

THE THIRD IMPERIUM

Deneb Sector



TRAVELLER

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Deneb Sector

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OVERVIEW

'His most excellent admiral lord Starn commands the Vindicator to power down its weapons and deliver Humbolt, Duke Vincennes. This is your only warning.'

The comms officer looked nervous. Chanus Reynald Humbolt, Duke Vincennes, was in a rage. 'First they banish us to fight their wars, now they remove us from office. Look at them! And sending Stam to do their dirty work... incompetent fools!'

The XO considered. 'You could end him now. You are his better; challenge him with the blade.'

This book is about the Deneb sector: a sector of space in approximately the year 1105 of the Third Imperium. A good introduction to the Imperium is found in the *Spinward Marches Sector* book, or the *Reft Sector* book. The Vargr alien race is treated in-depth in *Alien Module 2: Vargr*.

Deneb sector is an Imperial sector containing 385 star systems lying beyond the Great Rift, about 12 months from the Imperial core. It is named for the sector's brightest star, Deneb (1925). The Imperial border runs just within the coreward edge of the sector. Scattered Vargr and other non-aligned systems and client states lie beyond this border.

Neither the First Imperium nor the Second looked far beyond Corridor sector. There was some fragmentary settlement by various groups, near the end of the First Imperium. However, major development began in earnest only after the Third Imperium's Imperial Interstellar Scout Service (IISS) located or contacted major resource worlds. Megacorporations soon exploited those resources, creating trade routes and commercial ties that today link the Imperial core with the Spinward Marches.

People came to the Denebian frontier for many reasons. Some were drawn by real or believed opportunities. Others came to escape poverty, oppression or overcrowding. Many settlers were motivated solely by a desire for adventure. Natural obstacles and hostile sophonts hindered their progress into Deneb. However, some worlds welcomed the newcomers and fuelled Imperial expansion.

While exploratory efforts continued to move outward through the Spinward Marches, Trojan Reach and sectors beyond, Deneb largely retained its frontier atmosphere. By this time, certain traits had already become deeply rooted in the settlers' character. Individualism, resourcefulness and a strong belief in equality epitomises the Denebian mindset.

Today, Deneb is renowned as a centre for innovation and exploration. Deneb is the home of the Jumpspace Institute,

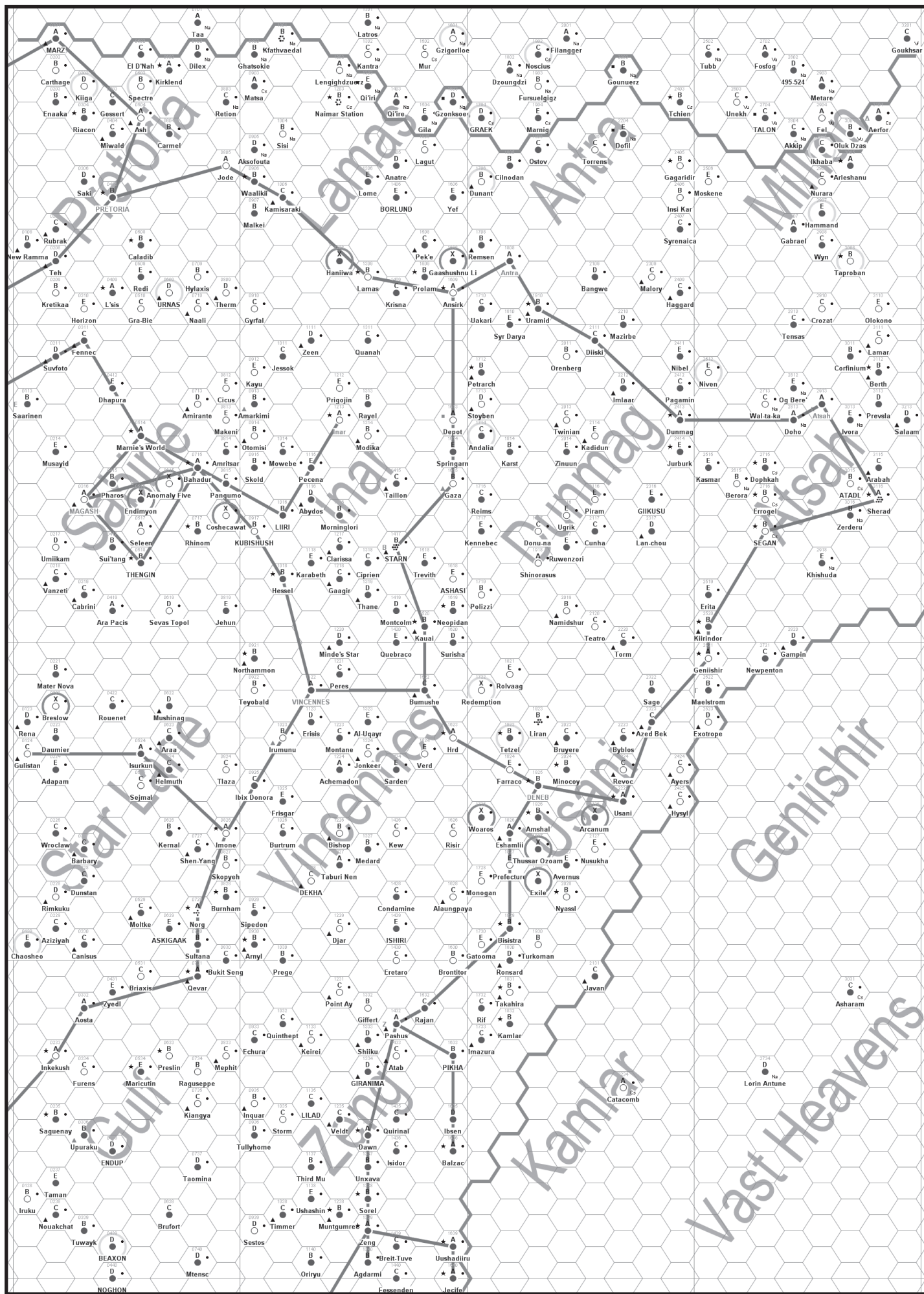
known throughout the Imperium as an innovator in starship propulsion technologies. During the sector's formative years, the Institute was also a sponsor of major exploratory efforts into neighbouring sectors and beyond. Also based in the sector is the Sklar Astrophysical Society.

