

# THE THIRD IMPERIUM

Alpha Crucis Sector



**TRAVELLER**



Alpha Crucis Sector





# 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 then 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***

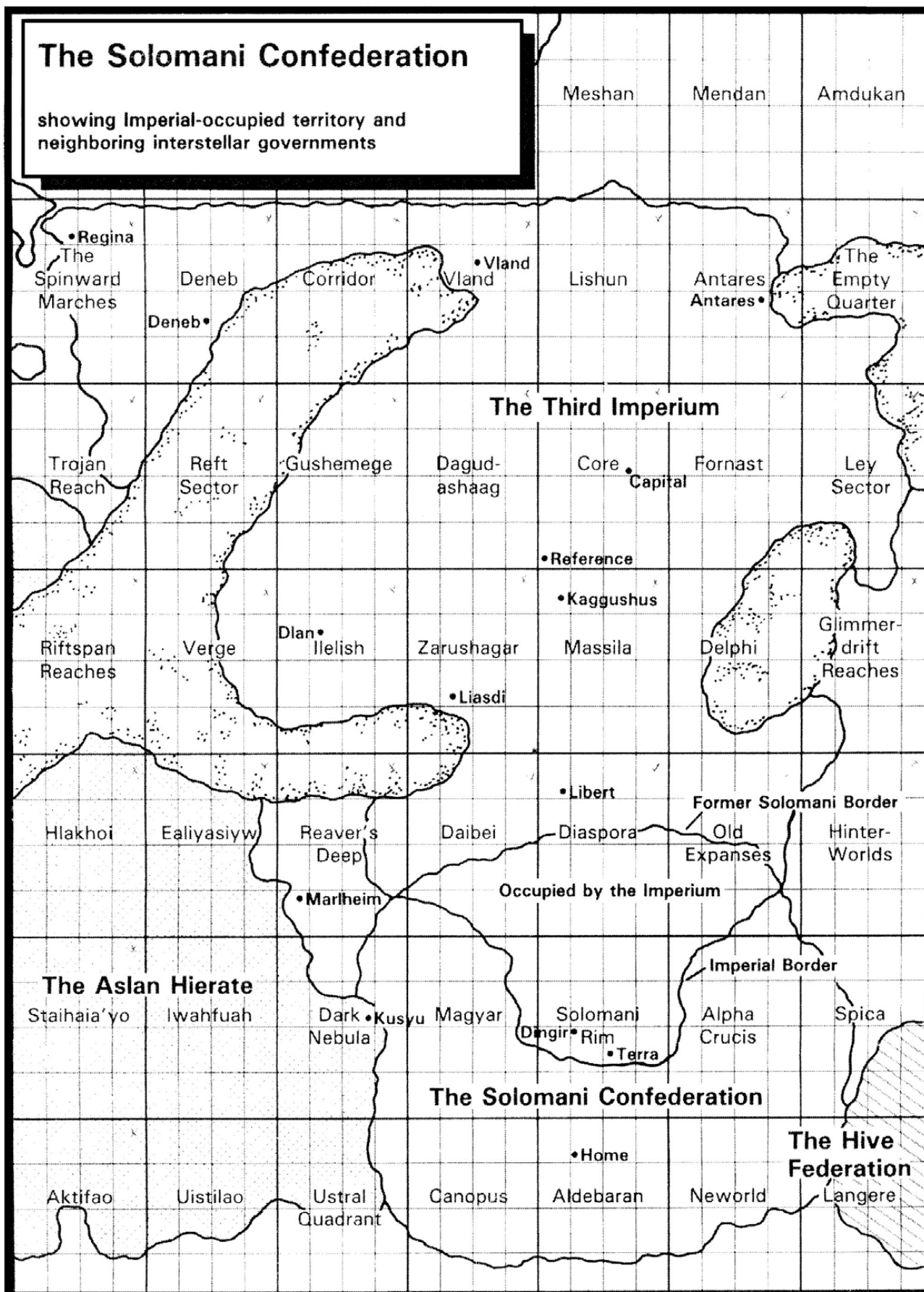
This sector was colonised by Terra during the Interstellar Wars and Rule of Man. Its population is almost entirely Solomani. Two of its subsectors are occupied by the Imperium. During the Interstellar Wars period, the coreward subsectors of Magyar





## 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 Ftahar – 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 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 remerge 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 Antiama 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 124<sup>th</sup> '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 46<sup>th</sup> and 69<sup>th</sup> 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 69<sup>th</sup> 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 46<sup>th</sup> 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***

<b>Sector Timeline</b>	<b>Event</b>
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 Sternschiffbau 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.

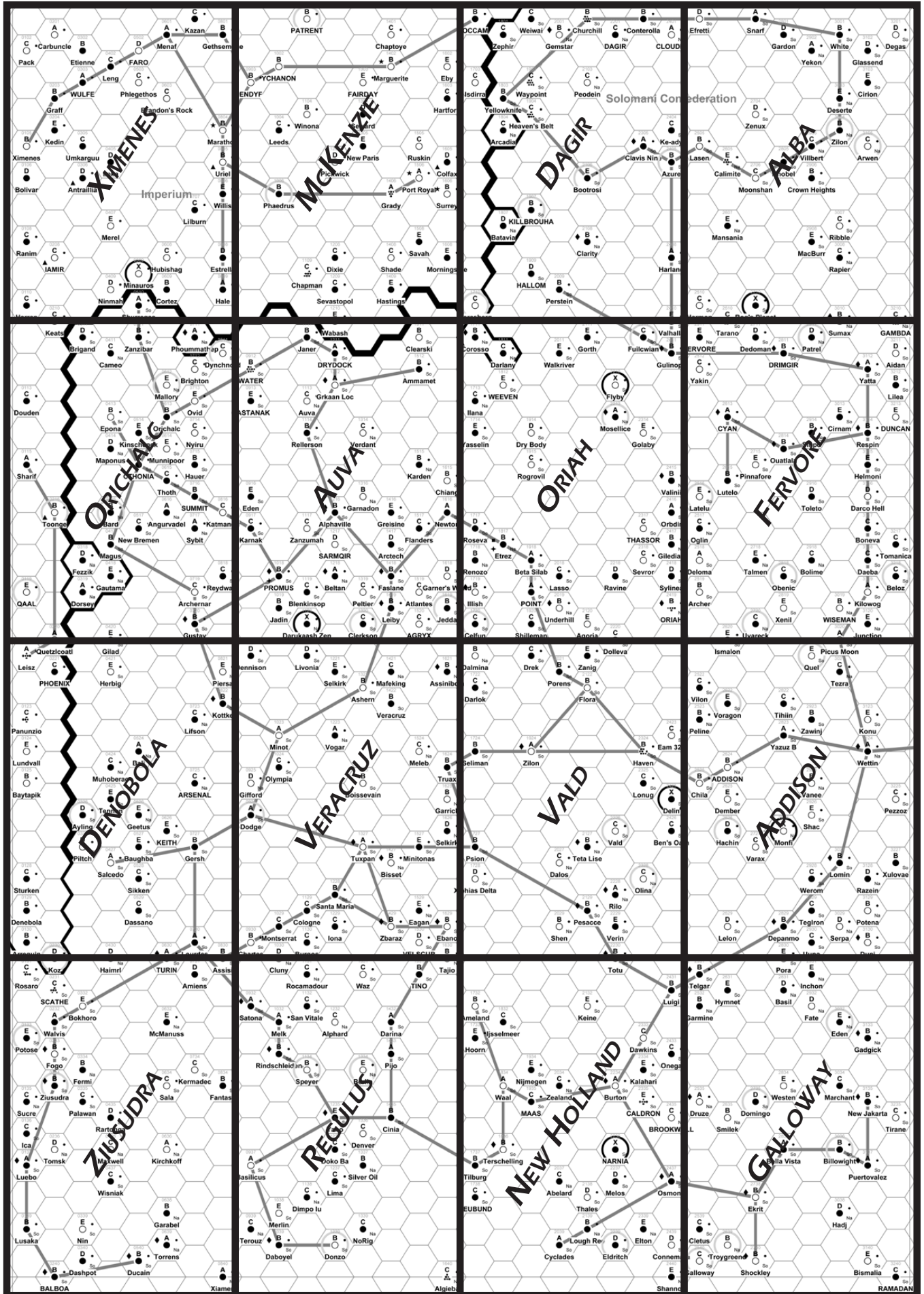
### ***Asteroid Miners of Alpha Crucis (AMAC)***

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

# ALPHA CRUCIS SECTOR







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

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 52<sup>nd</sup> 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 52<sup>nd</sup>'. 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.

