was a Solomani loyalist world that only surrendered to the Imperial Navy under the threat of meson gun bombardment of its giant arcologies. A harsh Imperial military rule transitioned into a quisling puppet government that was forced to enact increasingly repressive measures to avoid pro-Solomani revolts. In 1032 a major revolt was put down with the help of the Imperial Marines and mercenary striker units. The cost of maintaining the large security establishment have hampered economic growth but provided a substantial market for Imperial megacorporation Ling Standard Products that sold billions of Credits of worth of arms to the increasingly corrupt ruling oligarchy over the last 80 years.

In 1076 an attempted coup by a segment of the security force was discovered; a 'quiet war' of interrogations, tortures and executions resulted in the purging of 90,000 officers in the security forces. This frightened the regime's secret police into dismantling most of the planetary army and replacing it with a 'total autonomous security solution' developed by LSP's planetary subsidiary. The population is sufficiently hostile to the government that attempts at 'thought police' or cult of personality have failed. Instead, the regime relies on naked oppression through fear of an omnipresent surveillance state.

Majority of the army and police force has been largely replaced by networked remote-control drones operated by carefully screened loyalist officers. Almost all computers, apartments and personal consumer electronics are built with devices that allow government monitoring. The regime operates all clinics and hospitals; many citizens who go in for treatment are implanted without their knowledge with augments that turn them into remote 'eyes' of the regime by allowing the police to see and hear everything they observe. Huge ultra-secure computer complexes have been built to gather and store this information.

The extreme and highly efficient nature of Phoenix's governing autocracy' surveillance culture – a shadowy cabal of officers, bureaucrats and security officials – has led a few conspiracy theorists to speculate that the ruling cabal has been guided by rogue SolSec personnel or their descendents. The question some Imperial authorities have been asking is: what if they *are* rogues and Phoenix is actually a massive SolSec black operation designed to sabotage Imperial efforts at assimilating its population.



Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Leisz	0121	A000130-F		As Ht Lo Va		Im	G
Panunzio	0123	C000723-B		As Na Va		Im	G
Lundvall	0124	E9A457C-8		FI Ni		Im	G
Baytapik	0125	B200442-D		Ht Ni Va		Im	G
Sturken	0128	C645620-8		Ag Ga Ni		Im	G
Denebola	0129	B83A333-E		Ht Lo Wa		Im	G
Arreguin	0130	B43387A-C		Ht Na Po		Im	G
PHOENIX	0221	C565ACH-C		Ga Hi Ht		Im	G
Koz	0230	D786787-6		Ag Ga Ri	A	Im	G
Ayling	0326	D5738BD-6			A	So	G
Piltch	0327	D200244-9		Lo Va		So	G
Herbig	0421	E100245-A		Lo Va		So	G
Muhoberac	0424	CA99120-A		Lo		Na	G
Tennen	0425	E52A422-A		Ni Wa		So	G
Salcedo	0427	A100596-E		Ht Ni Va		So	G
Haimrl	0430	D89A411-9		Ni Wa		Na	
Bali	0524	A988788-C		Ag Ga Ht Ri		Na	
Geetus	0526	E535321-8		Lo	A	Na	G
Baughba	0527	E434457-A		Ni		So	G
Sikken	0528	C554200-A		Ga Lo		So	G
Dassano	0529	C633523-A		Ni Po		So	
KEITH	0626	E796987-8		Ga Hi In		So	G
TURIN	0630	A623A99-E	F	Hi Ht In Na Po		So	G
Lifson	0723	C662543-9		Ni		Na	G
ARSENAL	0725	C4249BA-C		Hi Ht In		Na	G
Gersh	0727	B435854-D		Ht		So	
Lourdes	0730	A67668B-C		Ag Ga Ht Ni		So	G
Piersa	0821	E100840-9		Na Va		Na	G
Kottke	0822	B543420-B	F	Ni Po		So	G
Assisi	0830	B74336A-B		Lo Po		So	G

0630 Turin A623A99-E

Turin itself is a harsh desert world somewhat resembling a wetter and slightly more habitable version of Mars. The planet is known for its domed cities, large families, the and the ornate 'Iridium Baroque' style of art and architecture that dominates its oldest buildings. A major tourist attraction are the 12 giant antigravity-supported cathedrals of the Solomani Catholic Church that drift in stately pilgrimage between major centres. Although not a theocracy by any means, religion is a major part of daily life and politics.

Turin was originally settled by Roman Catholic religious émigrés from Europe who left Terra just prior to the Third Interstellar, largely over doctrinal split with the Vatican in regard to the salvation of non-Human aliens. Their faith only grew stronger during the tribulations of the Long Night even as their church slowly altered into its own distinct denominations, of which the most significant are the Church of the First Cross and the Solomani Catholic Church. Despite doctrinal conflict centuries ago both are now on friendly terms, differing mainly in specific points of doctrine. The Solomani Catholic Church uses the New Solomani Bible and tends to greater involvement in missionary work and political affairs, while the Church of the First Cross is more militant in converting the unfaithful and its doctrines strongly advocate Solomani racial supremacy.

0725 Arsenal C4249BA-C

Arsenal was a major subsector naval base during the Rule of Man whose last admiral also became its first dictator during the Long Night. The capital city is Warspite, built around the ancient hulk of a gutted Rule of Man-era battleship that still houses the presidential palace, many government offices and army barracks. Arsenal has an extensive military-industrial complex and highly regimented culture. Most inhabitants live in crowded labyrinth-cities where the government enforces cradle-to-grave discipline on all aspects of life, from choice of occupation to entertainment to reproduction. The present population is pure Solomani, 'genetic undesirables' having long since been weeded out. Although supportive of the Solomani Cause the government – the Solomani Republic of Arsenal – is actually independent of the Solomani Confederation since 1005 when its somewhat unstable dictator declared independence to protest Secretary-General Wolf's willingness to make peace with the Imperium. The dictator died in 1057 but the ruling oligarchy that succeeded him has proven unable to easily abandon his policies. Currently Arsenal enjoys some status as a leader of other 'non-aligned states' in the subsector. Its military forces, while ostensibly independent, have engaged in joint exercises with Confederation forces. Mercenaries raised in Arsenal's military crèches have been used by hard-core factions



of the Solomani Party to intervene in situations where regular Confederation troops would be politically undesirable.

VERACRUZ SUBSECTOR

Veracruz contains 32 worlds, all of them within the bounds of the Solomani Confederation. Its settlement dates back to thousands of years including worlds that were colonised by the legendary Alpha Crucis foundation under the Terran Confederation. Almost all of subsector's inhabitants are pure Solomani, most originally of European, North African and American ancestry. Chartres, Montserrat and Cologne are also members of the Consolidation of Turin. The Church of the First Cross is quite popular in the rimward regions, and the Solomani Catholic Church in the coreward areas.

1223 Vogar A85A544-E

Vogar is one of the few worlds in Alpha Crucis to have an uplifted Dolphin majority that possesses political power. The planetary parliament is dominated by the elected leaders of Dolphin megapods, although its constitution requires that certain cabinet

positions always go to Human Solomani. Vogar's Solomani Party belongs to the radical Dolphin Embracer faction. Although dominated by Humans it serves in an advisory role, acting as an upper house that rubber stamps decisions of the popular parliament. It also serves as an important interface between the government and Confederation bureaucracy.

1427 Bisset B310235-D

In 1092 the overthrow of a dictatorship on Santa Maria prompted a squadron from the prior regime's well-equipped Naval Home Guard to flee the system. Many of them have since formed a nucleus of a pirate brotherhood on Bisset. Most of the pirate ships are SDBs but they have a number of tender vessels that provide interstellar mobility. Recently the Confederation Navy has increased its patrols in the subsector to counter this pirate scourge.

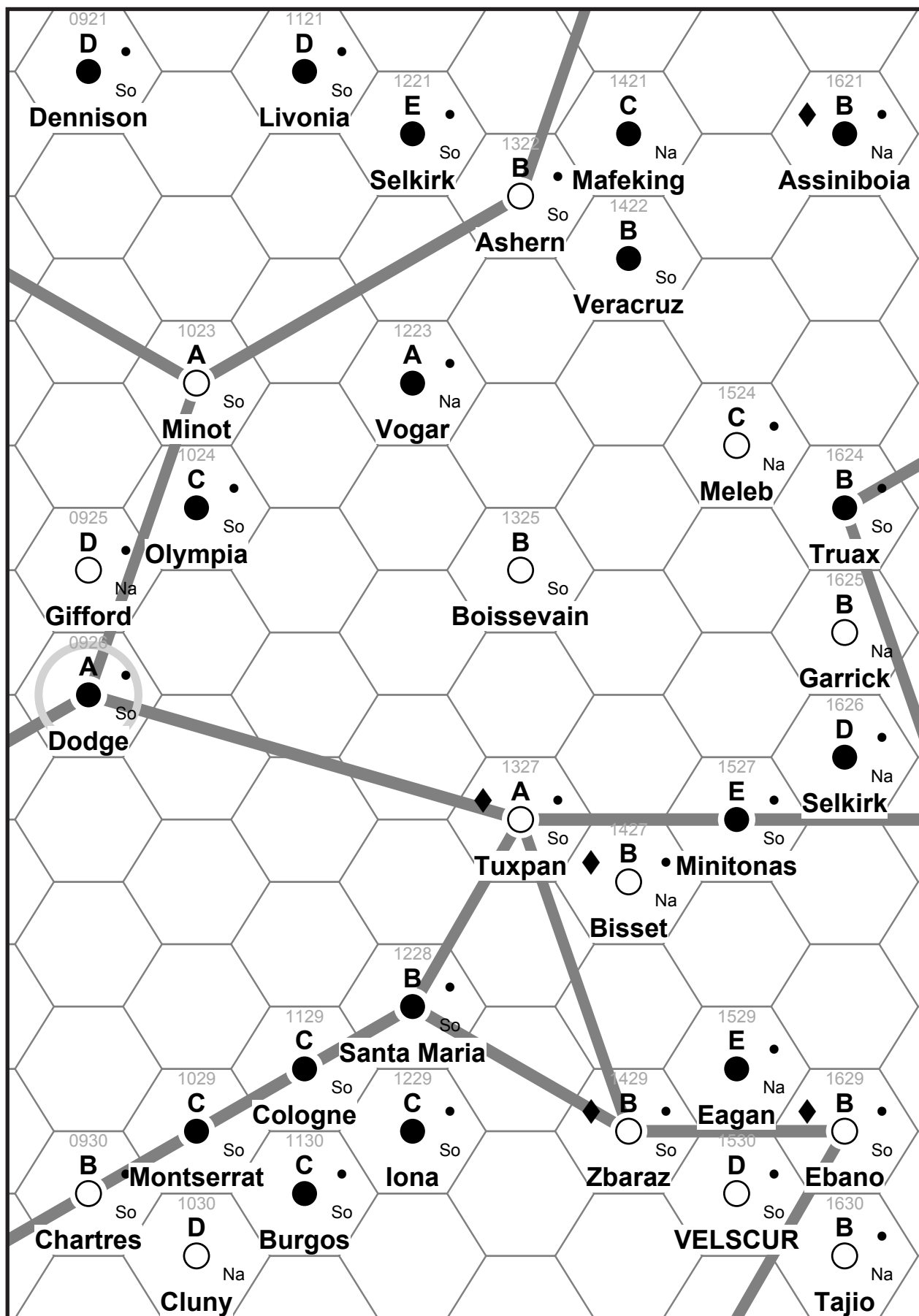
1530 Velscur D100956-C

First settled in -2222, Velscur was the first Selenite colony to undergo paraterraforming, with its worldhouse completed by -1970. Today it is a high-population Selenite world ruled by a feudal technocracy steeped in ritual and tradition. Once the seat

Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Dennison	0921	D656342-7		Ga Lo		So	G
Gifford	0925	D310261-9		Lo		Na	G
Dodge	0926	A422798-E		Ht Na Po	A	So	G
Chartres	0930	B310745-C		Ht Na		So	G
Minot	1023	A100776-E		Ht Na Va		So	
Olympia	1024	C7668AC-8		Ga Ri		So	G
Montserrat	1029	C5586BB-8		Ag Ga Ni		So	
Cluny	1030	D410458-A		Ni		Na	
Livonia	1121	D546633-6		Ag Ga Ni		So	G
Cologne	1129	C58559B-9		Ag Ga Ni		So	
Burgos	1130	C679332-A		Lo		So	G
Selkirk	1221	E433203-A		Lo Po		So	G
Vogar	1223	A85A544-E		Ht Ni Wa		Na	G
Santa Maria	1228	B546541-B		Ag Ga Ni		So	G
Iona	1229	C42279D-A		Na Po		So	G
Ashern	1322	B9B4720-B		Fl		So	G
Boissevain	1325	B100554-E		Ht Ni Va		So	
Tuxpan	1327	A100120-E	F	Ht Lo Va		So	G
Mafeking	1421	C555200-A		Ga Lo		Na	
Veracruz	1422	B99989A-B				So	
Bisset	1427	B310235-D	M	Ht Lo		Na	G
Zbaraz	1429	B400300-E	F	Ht Lo Va		So	G
Meleb	1524	C100544-C		Ht Ni Va		Na	G
Minitonas	1527	E556527-7		Ag Ga Ni		So	G
Eagan	1529	E577465-7		Ga Ni		Na	G
VELSCUR	1530	D100956-C		Hi Ht In Na Va		So	G
Assiniboia	1621	B755766-A	M	Ag Ga		Na	G
Truax	1624	B68766A-A		Ag Ga Ni Ri		So	G
Garrick	1625	B100534-E		Ht Ni Va		Na	
Selkirk	1626	D78A643-8		Ni Ri Wa		Na	G
Ebano	1629	B100110-E	F	Ht Lo Va		So	G
Tajio	1630	B310558-E		Ht Ni		Na	G



VERACRUZ SUBSECTOR





of a small pocket empire, its ambitions were thwarted long ago by the Consolidation of Turin and it has long since retreated into isolationism. Like other Selenite planets it is a 'world city' tunnelled underground with levels every seven or eight metres for 200 metres. The world began with a few thousand people and some mining colonies but has kept growing over centuries, adding deeper and deeper levels. It is not especially crowded; most apartments are 100 square metres or more. Different sections are linked by high-speed underground railways. Hundreds of thousands of underground farms grow different vegetables and raise microgravity-adapted livestock. Enormous aquaculture tanks support huge volumes of fish, shrimp, algae and other seafood. A few Zimmerist agitators from Brookwall have recently appeared on Velscur seeking refuge and allies against the Confederation.

VALD SUBSECTOR

Vald is a sparsely populated subsector containing 24 worlds, all within the borders of the Solomani Confederation. Except for a few worlds to coreward, most of Vald is isolated from major trade routes. The majority of the subsector was settled by Solomani immigrants from other worlds in Alpha Crucis subsector within the last century or so.

2129 Pesacce B578721-A

Established in 942, this is the one of more successful recent Solomani colony worlds in this sector. Its inhabitants are noted for their optimistic frontier spirit, disdain for red tape and entrepreneurial zeal. It is serving as a hub for further economic development in the sector. By custom, all adult citizens automatically join Pesacce' Solomani Party, which uses regular polling, town meetings and online plebiscites to vote on most issues.

One of the more unusual organisations to set up on Pesacce is the Maria-Varda Timer's Club, built on a secure mountain top resort. The club is an association of futurists, romantics and adventurers dedicated to experiencing sweep of Solomani history via cryogenic suspension. Founded in 757 by a noted author and Solomani Party philosopher, it provides both a comfortable meeting place for like-minded chrononauts and, for a modest Cr 100,000 fee, various services such as investment banking, expert medical care and monitoring of ultra-high quality low berths. Its most famous member is probably the pugnacious retired Confederation Marine colonel Roland Armstrong, whose last line before his suspension was 'wake me up when we're ready to take back Terra'.

2425 Delin X778635-5

Most of the citizens of this isolated world appear to be descended from only four families, the sole survivors of a crashed Terran sleeper ship that crashed around -2400, carrying a group of émigrés from Wales. Delin's tiny population grew during the Long Night. The small farming colony was not rediscovered until the

850s, after a collapse to TL 3 levels. Today it is perhaps the only world in the Solomani Confederation where the nearly extinct Terran language of Welsh survives. The limited gene pool of the Terran colonists has also made them extremely susceptible to off world diseases. Despite some lobbying in the Secretariat to open the world for settlement, Delin has been interdicted by request of the Solomani Confederation's Ministries of Information and Genetics in order to protect a unique Terran culture and language of the inhabitants and to better preserve its genetic heritage. It remains open to properly-immunised scholars and trained Navy contact personnel. Every few years a cadre of medically-screened youths are allowed off world to attend Confederation schools or institutions, indoctrinated in Solomani ideology and reintroduced into Delin's society as educators and Party leaders. Through this slow-but-sure approach the planet has gradually reached TL 5 without undue cultural stress.

2226 Vald C9D6400-B

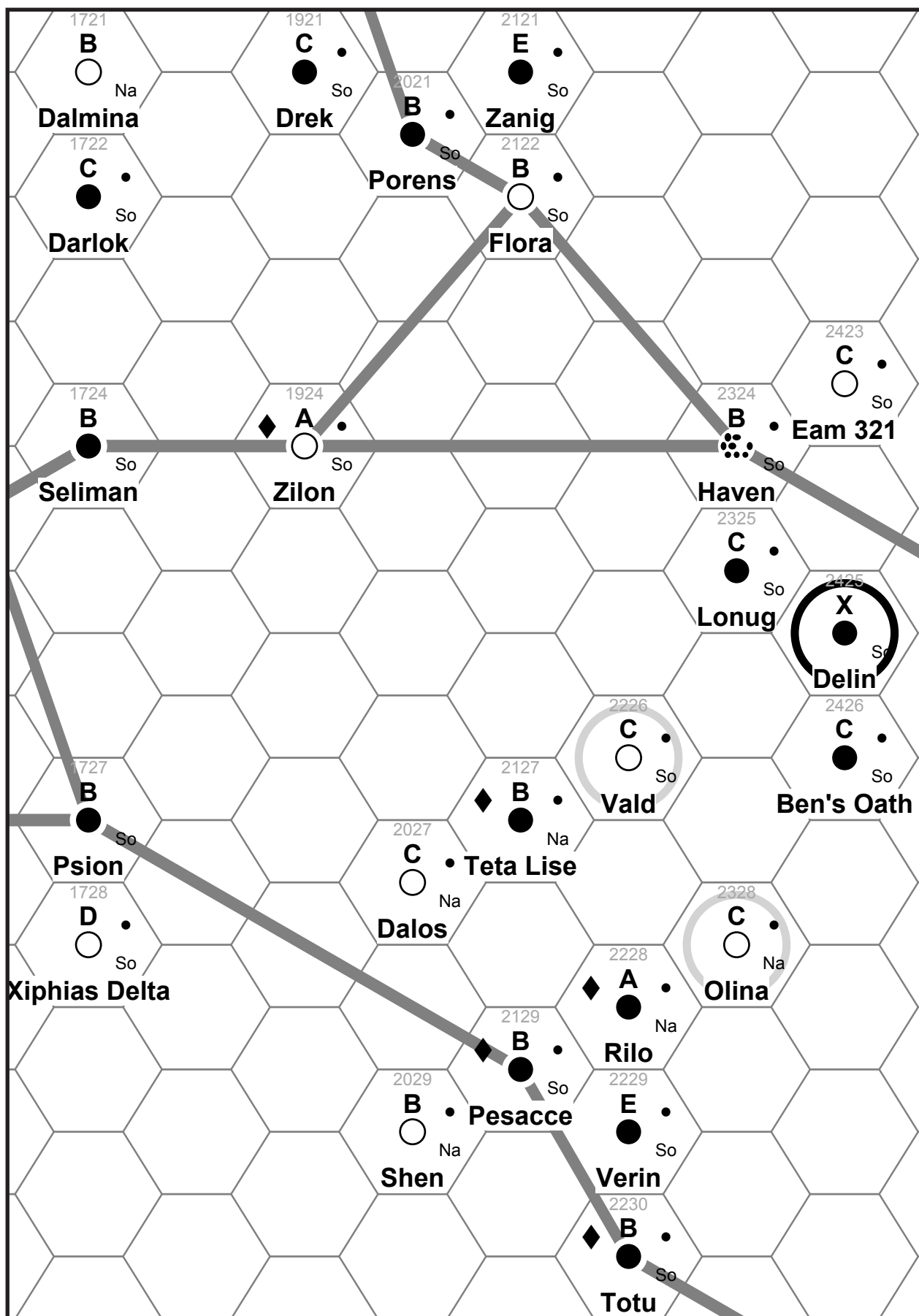
Vald's very dense oxygen-nitrogen atmosphere makes its surface uninhabitable. However, a rich ecosystem has developed on a few high mountain plateaus and in the upper air, where the pressure is equivalent to a standard atmosphere. Its most advanced native life forms are the floating blimp-like zephyr hives and the myriads of smaller flyers that nest amongst them. These include the fierce winged valrocs, whose flocks seem to exist in a symbiotic relationship with the zephyr reefs. Although not truly sentient, zephyr hives are a form of colony organism that exert a rudimentary psionic control over the species living on them, even using valrocs as soldiers to fight 'air forces' of rival reefs.