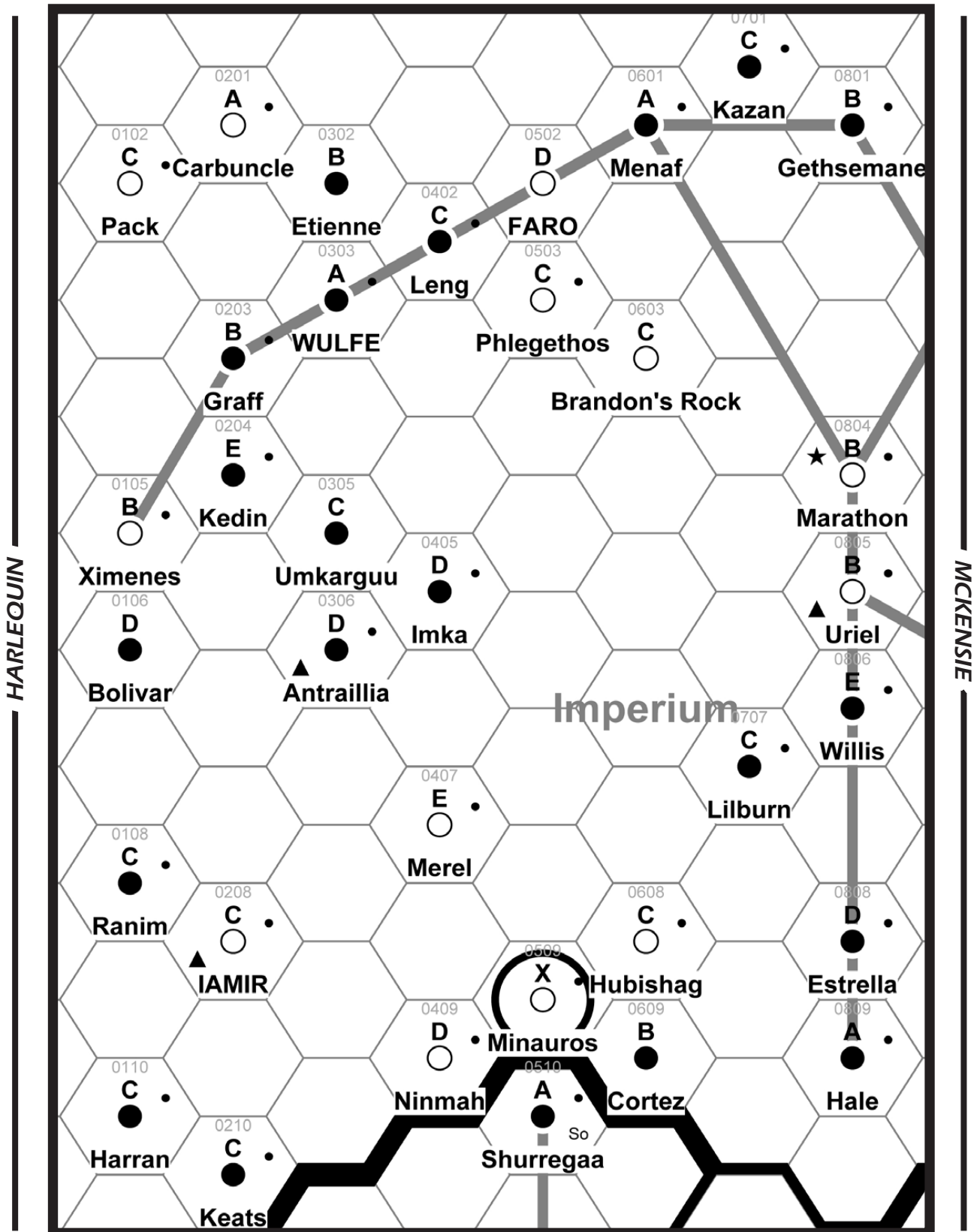
The Shurregaa Civil War claimed more than 11 million dead and fighting continued into the opening years of the Solomani Rim War in 990. Fearful of a major conflict behind their lines at the start of the war, the Confederation Army received Secretariat authorisation to deploy low-yield tactical nuclear 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

NICOSIA



ORICHALG



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.