In the 600s documentaries on the planet's exotic wild life and the romance of living among the clouds and mountain peaks made the world an attractive destination for hunters and adventure tourists. Vald soon became a favourite vacation site for Imperial sector nobility. Dozens of impressive hunting lodges were built among the mountain peaks, many for vacationing Alpha Crucis nobility. The Solomani Party's suppression of the nobility ended Vald's resort culture in the 800s. However, several noble families that had lost titles and planetary estates but chose to continue to stay within the Confederation elected to relocate here with their retainers and what remained of their fortunes. They established permanent mountain-top eyries where they could dream of better days.

This comfortable exile was interrupted in the 1060s when a team of Macrogenesis xenologists studying the zephyr hives discovered a particular exotic hormone within valroc brains was responsible for their sensitivity to psionic control and could be used as natural psi-drug. In recent years the fortunes of Vald's families have become tied to licensing valroc hunting, initially through exclusive contracts with Macrogenesis, with careful quotas to ensure the continued viability of the valroc and zephyr hive populations. However, a substantial black market for psi drugs has grown up. Over the



VALD SUBSECTOR





Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Dalmina	1721	B310312-D		Ht Lo		Na	
Darlok	1722	C432400-C		Ht Ni Po		So	G
Seliman	1724	B546535-B		Ag Ga Ni		So	
Psion	1727	B545689-A		Ag Ga Ni		So	
Xiphias Delta	1728	D300558-A		Ni Va		So	G
Drek	1921	C543545-9		Ni Po		So	G
Zilon	1924	A8B6410-E	F	FI Ht Ni		So	G
Porens	2021	B565424-B		Ga Ni		So	G
Dalos	2027	C8A5779-9		FI		Na	G
Shen	2029	B7A2531-C		FI Ht Ni		Na	G
Zanig	2121	E527100-9		Lo		So	G
Flora	2122	B100442-E		Ht Ni Va		So	G
Teta Lise	2127	B658877-A	M	Ga		Na	G
Pesacce	2129	B578721-A	F	Ag Ga		So	G
Vald	2226	C9D6400-B		Ni	A	So	G
Rilo	2228	A591436-D	M	Ht Ni		Na	G
Verin	2229	E79A333-9		Lo Wa		So	G
Totu	2230	B777486-B	F	Ga Ni		So	G
Haven	2324	B000454-E		As Ht Ni Va		So	G
Lonug	2325	C553410-9		Ni Po		So	G
Olina	2328	C7A2641-9		FI Ni	A	Na	G
Eam 321	2423	C200400-C		Ht Ni Va		So	G
Delin	2425	X778635-5		Ag Ga Lt Ni	R	So	
Ben's Oath	2426	C745874-8		Ga		So	G

last decade poachers connected to criminal syndicates have also been operating here – some independently, others through secret alliances with greedier families. Under the pressure of the drug profits mansions have turned into fortresses, inter-family feuds and violent skirmishes between family retainers and armed poachers have become common.

ADDISON SUBSECTOR

Addison subsector contains 31 worlds, all within the borders of the Solomani Confederation. Much of the subsector were colonised after the formation of the Solomani Autonomous Region but a few date back to earlier expeditions. All but nine worlds are Confederation member states but these include some of the older and richer planets.

Galloway's Commonwealth of Gadjick claims sovereignty over Potena, Serpa and Razein and disputes the Solomani Confederation's claim to Duni.

2624 Addison B100999-E

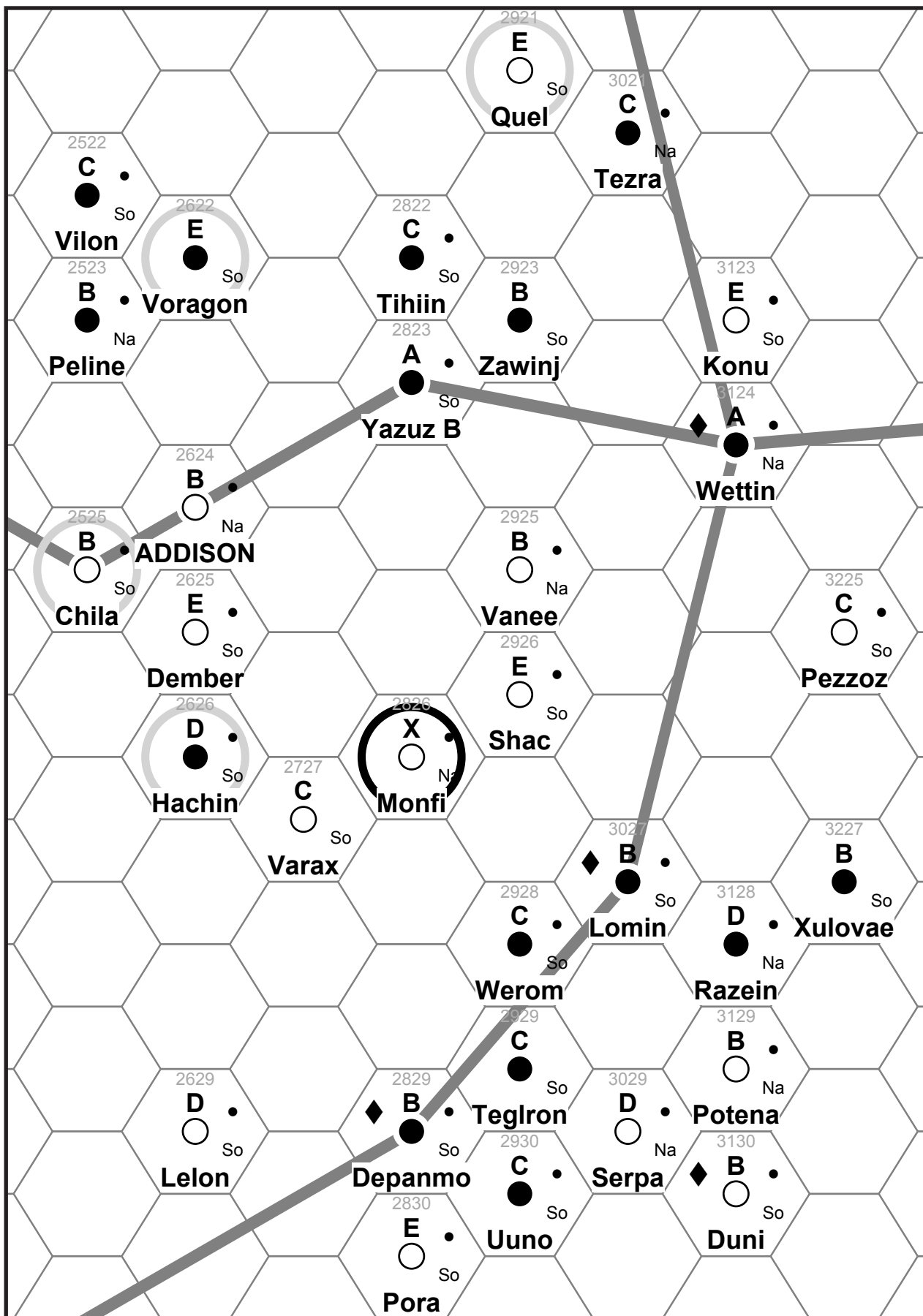
Addison is a small, highly industrialised vacuum world that was settled in –2020. Its population are known for their strong work ethic and communal social system. Government is theoretically a multi-party democracy but is actually run by a nearly hereditary

bureaucracy. Most of the inhabitants are Selenians, humans adapted to low gravity environments and capable of temporary survival in vacuum. Addison's variant Human inhabitants have never strongly identified with the Solomani Movement; this has been reciprocated with Purist factions in the Solomani Party resisting its membership. However, the world has generally been a solid trading partner with the Solomani Confederation. About 2% of the population belong to a moderate faction of the Solomani Party and a sizable fraction of the population favour membership in the Confederation.

3130 Duni B200653-D

This world was colonised from the Commonwealth of Gadjick in 761 but the colony was mismanaged and abandoned around 780. In the 890s the world was resettled by Solomani colonists from Yazuz B who established mining and space yard industries there. After some time as a protectorate Duni was poised to become a Confederation member in 1060. This provoked the ire of Gadjick Commonwealth of Gadjick who had never renounced their old claim. Partially encouraged by military cutbacks that – over SolSec objections – had closed the last Solomani Confederation Navy base in the subsector in 1080, Gadjick launched a surprise invasion in 1085, quickly overwhelming the world's small Home Guard. However, they had miscalculated Confederation resolve. In 1086 the Confederation launched Operation Black Swan,

ADDISON SUBSECTOR





Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Vilon	2522	C75A336-B		Lo Wa		So	G
Peline	2523	B563589-B		Ni		Na	G
Chila	2525	B100100-E		Ht Lo Va	A	So	G
Voragon	2622	E592314-7		Lo	A	So	
ADDISON	2624	B100999-E		Hi Ht In Na Va		Na	G
Dember	2625	E100889-9		Na Va		So	G
Hachin	2626	D544203-8		Ga Lo	A	So	G
Lelon	2629	D310532-9		Ni		So	G
Varax	2727	C3008DC-8		Na Va		So	
Tihiin	2822	C88689C-8		Ga Ri		So	G
Yazuz B	2823	A431276-E		Ht Lo Po		So	G
Monfi	2826	X100533-7		Ni Va	R	Na	G
Depanmo	2829	B636200-D	F	Ht Lo		So	G
Pora	2830	E310257-A		Lo		So	G
Quel	2921	E41025A-A		Lo	A	So	
Zawinj	2923	B562262-B		Lo		So	
Vanee	2925	B310213-D		Ht Lo		Na	G
Shac	2926	E6A2000-0		Ba Fi Lt		So	G
Werom	2928	C758442-9		Ga Ni		So	G
TegIron	2929	C552530-9		Ni Po		So	
Uuno	2930	C594847-8		Ga		So	G
Tezra	3021	C563238-9		Lo		Na	G
Lomin	3027	B98A400-E	F	Ht Ni Wa		So	G
Serpa	3029	D31079B-8		Na		Na	G
Konu	3123	E100223-A		Lo Va		So	G
Wettin	3124	A87A788-E	M	Ht Wa		Na	G
Razein	3128	D588646-6		Ag Ga Ni Ri		Na	G
Potena	3129	B100532-E		Ht Ni Va		Na	G
Duni	3130	B200653-D	F	Ht Na Ni Va		So	G
Pezzo	3225	C100877-B		Na Va		So	G
Xulovae	3227	B565441-B		Ga Ni		So	

retaking Duni and smashed Gadjick's naval base at Poteena from where the invasion had been launched. The brief Duni War cost 10,000 lives – mostly on the Gadjick size – and made a war hero of the task force commander Admiral Elijah Drummond, who would later be elevated to the Solomani High Council. Since the Duni War the Solomani Confederation has established new naval bases in Addison and Galloway sectors to keep an eye on the Gadjick Commonwealth.

ZIUSUDRA SUBSECTOR

Ziusudra subsector contains 30 worlds, all of them within the borders of the Solomani Confederation. Ziusudra itself was an early outpost of Terran explorers who according to local legend first visited it during the Seventh Interstellar War, although the current Solomani population arrived in the Rule of Man. Balboa and Scathe, a pair of densely populated highly industrialised systems, presently dominates the subsector.

0231 Scathe A000A99-E

Scathe is a rich asteroid belt with 23 large asteroid habitats and several hundred outlying mining stations. It is a major

industrial centre and during the Solomani Rim War was raided multiple times by Imperial strike cruisers. Despite thousands of civilian casualties, Scathe was ably defended and remained in Confederation hands. Despite or because of these experiences the mostly pure-Solomani population are patriotic supporters of the Solomani Cause and the system is a prime recruiting area for the Navy. The rather ossified Party bureaucracy takes every opportunity to demonstrate its patriotism and indeed many are descended from old war veteran families. With its location on the border, Scathe is also a major financial supporter for Solomani guerrilla groups and the Solomani Liberation Front openly maintains fundraising and recruiting offices here.

0234 Ziusudra B555797-A

Ziusudra's oceans and major islands were seeded with genetically engineered Terran life replacing the primitive native ecology. The process of creating an earthlike garden world was begun during the Rule of Man but not completed until 900. Now there are fears it may all come to ruin. In 1103, geological sensors began showing signs that the planet's active Mavinga megacaldera region on its heavily-populated northern continent has an 85%+ likelihood of erupting as a 'super volcano' within matter



of several weeks. This will produce hundreds of earthquakes cover thousands of square kilometres with poisonous ash and disrupt the climate for years, devastating agricultural production and possibly upsetting the delicate balance of the world's imported ecosystem.

At the Ziusudra government's request the Secretariat have declared the planet a disaster zone. Home Guard, Confederation Navy and Army forces are moving in to aid in the evacuations of millions of citizens from the most threatened regions. Transstar and the Navy are both shipping in food supplies, filter masks and filtration units and taking the most vulnerable citizens – such as the elderly and children – to off world refugee camps. 17 major cities and dozens of smaller towns are being abandoned as local citizens try to escape the danger zone but ground and grav vehicles are clogging roads, public transit and airways. Ziusudra's Solomani Party had previously banned most private ownership of vehicles to better subsidize its state-run public transit system, which is now breaking down under the stress. Adding to the problems are that the planet's non-Solomani minority – about 13% of the population – are realising they are at the bottom of the list for evacuation and receipt of filter masks and their unrest is growing. Home Guard forces are

being diverted from evacuation duty to patrol cities to prevent looting and control civil disorder. Rumours are spreading that that purist elements in the Solomani Party and Navy are willing to let the minorities be trapped in the cities when the super volcano erupts. The racial situation may explode before the volcano does.

0731 Amiens D6888DE-4

The population of Amiens belong to a sect of the Solomani Catholic Church that has turned its back on technology. Many are monks who labour on large church-owned farms but half of Amiens' population are native prindigs who have successfully assimilated into Solomani society. These 'Ladybugs' are slender humanoids with multifaceted eyes, feathery ears and shimmering blue-violet skins. They are serial hermaphrodites but spend most of their time as female or neuters. Once a TL 0 race, they have adapted to Amiens' TL 4 Human society. All wear human clothes, speak Anglic with a lisping accent and belong to the Church. Most Solomani farms have Ladybug domestic and farm workers. Most appear to accept their status as subordinate beings in the eyes of god and man. Their docility, piety and hard work have made them popular beyond

Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Rosaro	0131	C000430-C		As Ht Ni Va		So	G
Potose	0133	E546200-8		Ga Lo	A	So	G
Sucre	0135	C686687-8		Ag Ga Ni Ri		Na	G
Ica	0136	C865588-9		Ag Ga Ni		So	G
Luebo	0137	A643566-D	F	Ht Ni Po		So	G
Lusaka	0139	B98A658-D		Ht Ni Ri Wa		So	G
SCATHE	0231	A000A97-E	F	As Hi Ht In Na Va		So	G
Walvis	0232	A572779-C		Ht		So	G
Fogo	0233	B100659-E	F	Ht Na Ni Va		So	G
Ziusudra	0234	B555797-A	F	Ag Ga	A	So	G
Tomsk	0236	D9C4325-9		Fi Lo		Na	G
BALBOA	0240	B573987-C	F	Hi Ht In		So	G
Bokhoro	0332	E10077A-9		Na Va		So	G
Fermi	0334	B898652-B		Ag Ga Ni		Na	
Palawan	0335	C874204-A		Ga Lo		So	G
Nin	0339	E9E4546-8		Ni		So	G
Dashpot	0340	D557584-7		Ag Ga Ni		So	G
Rartonga	0435	D422431-9		Ni Po		So	G
Maxwell	0436	C3107AF-A		Na		Na	
Wisniak	0437	C564320-9		Ga Lo		So	G
Ducain	0540	B555338-B	F	Ga Lo		So	G
McManuss	0632	E98A110-9		Lo Wa		Na	G
Sala	0634	C310664-A		Na Ni		So	G
Kirchkoff	0636	A7B4461-E		Fi Ht Ni		Na	G
Garabel	0638	B79A678-C		Ht Ni Wa		Na	
Torrens	0639	A679798-D	F	Ht		Na	G
Amiens	0731	D6888DE-4		Ga Lt Ri		So	
Kermadec	0734	C100577-C		Ht Ni Va		So	
Fantasy	0834	B58A477-D		Ht Ni Wa		So	G
Xiamen	0840	B766336-D		Ga Ht Lo		Na	G



Amiens as domestic servants throughout the Consolidation of Turin and a model example for the integration of nonhuman aliens into Confederation culture. Amiens' Solomani Party also arranges for surplus Ladybugs to emigrate to find jobs on other Consolidation of Turin worlds and sometimes as stewards or cargo hands aboard starships. The race has proven quite adaptive, even on high TL worlds and Ladybugs are now lightly scattered throughout Alpha Crucis, often as fashionable servants for Party elites.

Ladybugs have Weak Education and Social Standing (-2) but Notable Dexterity (+2). They change gender; two months out of 12 they are male; otherwise they are female. When male hormonal changes reduce their Endurance by 1 but increase Strength by 1. Their eyes see normally in anything but total darkness. Ladybugs have Weak Education and Social Standing (-2) but Notable Dexterity (+2). They change gender; two months out of 12 they are male; otherwise they are female. When male hormonal changes reduce their Endurance by 1 but increase Strength by 1. Their compound eyes see normally in anything but total darkness.

REGULUS SUBSECTOR

Regulus subsector contains 26 worlds, all inside the boundaries of the Solomani Confederation. Regulus is an under-developed region of the sector on the edge of the rimward frontier. The most influential world is Tino, a highly-polluted industrial planet that is an economic powerhouse but also a major importer of food and luxury goods. Over the last decade, Tino's Solomani Party and financial sector have been dominated by Rimward Expansionists who are funding aggressive planetary development and colonisation programs on several worlds in Regulus and neighbouring Newworld.

1432 Darina A89A541-E

Darina is one of the few worlds in Alpha Crucis to have an uplifted Dolphin majority that holds political power. The elected leaders of Dolphin megapods dominate the planetary parliament, although the constitution requires that certain cabinet positions always go to Humans. Darina's weak Solomani Party belongs to the radical Dolphin Embracer faction. Although dominated by Humans it serves in an advisory role, acting as an upper house that rubber stamps decisions of the popular parliament. It also serves as an important interface between the government and Confederation bureaucracy.

1236 Doko Ba C577648-8

This planet is famous for its warm climate, the beautiful sandstone buildings of its starport and the quiet faith of its population. Like several worlds in Alpha Crucis, it was settled by

religious émigrés from Terra. The Doko Baists follow a religious, mystical faith descended from Buddhist and Sufi roots that teaches the value of all sophont life. Although a member of the Solomani Confederation, their Solomani Party, who also follow the faith, belongs to a radical embracer faction that simply believes the Solomani people are destined to lead the universe through their spread of Doko Baist spiritual enlightenment and pacifism. For three centuries Doko Baists have stood up to mainstream Solomani Party pressure to alter their doctrines to a more acceptable form. The world is believed to have provided refuge for dissidents from less tolerant Solomani worlds and the population, though law-abiding, has an unusually low incidence of participation in SolSec's monitor program. This resistance has had its price. In 1007 soon after the end of the Rim War a group of 'pirates' raided the planet, killing 2,736 believers and looting their sacred Cathedral of Sentience. They were never captured. It may have been a SolSec black op aimed at sending a message tolerance could only go so far but is also possible that Solomani militants associated with the Knights of the First Cross carried out the raid. Several religious art objects valued at Cr. 40 million are still missing. Despite these trials, the inhabitants continue to preach their gospel of universal harmony and send missionaries out into the Confederation and beyond to change hearts and minds.