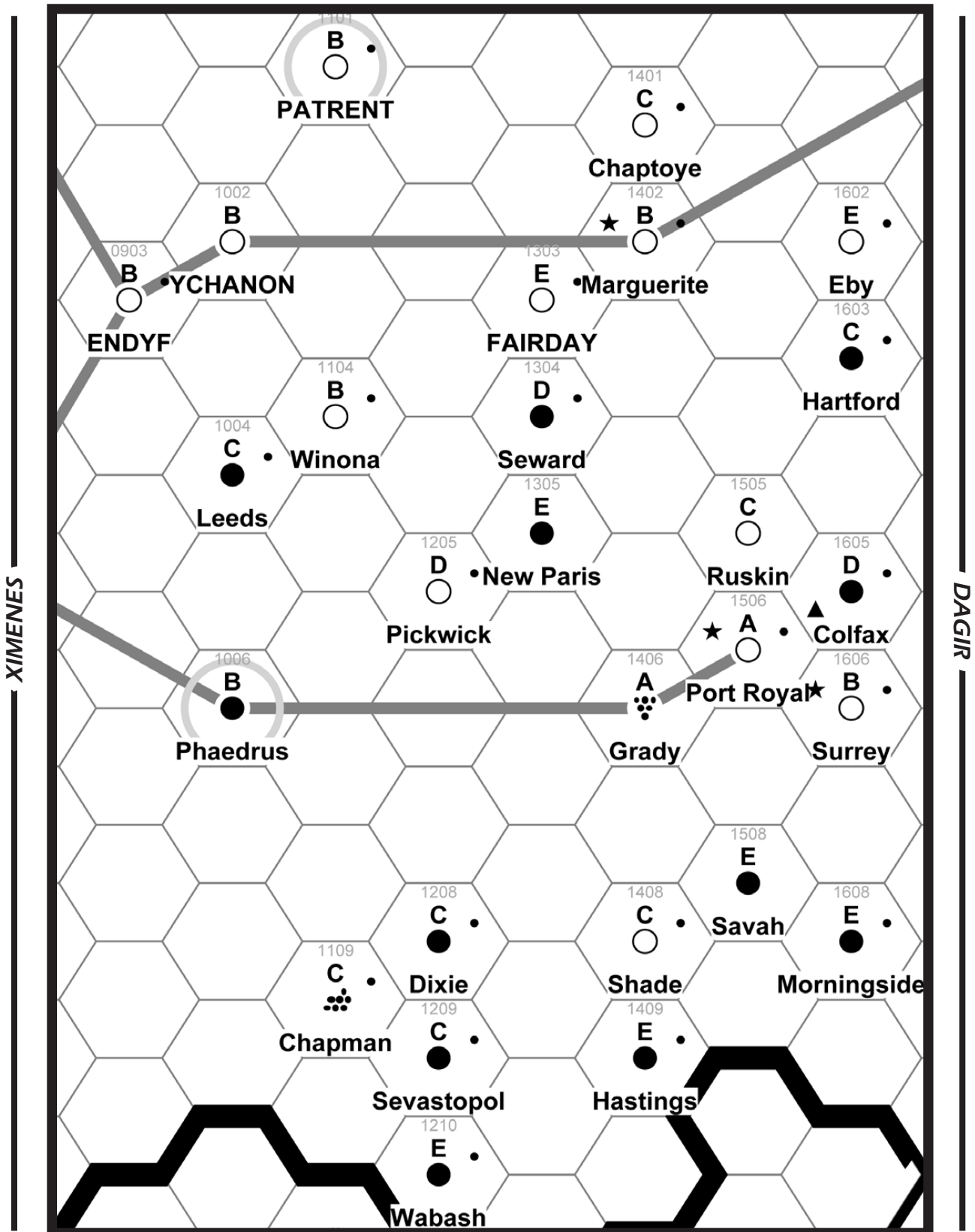
### 1701 Occam B87A999-E

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

SARID



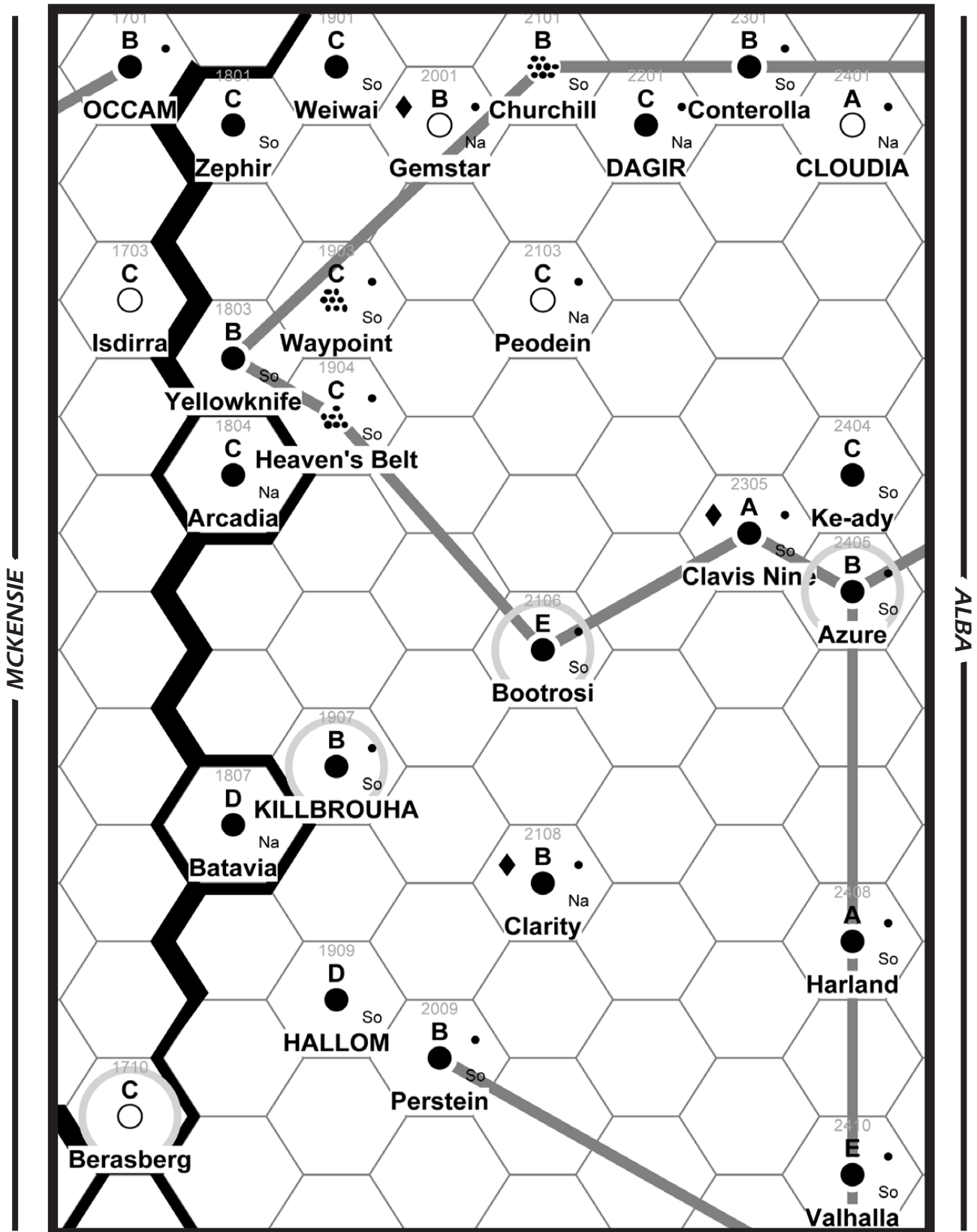
XIMENES

DAGIR

AUVA

# DAGIR SUBSECTOR

SO SKIRE



ORIAH



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
Weiwei	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 Weiwei. 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 Weiwei.

### **1901 Weiwei 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 Weiwei, 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.

## **ORICHALC 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.

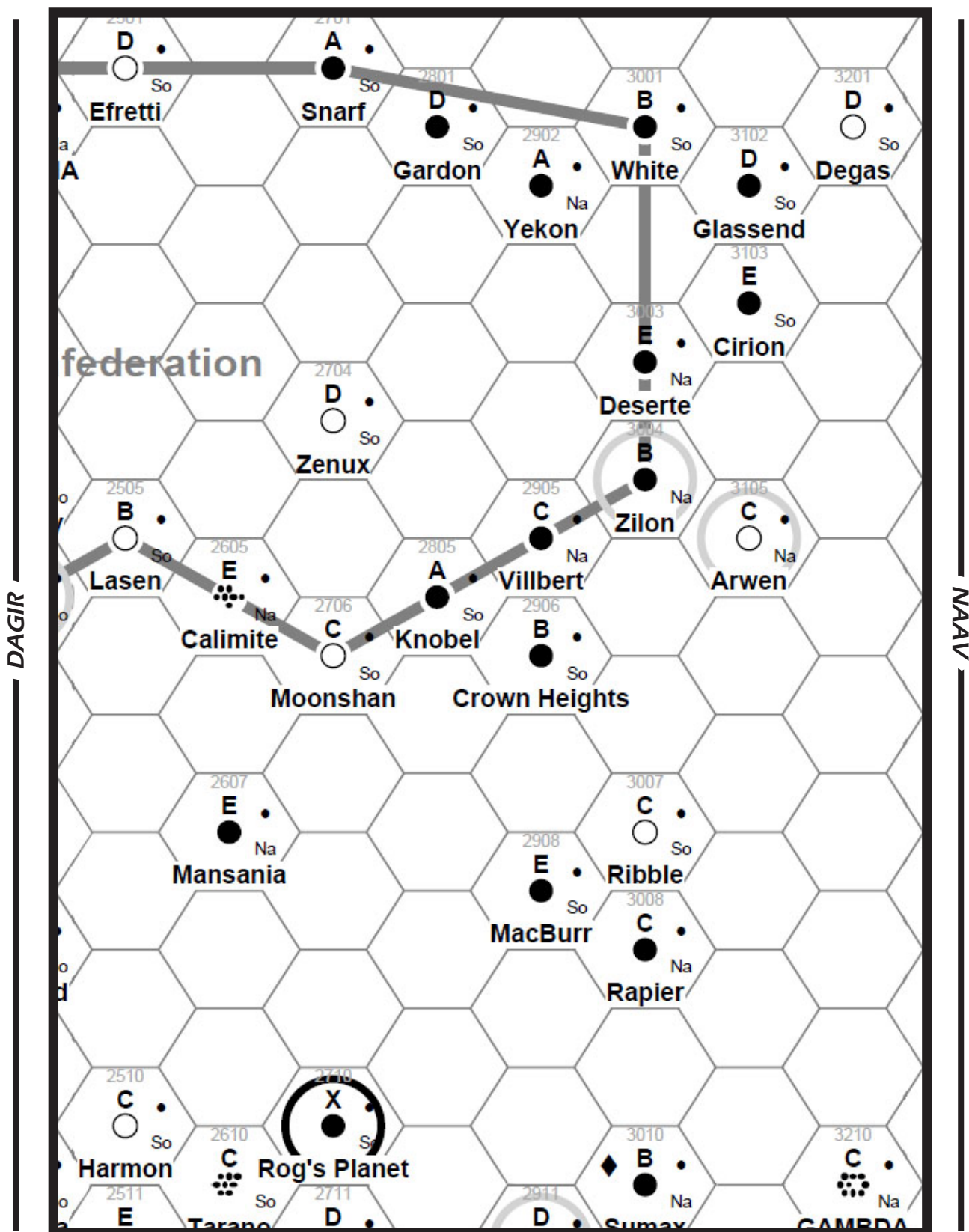
Orichalc's proximity to the Solomani Rim has made Orichalc subsector one of the longest-settled regions of Alpha Crucis. Light Vilani settlement during the Ziru Sirka was followed by much heavier Solomani emigration at the end of the Interstellar Wars period. During the late Rule of Man the centrally 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

BASCOJ



FERVORE

**XIMENES**

# BANASDAN

**AUVA**



**DENEBOLA**





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.