1235 Yano E773000-0

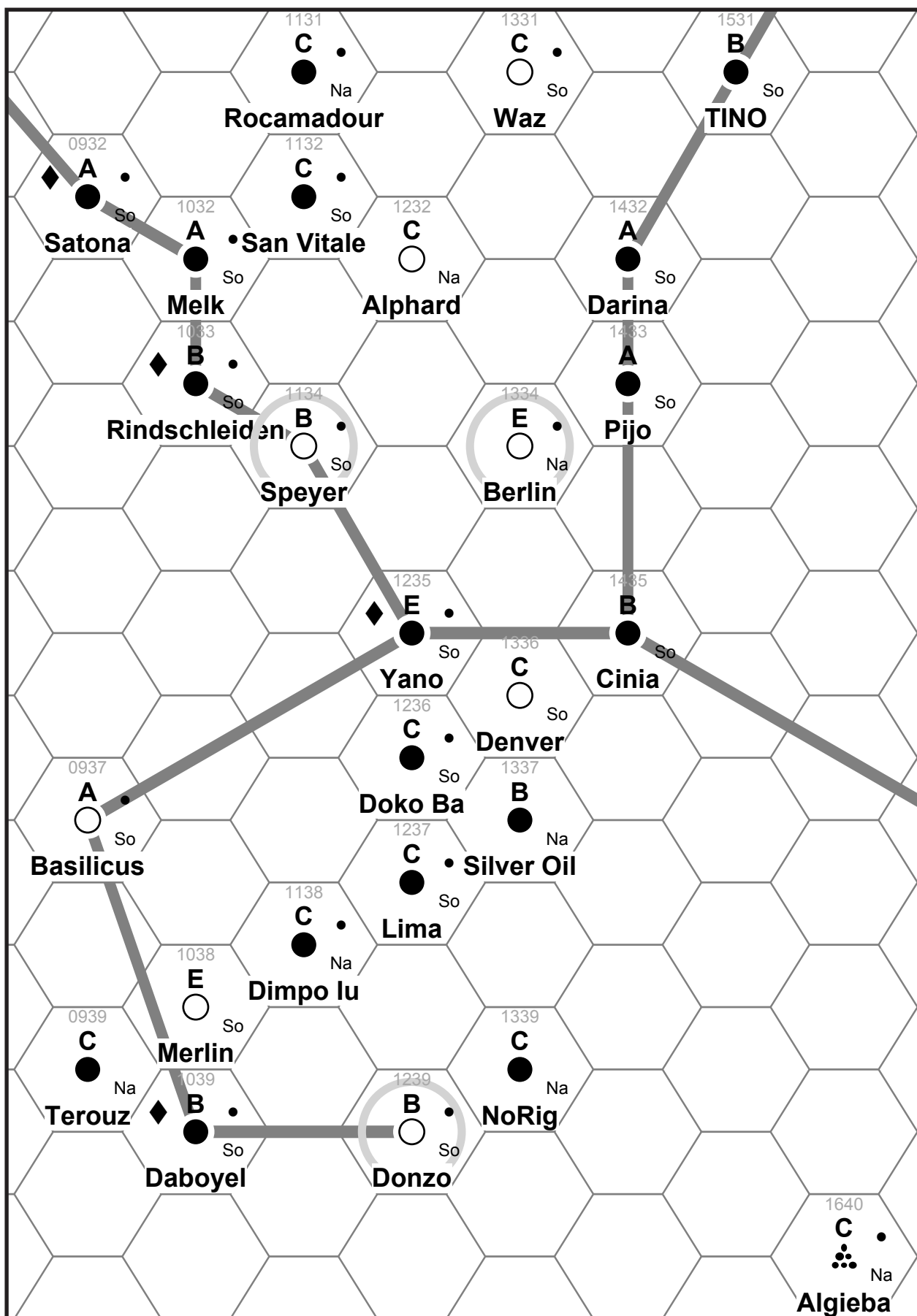
Yano's small Solomani population was almost entirely wiped out by a comet impact in 983. Plans to resettle the planet have been on hold due to a dispute in the Secretariat regarding which member states and corporations should take the lead in resettlement. The Yano Naval base consists of a constellation of unmanned environmental-monitoring and weather satellites and an automated Xboat service and refuelling station.

1433 Pijo A5558CB-C

Pijo is one of the few worlds in Alpha Crucis where a ruling monarchy was established in the Long Night continued to hold sway even after the rise of the Solomani Movement. However, in 1104 the last King of Pijo died without leaving an adult successor. His designated heir is Bryony, an 11-year old girl; an uneasy coalition of relatives, courtiers, party leaders and generals hold the regency and vie for influence within her court. Despite this troubled succession the regency has emboldened populist factions in the local Solomani Party who wish to replace the royalists with a Solomani People's Republic. Pijo also has a large population of uplifted apes. Almost every well-to-do Solomani family on Pijo employs one as a groundskeeper, labourer, or servant. The uplifted apes on Pijo have a tradition of service to the monarchy and aristocracy and their numbers include an elite Lifeguard regiment within the Pijo Home Guard.



REGULAS SUBSECTOR





Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Satona	0932	A692575-D	F	Ht Ni		So	G
Basilicus	0937	A100422-E		Ht Ni Va		So	G
Terouz	0939	C572562-9		Ni		Na	
Melk	1032	A5477BB-C		Ag Ga Ht		So	G
Rindschleiden	1033	B431898-C	F	Ht Na Po		So	G
Merlin	1038	E310000-0		Ba Lt		So	
Daboyel	1039	B432752-D	F	Ht Na Po		So	G
Rocamadour	1131	C684486-9		Ga Ni		Na	G
San Vitale	1132	C87A430-B		Ni Wa		So	G
Speyer	1134	B410311-D		Ht Lo	A	So	G
Dimpo lu	1138	C676532-9		Ag Ga Ni		Na	G
Alphard	1232	C200735-A		Na Va		Na	
Yano	1235	E773000-0	F	Ba Lt		So	G
Doko Ba	1236	C577648-8		Ag Ga Ni		So	G
Lima	1237	C554300-A		Ga Lo		So	G
Donzo	1239	B300543-D		Ht Ni Va	A	So	G
Waz	1331	C200512-B		Ni Va		So	G
Berlin	1334	E8C3200-9		Fl Lo	A	Na	
Denver	1336	C9BA535-C		Fl Ht Ni Wa		So	
Silver Oil	1337	B63A852-E		Ht Wa		Na	
NoRig	1339	C422310-B		Lo Po		Na	
Darina	1432	A89A541-E		Ht Ni Wa		So	
Pijo	1433	A5558CB-C		Ga Ht		So	
Cinia	1435	B584242-B		Ga Lo		So	
TINO	1531	B542988-C		Hi Ht In Po		So	
Algieba	1640	C000100-D		As Ht Lo Va		Na	G

NEW HOLLAND SUBSECTOR

New Holland subsector contains 29 worlds, all within the borders of the Solomani Confederation. Like its neighbour Galloway the region has long been a backwater, although a few isolated colonies have existed since the Terran Confederation era. The subsector has been the scene of the ongoing Brookwall Police Action, the largest-scale Confederation military operation in the sector since the Solomani Rim War.

2435 Brookwall C10096A-D

Brookwall was a typical paraterraformed Selenite 'world city' whose linked domed structures eventually covered most of the tiny gas giant moon they were built upon. The planet was well-integrated into Solomani Confederation society and at one time boasted an A class starport. Then in the 1099 it fell under the control of Tobias Zimmer, whose own writings had proclaimed the superiority of genetically-upgraded Solomani in general and Selenites in particular as the ultimate expression of the Solomani Cause. Zimmer and his followers achieved power on Brookwall and began attracting followers among the Solomani Parties on other Selenite worlds in the sector. Despite having many political enemies, Zimmer's faction won control of the Party and he was appointed to the Secretariat. He was on his way to Home when he was assassinated by a bodyguard. In any

event his martyrdom failed to halt the movement. Many claimed that a SolSec or Church of the First Cross conspiracy were ultimately behind his death and anti-Confederation sentiment grew among the Zimmerists. Rioting followed and the planetary government fell. In 1101 civil war erupted between Zimmerists and anti-Zimmerists.

Fearing the rise of a pan-Selenite nationalist movement if the Zimmerists won this internecine conflict, the Secretary General and High Council acted with alacrity. A year after the civil war broke out the New Holland and Regulus subsector fleets of the Confederation Navy arrived, quickly neutralised the Zimmerist faction of the Brookwall Naval Home Guard and landed 300,000 Confederation Army peace keepers. These troops reinforced Solomani Party loyalists among the Selenites. The ongoing Brookwall Police Action is now a bloody insurgency in all but name as loyalist Home Guard and Solomani Army troops battled Zimmerist militias through the tunnels of the world city. Currently the world's government is essentially a protectorate administered by the Solomani Confederation military. A large Zimmerist insurgent movement remains but the Confederation is determined to crush it lest it spread to the other Selenite worlds. The Confederation Army troops and 'loyalist' Home Guard are supported by a large contingent of



SolSec paramilitary forces who are waging their own 'dirty war' against civilian supporters of the Zimmerist movement. So far, the Zimmerists have not had much off world support. The police action is supported by Purists in the interstellar Solomani Party and by the Confederation Army and SolSec but is seen as a distraction by the Navy and other factions, who are also worried about the operation's expense.

1832 Ijsselmeer C85A673-A

Dutch colonists from Terra settled this world. Today, sovereignty is divided between two rival Solomani Human underwater cities and several independent tribes of uplifted Dolphins. Relations have been cordial. However, a recent discovery of significant Zuchai crystal nodes on the seabed in a region of the world-ocean tenuously controlled by a smaller Dolphin community threatens to raise tensions between Ijsselmeer's nations.

2239 Eldritch D848665-6

Eldritch is a Solomani prison planet for political undesirables. It is managed by the Ministry of Justice from a high-security orbital facility. All prisoners are sterilised and tagged with transmitters before being allowed down to the surface. Security is moderate on the planet itself but very heavy at the star port. Most inmates live in agricultural prison-farm communes. Prisoner gangs

harvest the deep indigo-coloured local plants, some of which have commercially valuable pharmaceutical properties. A high proportion of political dissidents from widely varying factions and races means most communes are dominated by feuding gangs who have strong racial and political ideologies. Non-ideological prisoners must usually join these gangs if they wish to survive. Some prisoners have chosen to escape into the wild; while there are no large predators but several deadly poisonous insects and large predators mean that only expert survivalists can survive for long. Also, an edible native fungi, if eaten raw, has toxic effects that induce a gradual but severe deterioration of the language and reasoning centres of the brain. This has given rise to stories cannibalistic 'Human Apes' living in the wild. In the last two years several hundred Zimmerist prisoners from Brookwall have been sent to Eldritch. They tend to adjust poorly to the higher gravity and rarely last very long.