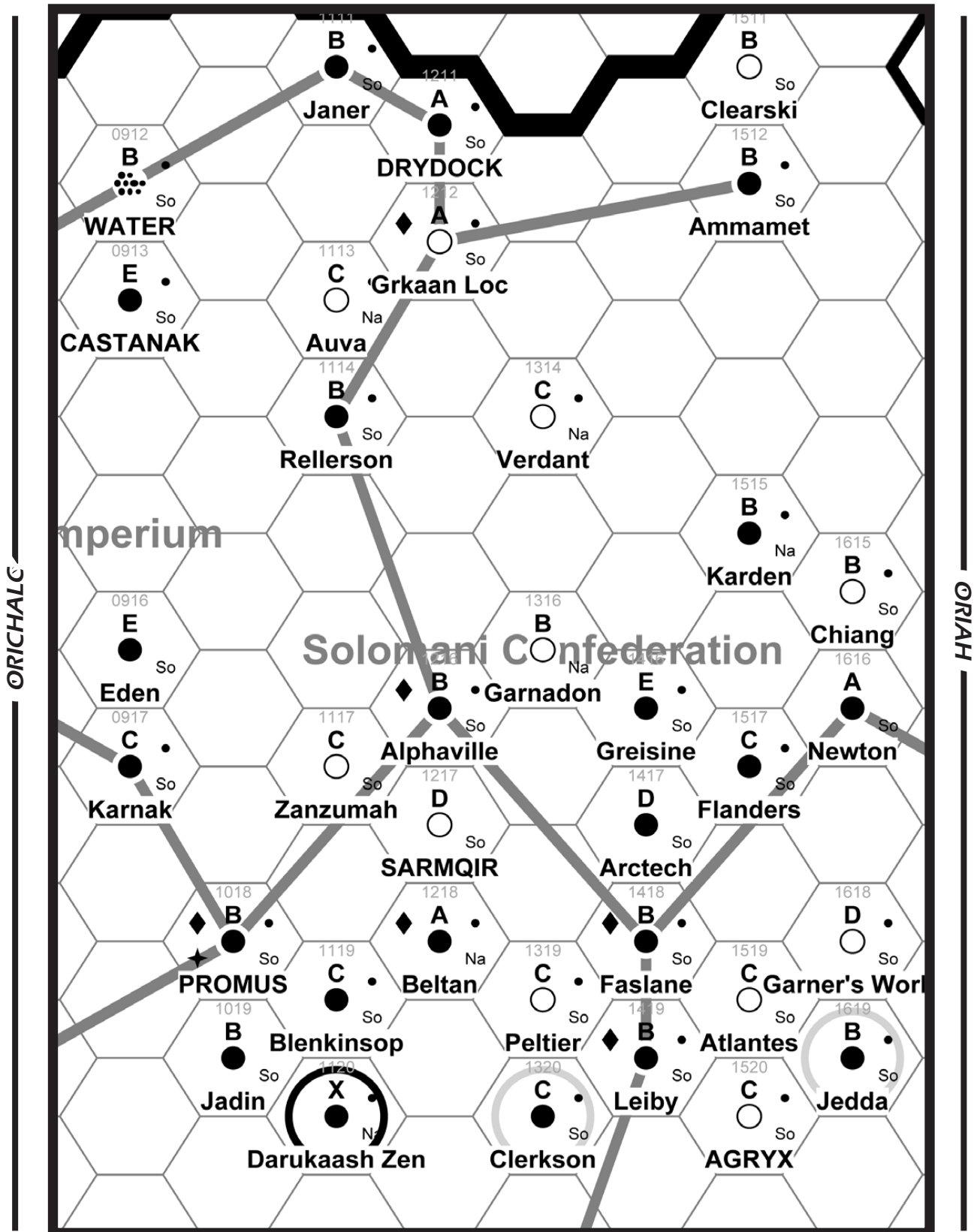
Agryxani have Notable Endurance (+2) but Weak Dexterity and Social Standing (-2). They are Aquatic and have Natural Weapon (thrasher). Their thick skin is equivalent to Ablat armour; lost armour value regenerates at 1 per week.

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

MCKENSIE



VERACRUZ



## ***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***

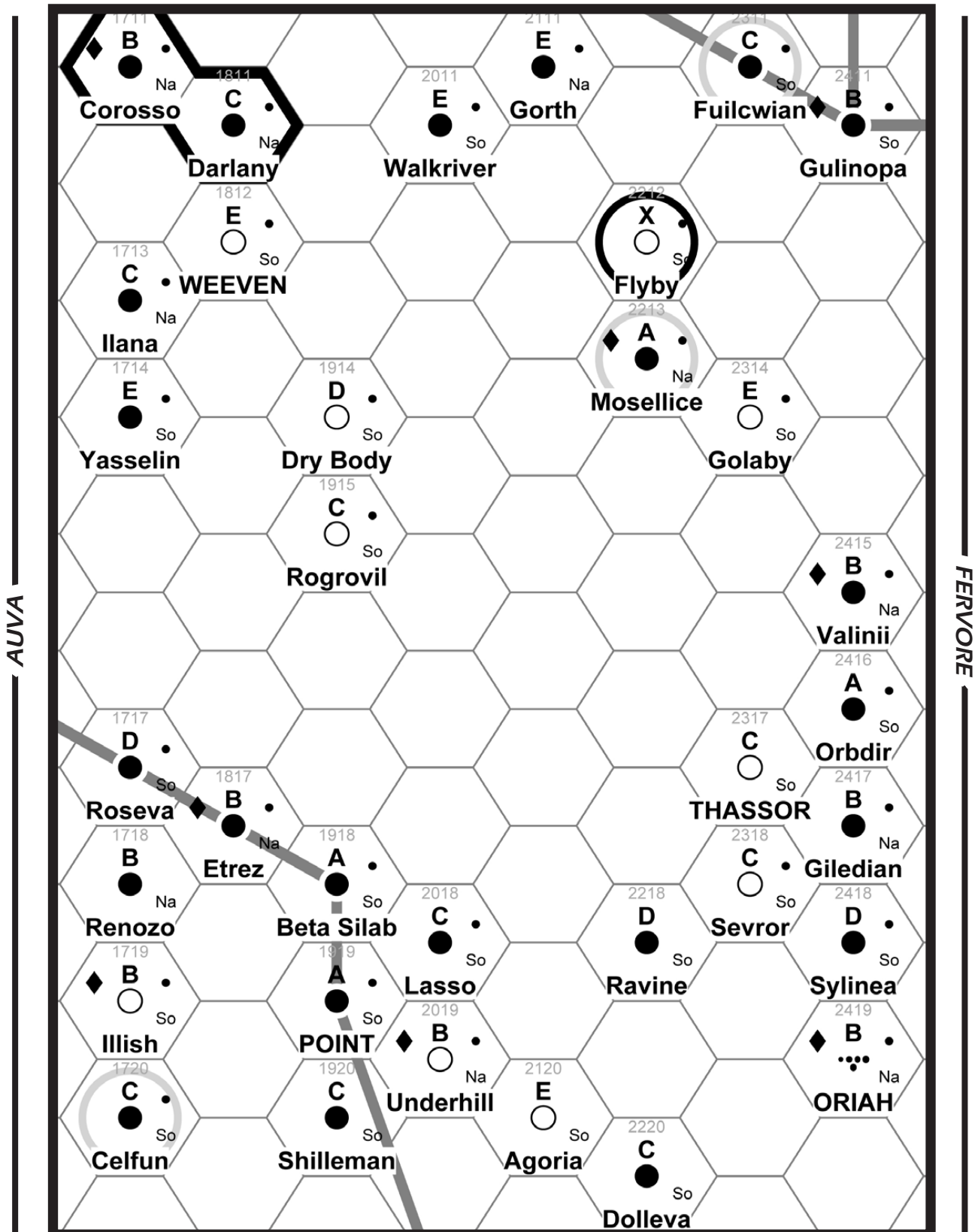
Oriah asteroid belt was once major industrial Solomani Confederation industrial and mining centre. However, its governing Solomani Party was badly discredited during the Solomani Rim War. During the post-war years a succession of governments rose and fell and amid political and labour unrest the system's 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

MCKENSIE



VALD





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 14<sup>th</sup> 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**

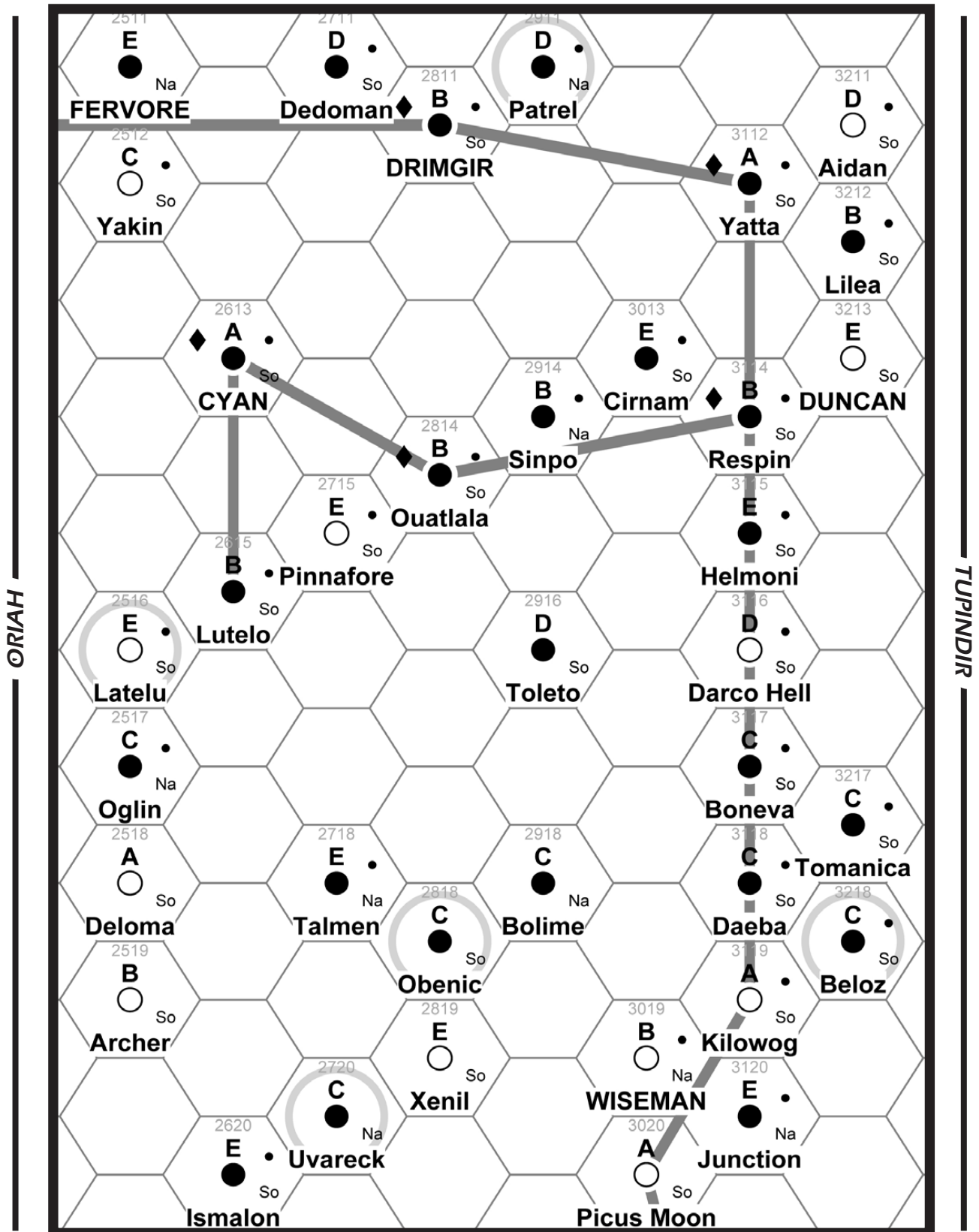
Drimgir was originally colonised by émigrés from Terra's northern European countries. The world joined the Solomani Movement in 783 following a lengthy period of civil war that ended with a total purge of Imperial supporters. Although classed as a religious dictatorship Drimgir is actually a secular 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

ALBA



ADDISON





## ***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.

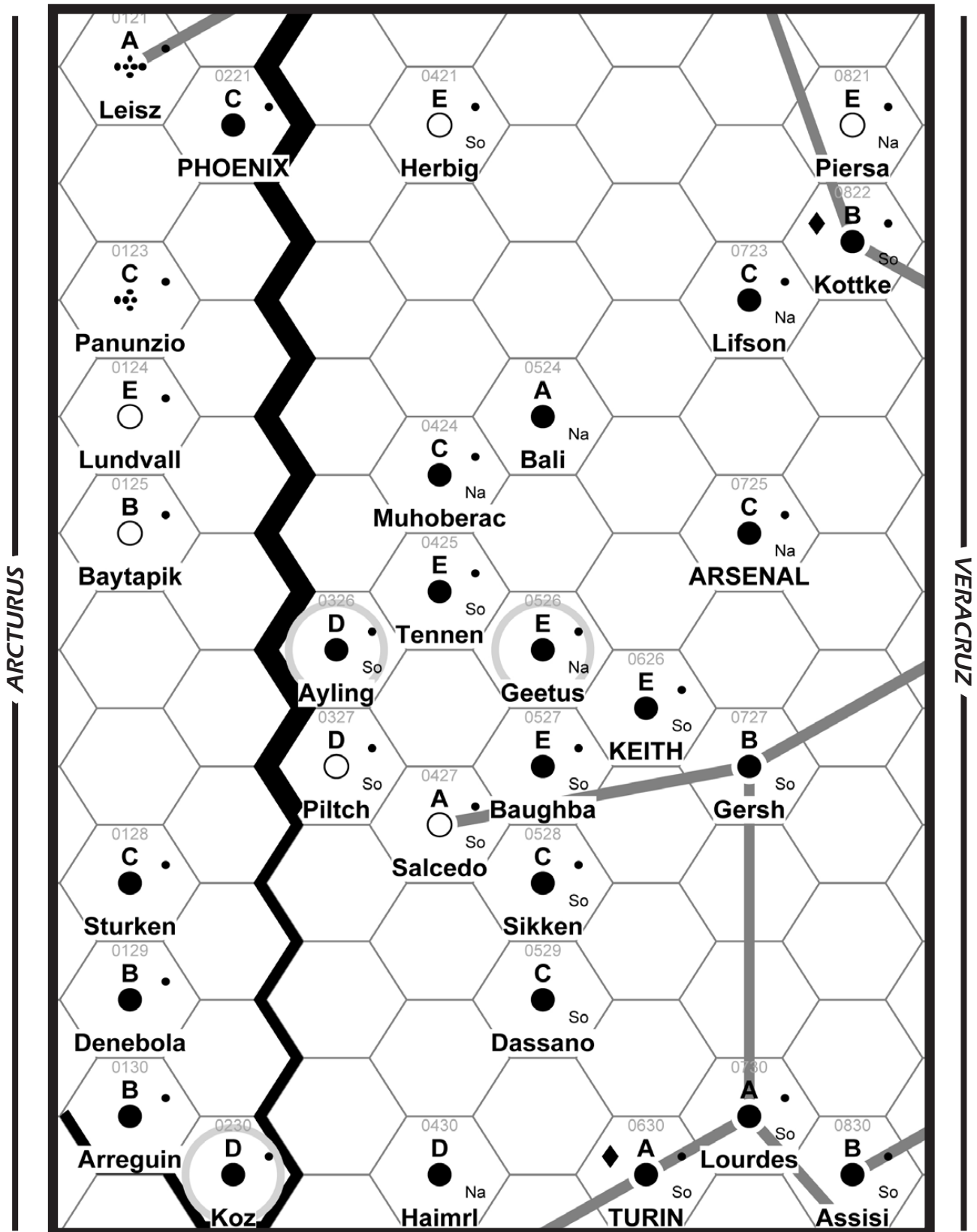
Turin was originally settled by Roman Catholic religious émigrés from Europe who left Terra just prior to the Third Interstellar, largely over doctrinal split with the Vatican in regard to the salvation of non-Human aliens. Their faith only grew stronger during the tribulations of the Long Night even 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

# DENEbola SUBSECTOR

ORICHALC



ZIUSUDRA





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.