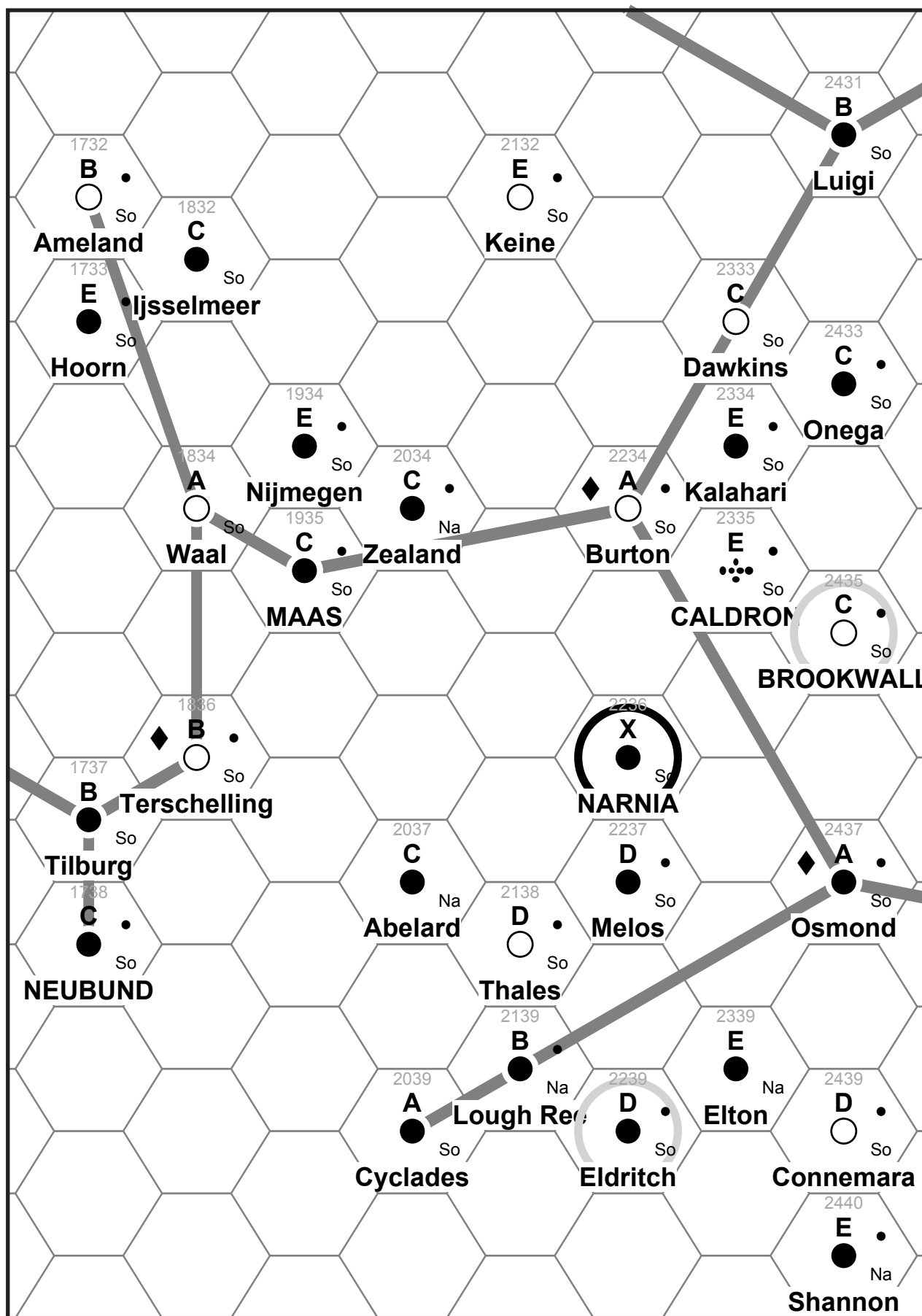
2335 Caldron E0009BE-B

The utopian society of the Caldron asteroid belt is in some ways one of the more invasive police states in the Solomani Confederation. It is also one of the strangest for the only freedom its extreme Law Level restricts is the privacy of the individual. In other respects, such as controls of weapons, drugs or information, Caldron is actually Law Level 1. Citizens

Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Ameland	1732	B200442-D		Ht Ni Va		So	G
Hoorn	1733	E556102-8		Ga Lo		So	G
Tilburg	1737	B6747BB-A		Ag Ga		So	G
NEUBUND	1738	C6939DD-A		Hi In		So	G
Ijsselmeer	1832	C85A673-A		Ni Wa		So	
Waal	1834	A1008A5-E		Ht Na Va		So	
Terschelling	1836	B100436-E	F	Ht Ni Va		So	G
Nijmegen	1934	E532420-8		Ni Po		So	G
MAAS	1935	C732986-B		Hi Na Po		So	G
Zeeland	2034	C678699-8		Ag Ga Ni		Na	G
Abelard	2037	C554430-9		Ga Ni		Na	
Cyclades	2039	A799332-E		Ht Lo		So	
Keine	2132	E100000-0		Ba Lt Va		So	G
Thales	2138	D200443-9		Ni Va		So	G
Lough Ree	2139	B97A511-D		Ht Ni Wa		Na	G
Burton	2234	A310303-E	F	Ht Lo		So	G
NARNIA	2236	X559974-5		Hi Lt	R	So	
Melos	2237	D646651-7		Ag Ga Ni		So	G
Eldritch	2239	D848665-6		Ag Ga Ni	A	So	G
Dawkins	2333	C310641-A		Na Ni		So	
Kalahari	2334	E561353-8		Lo		So	G
CALDRON	2335	E0009BE-B		As Hi In Na Va		So	G
Elton	2339	E545000-0		Ba Ga Lt		Na	
Luigi	2431	B435666-C		Ht Ni		So	
Onega	2433	C67A655-B		Ni Wa		So	G
BROOKWALL	2435	C10096A-D		Hi Ht In Na Va	A	So	G
Osmond	2437	A566465-D	F	Ga Ht Ni		So	G
Connemara	2439	D41089A-8		Na		So	G
Shannon	2440	E754510-7		Ag Ga Ni		Na	G



NEW HOLLAND SUBSECTOR





and visitors are free to do as they wish as long as they do not violate Confederation law but must allow every other citizen full access to everything they do. Every room in every asteroid habitat or Caldron-registered ship must have audio-visual feeds that are publicly accessible to public networks. Every citizen must be implanted from infancy with a neural comm monitor that allows any other citizen to tune in on them at all times. Even wearing clothing indoors is regarded with suspicion and nudity is the normal rule. Society is based around gift-giving and the 'free' exchanges of favours, assistance and other services. However, people and organisations use computerised social networks to track and rate personal reputations, especially for reciprocal favours, socially-useful activity, gift giving and communal service. Those with negative ratings are ruthlessly excluded from participation in Caldron society. Respect for Solomani ideology and participation in the Party and politics are highly valued. Unusually for most modern Solomani Worlds, Party membership is close to 60% of all citizens. Caldron's government is technically a participatory democracy; in practice, the system is rigged and controlled by a secretive cabal descended from its original utopian founders; these have enough knowledge of the system to exploit holes and are the only ones with true privacy.

2236 Narnia X559974-5

Narnia is an old Terran colony that was cut off during the Long Night but still managed to maintain a TL 4 civilisation. Most of the population live in 17 distinct nations, each in densely populated island arcologies. The planet has extensive aquaculture and undersea petroleum industries focused on domestic consumption. The population are unusually peaceful with a very low incidence of violence despite the crowded conditions and balkanised government.

Narnia was contacted in 640 and was on tract to join the Imperium until Scout Service scientists began noticing the unusual relationship between the world's colonists and a native animal, the furry winged mouse-like Reep. Ostensibly house pets that controlled native vermin, every single Narnian had a Reep as a pet, which was treated with great affection; natives refused to be separating from them and became agitated and angry without them. Further research revealed that 98% of the population was infected by a native parasitic protozoa, *Exoplasma narnia* that was spread by the Reeps and was also transmitted by mothers to children. It produced neurological changes in host brains so that they became addicted to their pets and also became more sociable, peaceful and even sensual. The accidental addiction of several scouts and traders led to the Imperium interdicting Narnia to prevent the spread of the Reep parasite. The Solomani Confederation has maintained the interdiction. Despite this, on a few occasions blockade-running smugglers have accidentally or deliberately transported Reeps or infected people off world. The Confederation Navy, Ministry of Genetics and SolSec have

acted ruthlessly to contain and eradicate all such outbreaks and punish those responsible.

GALLOWAY SUBSECTOR

Galloway subsector contains 26 worlds, all within the borders of the Solomani Confederation. Five of these worlds belong to the neutral Commonwealth of Gadjick, a state with poor relations to the Confederation. The Confederation enforces a limited trade embargo with Gadjick, restricting sale of TL 11+ weapons and industrial products. Five others are independent non-aligned worlds. The remaining 16 are Confederation member states. Galloway's earliest colonists arrived in the Rule of Man, including Terran émigrés from Islamic nations in Europe and Asia-Pacific. However, the subsector remains a backwater until long-awaited Xboat communication lines were established in the 1020s. This brought a rush of new settlement in the last century including war veterans who had lost their homeworlds to the Imperium. Galloway borders Spica and Newworld sectors; Hiver traders are sometimes seen at Puertovalez and Gadjick starports.

2836 Bella Vista A567200-E

Bella Vista should be a lovely garden world ripe for Human settlement. Instead it has been a nightmare that has defeated at least one prior colonising effort, for the diverse flora and fauna of the planet are almost uniformly highly toxic to Humaniti. Almost every form of life is poisonous to one degree or another and even many grasses and flowers induce lethal allergenic shock in anyone who breathes their pollen. Despite this, the planet itself is very beautiful and has become popular for adventure safaris, while its strategic location has resulted in the constructed on a sizable orbital highport. It has also attracted collectors of rare and deadly exotic animals or plants. SolChem has a large bioresearch facility on the planet. Most of its operations involve extracting various useful pharmaceutical products from native life forms. It is also developing a wide variety of drugs that would protect future colonists against the most common native toxins.

3133 Gadjick B6848BB-A

Gadjick dominates the Commonwealth of Gadjick, a small pocket empire founded by independent Solomani of Asian and Pacific ancestry. While anti-Imperial, Gadjick's population never accepted the Charter of the Solomani Confederation and the absolute primacy of the Solomani Party. Despite this, Gadjick succumbed to pressure to provide a volunteer military contingent in support Confederation during the Solomani Rim War. The high losses they suffered and the Confederation's own defeat triggered a purge of Solomani Party influences and a rising tide of Gadjick nationalism. Once a democratic republic, the constant struggle against Solomani Party and SolSec subversion has transformed it into a police state as ruthless



as any within the Confederation. In 1086 Gadjick fought and lost a limited war with the Confederation over its control of Duni and was forced to sign a humiliating peace treaty. The current dictator relies on anti-Confederation rhetoric to justify repressive policies and large military and police force. The Solomani Freedom Party and the Solomani Party form two distinct blocs of illegal dissidents on Gadjick and the worlds under its control. The Freedom Party seek a return to democratic ideals and the other unification with the Solomani Confederation.

2535 Druze A9B4144-E

This extremely inhospitable world is the headquarters of the so-called Druze Star Navy, a band of privateers descended from a renegade Brookwall Home Guard squadron. The well-equipped

base is hidden somewhere under the planet's thick corrosive atmosphere.

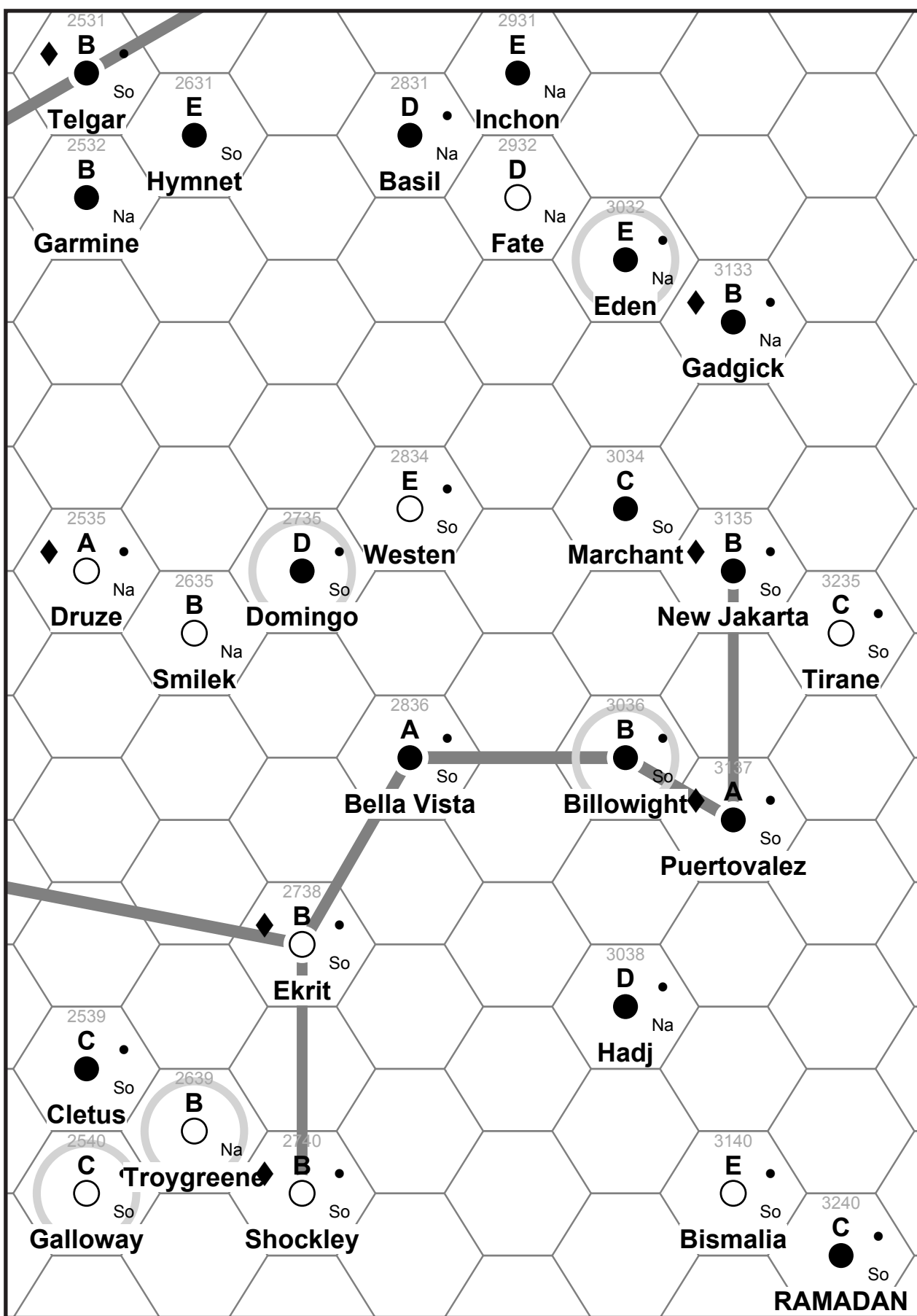
3038 Hadj D56977B-7

This garden world was colonised by Islamic settlers early in the Rule of Man era. Over the Long Night its society gradually collapsed to a TL 3 levels and splintered into feuding nation-states. The world was contacted by traders from the Islamic High Republic in 502. It has spent the last half-millennium slowly climbing back to a TL 7 pre-stellar civilisation. Today its major nations are the rival Federation of Osmani and the Solomani Islamic Republic. The governments of New Jakarta and Ramadan frequently attempt to influence affairs on Hadji through economic aid, cultural missions and arms sales.

Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Telgar	2531	B541344-B	F	Lo Po		So	G
Garmine	2532	B556664-A		Ag Ga Ni		Na	
Druze	2535	A9B4144-E	F	FI Ht Lo		Na	G
Cletus	2539	C544100-A		Ga Lo		So	G
Galloway	2540	C9A4878-9		FI	A	So	G
Hymnet	2631	E659627-7		Ni		So	
Smilek	2635	B310346-D		Ht Lo		Na	
Troygreene	2639	B8B3855-C		FI Ht	A	Na	
Domingo	2735	D64A626-8		Ni Wa	A	So	G
Ekrit	2738	B6A1651-C	F	FI Ht Ni		So	G
Shockley	2740	B10056A-E	F	Ht Ni Va		So	G
Basil	2831	D645666-6		Ag Ga Ni		Na	G
Westen	2834	E100775-9		Na Va		So	G
Bella Vista	2836	A567200-E		Ga Ht Lo		So	G
Inchon	2931	E547000-0		Ba Ga Lt		Na	
Fate	2932	D10079B-9		Na Va		Na	
Eden	3032	E669375-8		Lo	A	Na	G
Marchant	3034	C566743-8		Ag Ga Ri		So	
Billowight	3036	B423424-D		Ht Ni Po	A	So	G
Hadj	3038	D56977B-7		Ri		Na	G
Gadjick	3133	B6848BB-A	F	Ga Ri		Na	G
New Jakarta	3135	BA8A633-C	F	Ht Ni Ri Wa		So	G
Puertovalez	3137	A561500-E	F	Ht Ni		So	G
Bismalia	3140	E100875-9		Na Va		So	G
Tirane	3235	C400875-A		Na Va		So	G
RAMADAN	3240	C577ADE-A		Ga Hi In		So	G



GALLOWAY SUBSECTOR





CAMPAIGNS

This chapter discusses methods and ideas for using the Solomani Confederation in *Traveller* games. It is intended primarily for the Referee, although players of Solomani characters may also wish to refer to the Roleplaying Solomani section. Whether Referees run a campaign inside the Solomani Confederation or just include Solomani characters in their games there are certain factors that should be taken into consideration.

ROLEPLAYING SOLOMANI

Roleplaying Solomani is easy as they are ordinary Terran humans. This book's Solomani Race chapter has already discussed their cultural attitudes in detail as well as the feelings of mixed race and non-Solomani living in the Confederation.

It is up to players to decide how much weight to give to the less agreeable traits of Solomani culture: their casual racism and sense of superiority, and the deep grievances they feel toward the enemy that defeated them and took away their capital. While some can be racists this is certainly not a universal trait and an interstellar traveller is likely to be more cosmopolitan than the average Solomani citizen. In addition to the occasional dissident there are plenty of Solomani who are simply proud patriots. In a mixed group of Solomani and non-Solomani it is quite reasonable to play a Solomani who believes in the Solomani Cause without being offensive. He may reference the accomplishments of Terrans and the Solomani his goal is to live up to them as best he can. Perhaps his racism toward others takes the mild form of underestimating their capabilities. A typical line might be 'I'm surprised! I didn't think an Imperial would think of something like that.'

The position of SolSec and the Solomani Party in Solomani society can also be played up or down depending on the general feel that the Referee and players are looking for. Fear of SolSec in particular can paralyse some groups of players. They should remember that SolSec is primarily concerned with political issues that actually threaten the Solomani Cause, so if the players are simply engaged in ordinary sort of law breaking they have little to fear. Indeed, if the characters are patriotic Solomani they may find that SolSec can be a useful ally, especially if their enemies are power hungry or corrupt officials or corporations whose schemes may threaten the Confederation's stability.

It can be interesting to play in a setting where politics and paranoia are equally ingrained. The character creation system if properly used should result in a certain amount of paranoia as to who is a SolSec monitor. However, many Solomani stay out of politics; Party officials can simply be obstacles to be

manoeuvred around or patrons to be cultivated. Players should remember, too, that the Solomani Confederation is not a unified state but a balance of different factions. Adventurers who find themselves in trouble with one element of the state may sometimes find allies among the others. The referee may also wish to make use of this to get travellers out of tight situations. For example, if they are arrested by the Confederation Navy for smuggling they may be contacted by a SolSec sleeper agent within the Navy who happens to need a group of experienced smugglers for a special operation to supply Solomani Party guerrillas on an Imperial or non-aligned world.