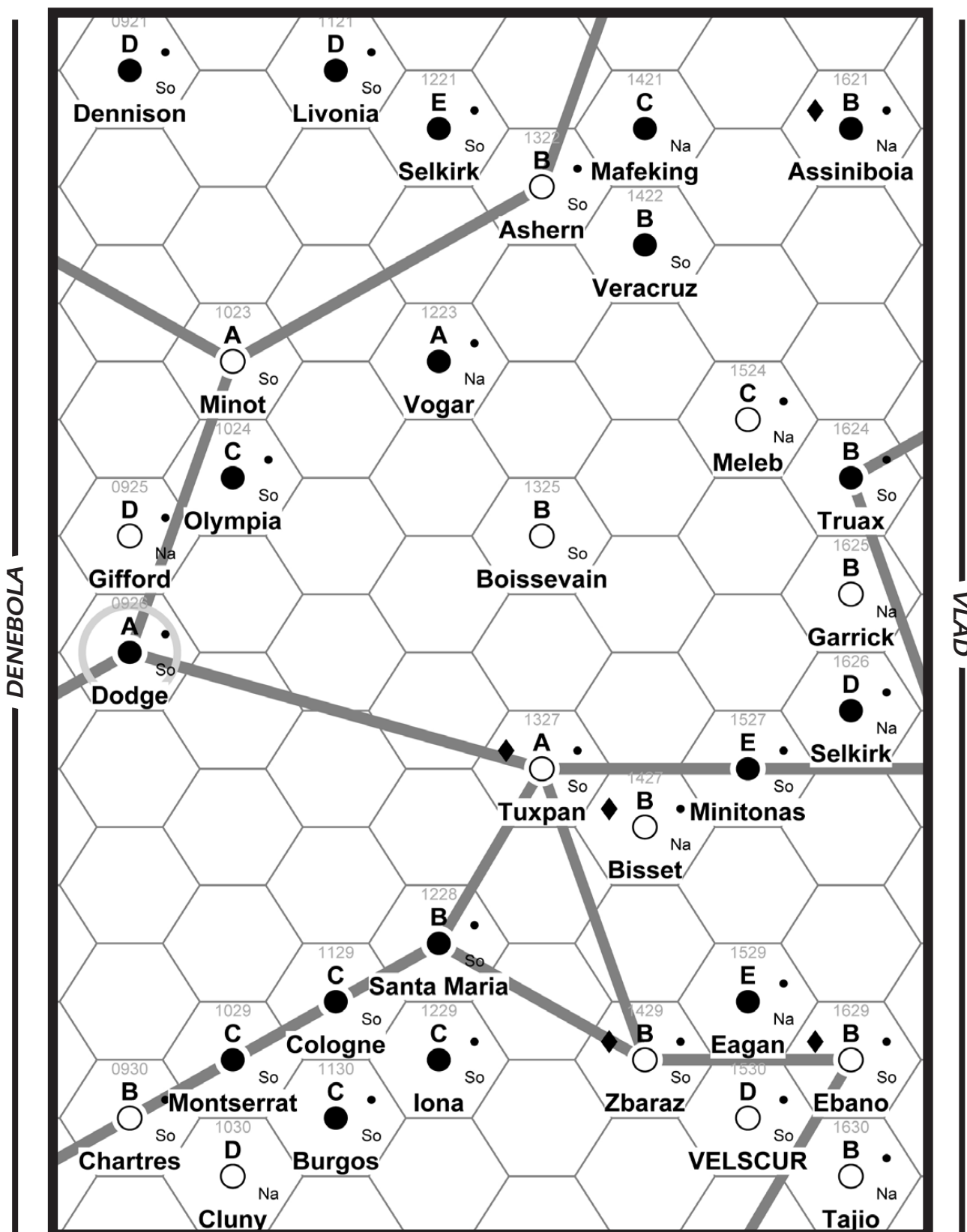
### 1530 Velscur D100956-C

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		FI		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

AUVA





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

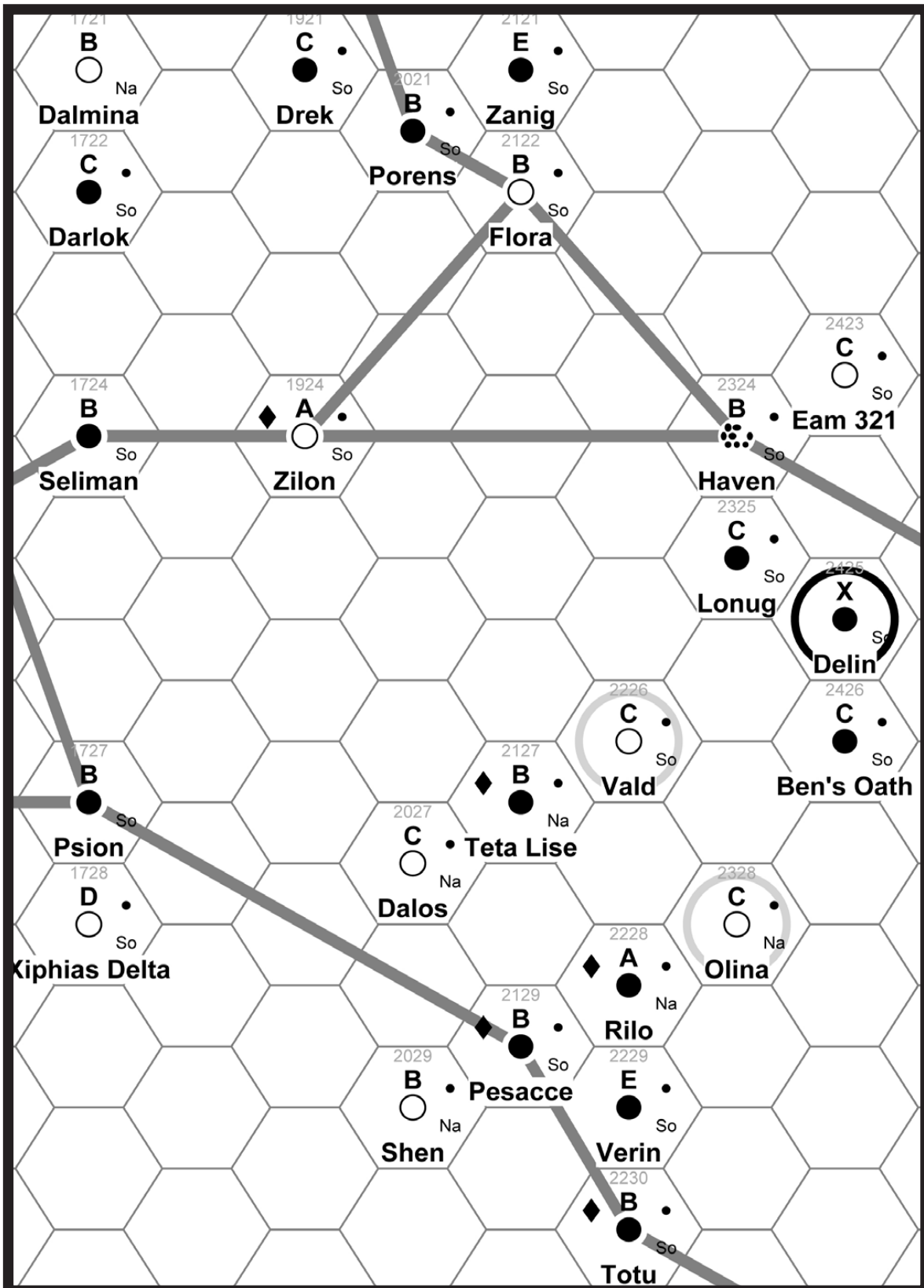


# VALD SUBSECTOR

ORIAH

VERACRUZ

ADDISON



NEW HOLLAND



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

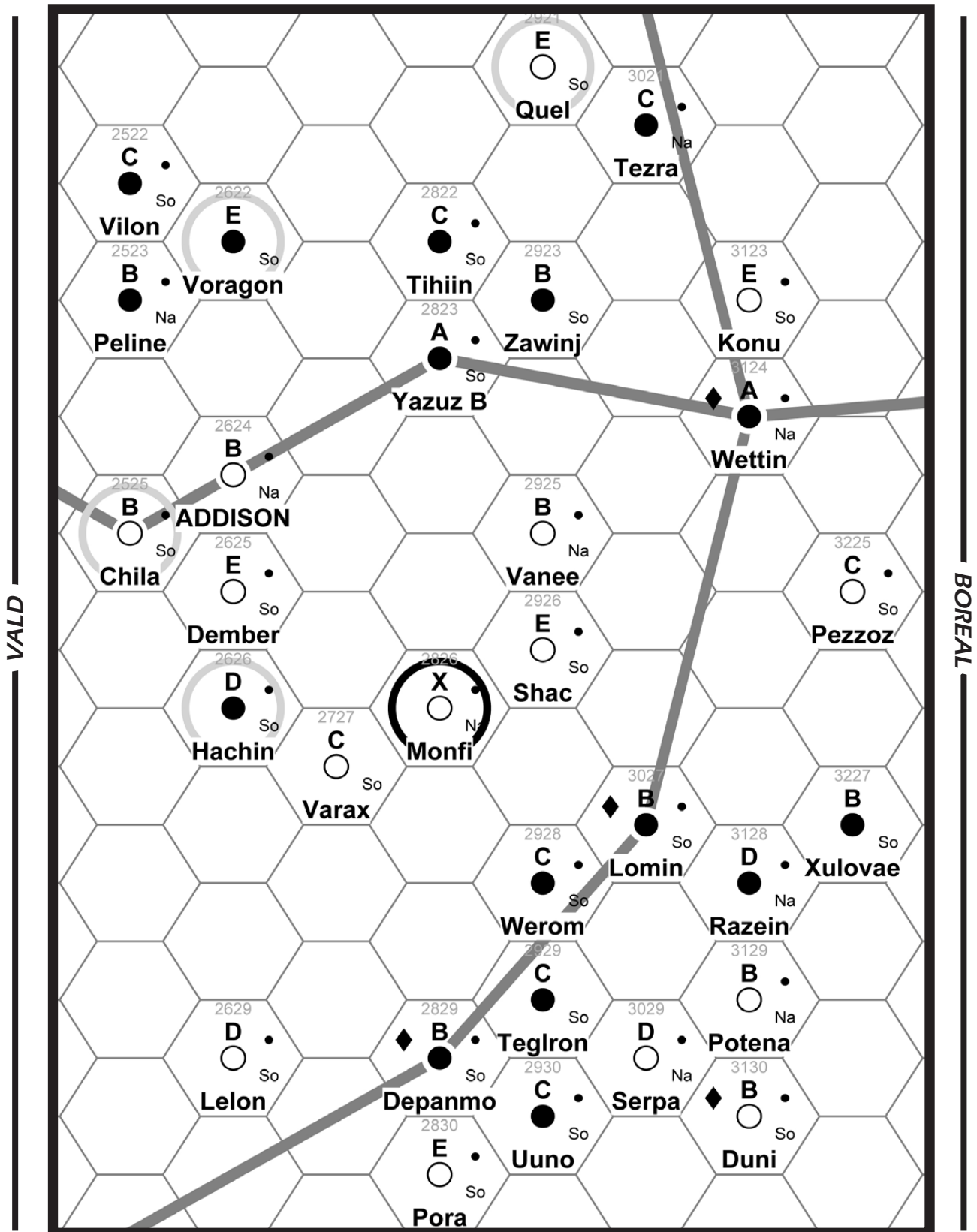
bureaucracy. Most of the inhabitants are Selenians, humans adapted to low gravity environments and capable of temporary survival in vacuum. Addison's variant Human inhabitants have never strongly identified with the Solomani Movement; this has been reciprocated with Purist factions in the Solomani Party 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

FERVORE



GALLOWAY





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 Fl 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

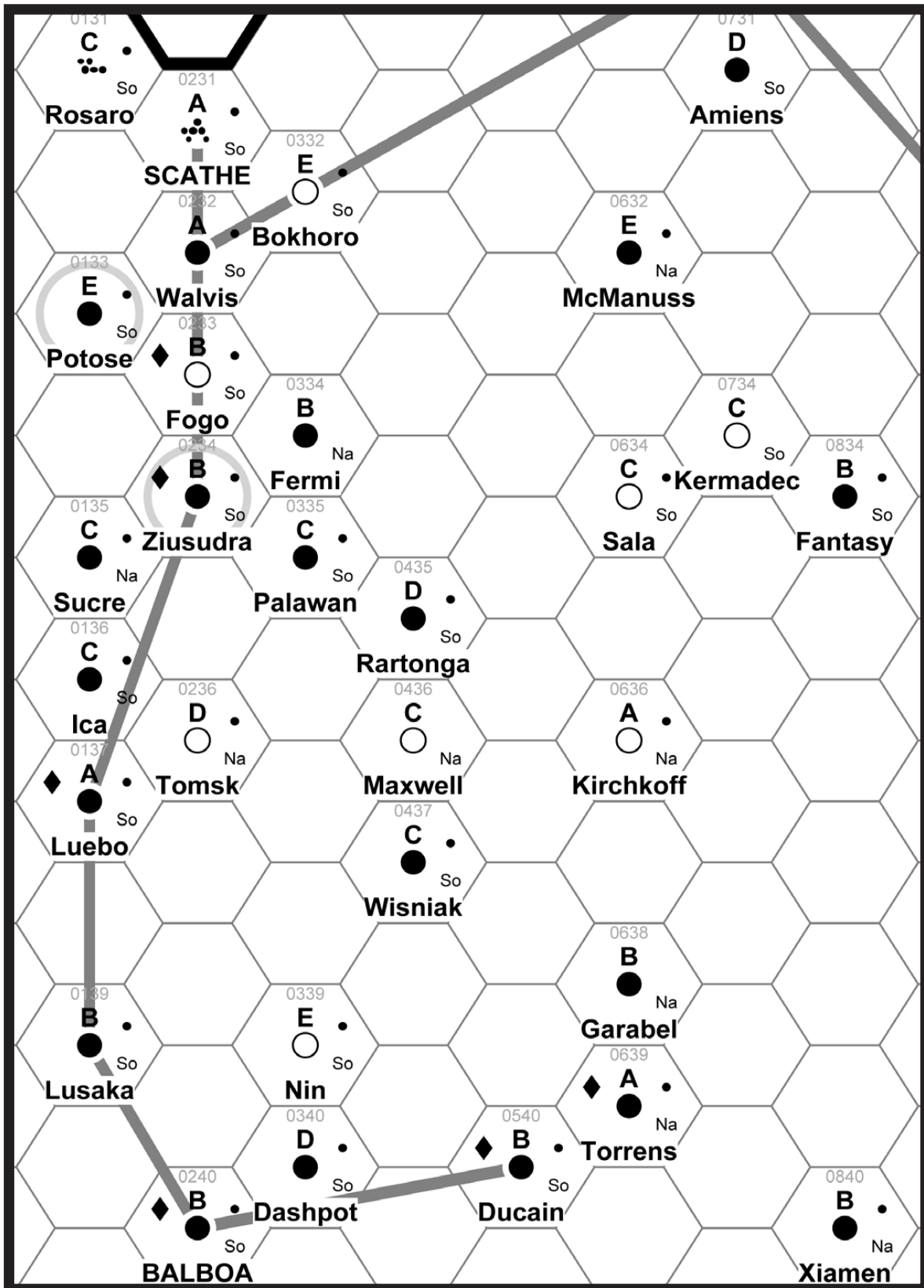
Ziusudra's oceans and major islands were seeded with genetically engineered Terran life replacing the primitive native ecology. The process of creating an earthlike garden world was begun during the Rule of Man but not completed until 900. Now there are fears it may all come to ruin. In 1103, geological 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

# ZIUSUDRA SUBSECTOR

DENEbola

KUKULKAN

REGULUS



KOSTOV



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		Fl 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		Fl 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***