The Solomani Cause can be thought of less as a political movement and more as a matter of faith. Many Solomani believe in their bones that they are the chosen people but this belief is much like a person who casually believes in God but never really attends religious services, except perhaps on wedding or a funeral. Others wear their faith proudly and make the Solomani Party their life. Some are arrogant about their views but for others belief in Terran exceptionalism gives them a quiet conviction and willingness to endure adversity that a strong religious faith. Of course the majority of Solomani have ties that are more important as the Solomani Cause or, if they are a Party member, service to the Party. Any Solomani is just as likely to be motivated by issues relating to their family, comrades, job, money, pets, personal ambition, religion or their homeworld.

PRESENTING THE SOLOMANI

There are several ways to present the Solomani in a campaign. This book takes an approach in which Solomani are simply human beings who have a different political ideology and political interests than the Imperium, which makes them competitors and enemies. Other approaches are detailed below. Solomani themselves are divided into multiple factions with differing attitudes.

Solomani Confederation as Heroes

The Solomani Confederation is not perfect but unlike the Imperium, they are not afraid to stand for something more than wealth and stability. The Solomani Cause is not racism but leadership and optimism: a hope that the ideals of Terra will rise again, and that Humans and those races that follow their lead will be liberated from bondage to a corrupt empire dominated by gigantic megacorporations. At the moment, the Solomani are the underdogs, engaged in an existential struggle for freedom and survival in a hostile universe. Certainly there is some racial and political oppression on the Solomani Confederation but



the same or worse exists in the Imperium. It is just perpetrated by individual world governments and megacorporations, with the Imperium taking its cut while looking the other way. The old guard in the Solomani Party is weakening and moderate factions are on the rise. Excesses that led to the Rim War are gradually being corrected. Solomani are coming to realise their destiny does not lie in conquering other races but in exploring the galaxy and bringing a light to the darkness.

Emphasise: The autocratic, undemocratic elements of the Imperium; the greed of megacorporations; Imperial propaganda; Solomani as explorers and pioneers; Solomani protecting Human worlds against Aslan raiders; SolSec as a citizen's watch group.

Inspiration: Any science fiction novels in which plucky humans stand up to the alien menace or the evil empire; romanticised views of the South in the American Civil War.

Solomani Confederation as Enemies

An existential struggle is going on between the Solomani Confederation and its neighbours. This is currently a cold war but that does not mean it could turn hot. Even it does not, billions of people exist under Solomani Party rule. The Solomani Confederation is sponsoring terrorist attacks against the Imperium. SolSec spies are everywhere, infiltrating Imperial society, and linking with supremacist or anti-Imperial movements within the Imperium. Inside the Confederation freedom fighters and dissidents struggle against brutal and oppressive Solomani governments.

Emphasise: The power of SolSec; oppressive Solomani Party regimes; the ideological appeal of the Solomani Cause; Solomani racism; the Solomani military.

Inspiration: World War II Nazis; Cold War-era Soviet Union; James Bond and Tom Clancy novels and movies; Apartheid-era South Africa; the Civil Rights struggle in America; novels like *1984* and *Brave New World*; S. M. Stirling's *Draka* novels.

SOLOMANI CAMPAIGNS

Much of the information in this book describes the worlds and history of the Solomani Confederation and is suitable for campaigns featuring Solomani or Imperial citizens in Solomani space. However, that is not the only possibility. As racial Solomani as well as many of their client races such as Dolphins or uplifted Apes are found in both the Solomani Confederation and in the Imperium it is quite easy to have a campaign that features Solomani characters but is set in other polities. A campaign centred in the Imperial subsectors of a border region like the Solomani Rim or Alpha Crucis could still result in regular interaction with Solomani agents, spies, or merchants, or patrons and occasional trips in to the Confederation. Similar

possibilities exist for other races – an Aslan-centric campaign in a subsector like Dark Nebula could easily feature Solomani Confederation institutions as regular antagonists.

If the campaign is set in the Confederation, there a few minor differences to take into account besides the need to watch what one says when discussing politics. The most significant issue adventurers must be aware of is the nature of the Solomani Confederation. On the one hand individual worlds exert more influence. Travellers do not have the safe haven of an Imperial starport where they are immune to local laws. On the other hand the central government can also be more intrusive when it comes to matters of ideology and politics, with organisations like SolSec and various factions of the Solomani Party often involved even in what seem like local planetary affairs.

Espionage

The struggle between the Solomani Confederation and the Imperium is tailor-made for an espionage campaign in which characters are either members of SolSec or its Imperial adversaries such as Imperial Intelligence and the Imperial Naval Intelligence. The fact that Imperials and Solomani are generally physically identical and culturally similar makes espionage adventures very practical. The cold war between two of the great Human super powers of Charted Space and the conflict over ideology and race and the presence of multiple factions can set up both a powerful sense of us vs. them while at the same time allowing for defections, betrayals and double crosses and inter-agency conflicts.

There are also opportunities for involvement in revolutionary or resistance movements inside or outside the Solomani Confederation. Solomani patriots may join one of the many revolutionary guerrilla groups that are fighting to keep the Solomani Cause alive within the Imperium Guerrilla operations can involve both actual Party militants and members of SolSec or Solomani Army commando black op units, as well as Confederation Navy personnel, free traders, pirates or criminals that maintain contact with them. This sort of campaign can be intervened with the player characters as Imperial military, intelligence or ministry of justice agents on the other side of the border struggling to prevent 'terrorists' from disrupting the process of peacefully integrating the occupied worlds into the Imperium. An even more dangerous role for insurgents is that of rebels or revolutionaries against the Solomani Confederation itself. While some insurgents have liberated their worlds from the Confederation it is a daunting task and freedom fighters must be prepared to deal with the full weight of the SolSec and the Solomani military.

Traders

A traditional *Traveller* 'free trader' campaign can work well within Solomani Confederation space. Traders in the Solomani Confederation may need to keep in mind the differences



between Imperial and Solomani regulations regarding extrality and expectations of passengers regarding racial segregation and the need to befriend or pay off Solomani Party officials. The shifting political factions, turbulent politics and numerous non-aligned worlds in the Solomani Confederation also present manifold opportunities for bold traders or smugglers. Captains who wish to avoid the spectre of SolSec can get rich while serving the Solomani Cause by running arms, activists and supplies across the Imperial border in support of militant Solomani Party factions. These need not. Captains wary of SolSec may find there are plenty of opportunities offered for engaging in covert activities that are supported by the Solomani regime. On the rimward frontier there is room for bold traders to engage in commercial exploration and the opening of new markets. Except in times of severe tension the Imperial, the Aslan and Hiver borders are open for commercial vessels to cross into foreign space so a campaign could easily feature Solomani crews who sometimes operate outside the Confederation or vice versa. Non-Solomani crew and in particular aliens will face additional challenges if trading in Solomani space.

The Military

There are plenty of opportunities for traditional mercenary operations in the Solomani Confederation. Unrest, terrorism, insurgencies and civil wars are common on many worlds. Many Solomani regimes recruit foreign mercenary units to provide a 'palace guard' of experienced troops whose loyalties are to their employers rather than local factions; a planned coup organised by a disloyal Home Guard unit test their loyalty and involve them in a web of intrigue multiple factions. Escaping from the planet might be an epic adventure in itself if they back the wrong side, especially if SolSec, off world Party factions or the Confederation military is involved in the situation.

If players do not mind a certain amount of regimentation in their lives a campaign could focus on their characters serving in the Confederation military forces. While actual war with the Imperium is unlikely at present conflicts with the Aslan or within the boundaries of the Confederation are common. The many roles that the Solomani military take on include war fighting, peacekeeping, counter-piracy, and exploration, working with local Home Guards and even covert ops into foreign space. A small Confederation Navy warship could have a diverse crew including Navy personnel, Confederation Marines or Army jump troopers or commandos, a SolSec agent as a political officer and perhaps a journalist with connections to the Solomani Party. Due to the nature of the Solomani Home Guard system some of the characters could even be reservists whose training or special skills has resulted in them being temporarily lent to the Confederation military. Because of the politicised nature of the Confederation military and its involvement in both business and politics Confederation service personnel are routinely involved in

matters of politics and even business. Confederation personnel may find themselves serving as diplomats on the Aslan or Hiver borders, exploring new worlds, trying to keep the peace between rival Home Guards, acting as muscle for SolSec black operations, rescuing Solomani youth groups that have gotten into trouble on border worlds, or even serving as salesmen for Solomani Military Industries arm sales to foreign powers

Should a group of Player Characters include one or more Home Guard members there is always the possibility that some of them may be called up into service to deal with an emergency back on their homeworld. This can provide a short military diversion in the midst of a campaign focused on other activities. Other characters could tag along for a visit to their comrade's home and perhaps even enlist as mercenaries or private contractors for the duration of whatever trouble his world has become embroiled in.

Explorers

Solomani Confederation Navy vessels are often detached on exploration or survey missions on the Rimward frontier or near the Aslan and Hiver borders. Many Solomani Confederation planetary governments, businesses and groups are both economically and ideologically committed to investment in exploration and colonisation on frontier worlds to emulate the pioneering spirit of their Terran ancestors. The Solomani Party's intimate connection with universities, corporations and non-governmental organisations mean that a private expedition that is seen as furthering the Solomani Cause can often receive ample backing from a wide variety of government patrons. One important target is lost or regressed Terran colonies and bring them into the Confederation before they fall under Hiver or Aslan influence. On a grander scale, the Confederation's sense of its own manifest destiny leads to its leaders choosing projects that will take decades or longer to complete and which the more practical Imperium would consider overly ambitious.

All of this means that there is plenty of funding to go around for bold expeditions into the unknown. The Ministry of Science and Technology and Confederation Navy have dispatched several very long-range exploration squadrons on multi-year missions far beyond the boundaries of the Confederation. A campaign could focus on the crews of these squadrons who are likely to be a microcosm of Solomani society. Some of these missions are dispatched for scientific or prestige purposes, such as a voyage to the next galactic arm or a source of mysterious radio signals of possible intelligent origin that lays hundreds of parsecs away. Others may be intended to discover the fate of ancient 'lost colony' missions mentioned in old Terran records. Any such mission is likely to have various hidden agendas known only to SolSec, Navy or Party personnel.

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