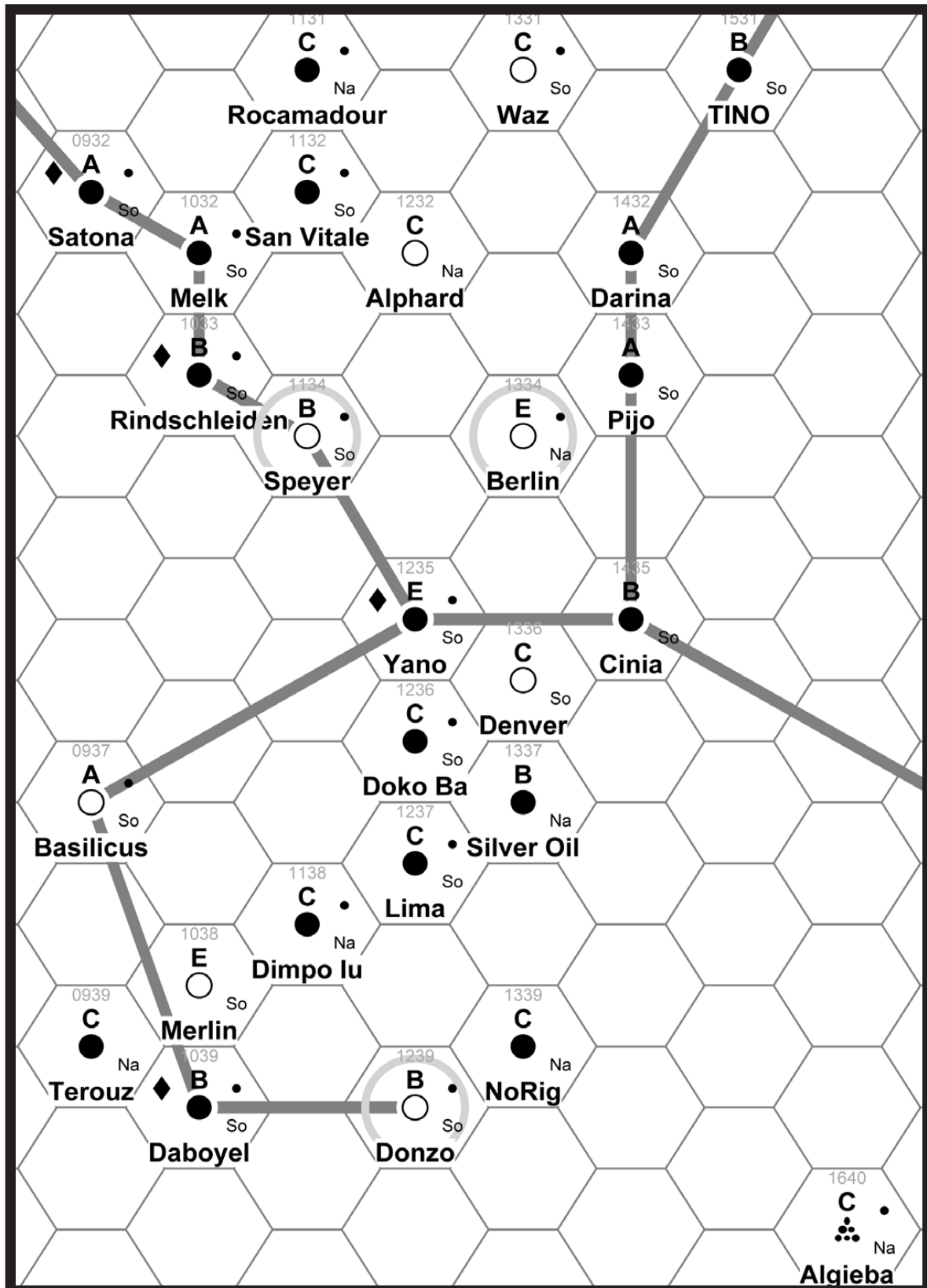
Pijo is one of the few worlds in Alpha Crucis where a ruling monarchy was established in the Long Night continued to hold sway even after the rise of the Solomani Movement. However, in 1104 the last King of Pijo died without leaving an adult successor. His designated heir is Bryony, an 11-year old girl; 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

VERACRUZ

ZIUSUDRA

NEW HOLLAND



DISTRICT NW12



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

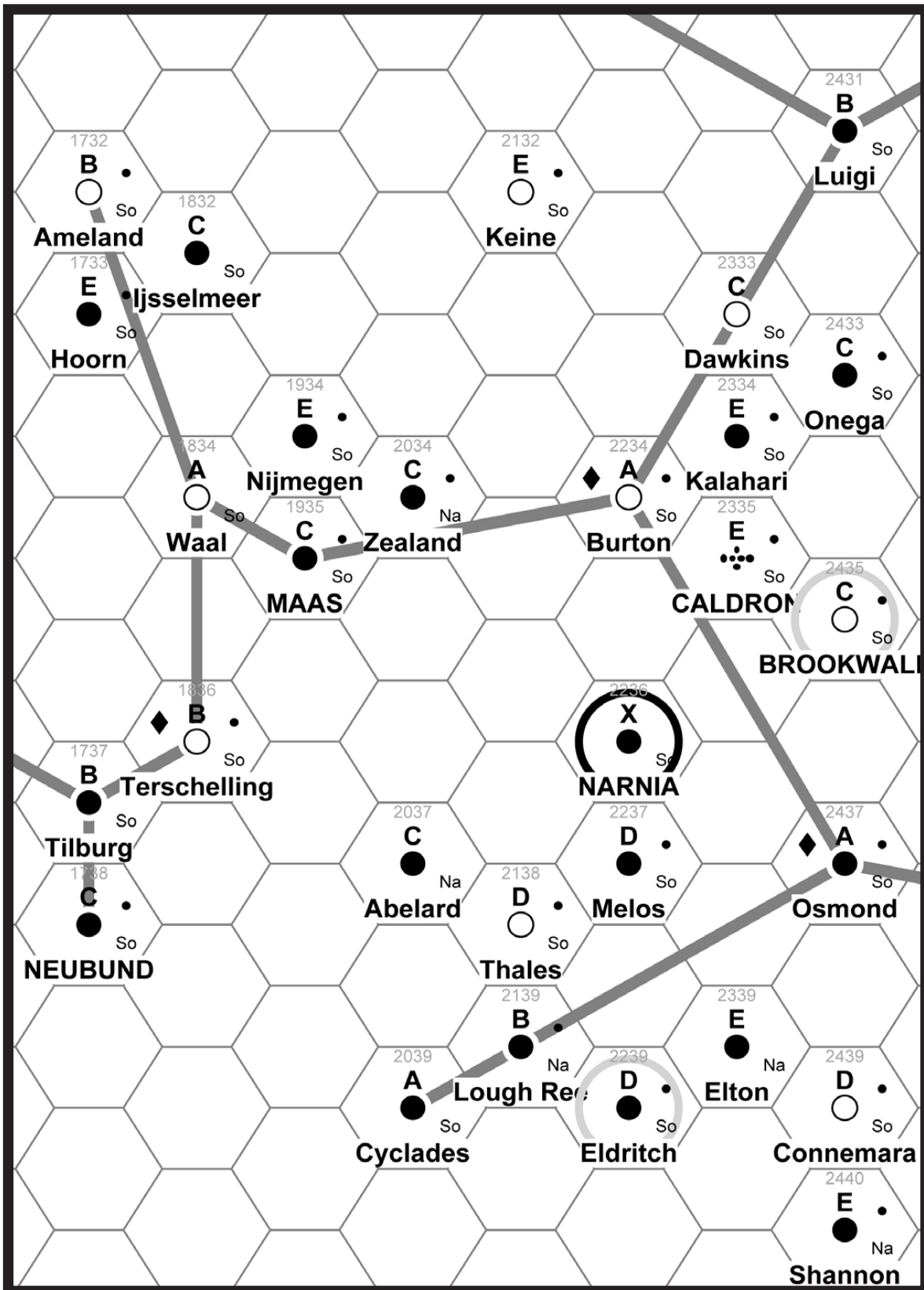
Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Ameland	1732	B200442-D		Ht Ni Va		So	G
Hoorn	1733	E556102-8		Ga Lo		So	G
Tilburg	1737	B6747BB-A		Ag Ga		So	G
NEUBUND	1738	C6939DD-A		Hi In		So	G
Ijsselmeer	1832	C85A673-A		Ni Wa		So	
Waal	1834	A1008A5-E		Ht Na Va		So	
Terschelling	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
Zealand	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

VALD

REGULUS

GALLOWAY



DISTRICT NW13



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



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**ADDISON**

**ADDISON**



## DISTRICT NW13

# THE THIRD IMPERIUM.

## 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.

To use this supplement, a Referee will require the *Traveller Core Rulebook*

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