Another characteristic is the local presence of six Imperial Research Stations. Few sectors can boast of a similar dedication to research and development. The Denebian stations pursue a wide range of activities, ranging from experiments in theoretical physics to undersea geological studies.

Yet another characteristic is in the government itself: there is no sector Duke. Local governments are reluctant to push for integration. Megacorporate interests have a preference for Deneb to be relatively independent of the Imperial hierarchy. Finally, the Imperial Navy finds it easier to deal with Deneb as a collection of Imperial subsectors, rather than a (very powerful) sector united under one (very powerful) sector Duke.

The Emperor sees a potential disruption in a united Deneb. In the past, one subsector Duke and two fleet admirals from Deneb have claimed the position of sector Duke; with an actual title at their disposal, their military and industrial might would rival that of most other sectors in the Imperium. It is *therefore* the Imperium's intent to keep Deneb militarily weak. The Navy and Marines all swear personal fealty to the Emperor. While the Naval hierarchy parallels the political structure, they do not cross at all. The local governments pay their taxes to the Imperium and keep their tradewars limited. All is well.

Nobles will often fund their own fleets of small starships and throw them at each other, with the Navy remaining neutral. The Imperium occasionally gets involved for any Rules of War violations but on the whole the sector nobles are continually in a cold war or hot war with each other. Mercenary groups of all types are contracted by multiple parties and corporations pick sides. At the same time, no one dares attack an Imperial navy base and no one interferes, obstructs or provokes the Imperial fleets, ever.





HISTORY

ANCIENTS AND LOCAL SOPHONTS (-300,000 TO -5,000)

Scattered throughout known space are the ruins of a civilisation that once dominated this region of the galaxy. Early explorations by the Vilani thought each ruined site to be representative of a different race but excavations and explorations soon showed that this was not so – they were all examples of the same civilisation.

Confirmed Ancient sites have been found in every sector of the Imperium, including the Deneb sector. The antiquity of these sites (showed by various dating methods) gave rise to the term 'Ancients' to generally describe this vanished race. All sites have been dated as established at around -300,000. Research indicates that the Ancient civilisation lasted less than 20,000 years in total.

The Ancients never had a very large population. The planets they settled usually had only one, or at most a handful, of bases. Estimates of population vary but do not exceed one million per world. Some investigators believe that their high population worlds held billions and that these were reduced to asteroid belts; that only low population worlds were not completely destroyed. Others counter that none of the evidence found in the asteroid belts confirms this.

In the Deneb sector, Ancients established known bases on Redi (0509), 495-524 (2802), Amritsar (0814), Tetzal (1823) and Deneb (1925). Unconfirmed ruins or sites of unknown significance are reportedly on Enaaka (0203), Dhapura (0412), Shen-Yang (0727), Veldt (1235) and Kennebec (1717).

Deneb was never a barren expanse of empty star systems, just waiting to be conquered. It has been home to a number of sophont cultures. Some are considered primitive, reclusive, xenophobic, or simply enigmatic, like the the Shi'awei of Chaosheo (0130) or the Yaitlat of Peres (1221). There are also a few known worlds with extinct or fallen civilisations, including Jode (0805), Balzac (1636) and Newponton (2721).

However, many sophont peoples are energetic participants in the sector's industry and government. The Sigka of Askigaak (0629) have a thriving industrial complex and can be found throughout the Starlane subsector. Similarly, the Gl'lu of Kubishush (0917) are active in Sabine and Inar subsectors and build high-quality starships for General Products. The Lurent of Borlund (1406) are a relatively common halo culture, jumping their billion-ton planetoids from system-to-system as they travel

to and from their homeworld. Some mercenary groups will hire Nenlat troops from Deneb (1925). There are also the diplomatic Yafizethe of Kernal (0626), the philosophical Crenduthar of Ghatsokie (0902), the struggling Kirissukyoya of Giikusu (2316) and the charisma-based Souggvuez of Talon (2704).

Finally, there is one Droyne world, Zeen (1111). While they are not particularly outgoing, they are shrewd traders and many wide-ranging Droyne merchant starships call Zeen their home. The Droyne of Zeen are good neighbors, it seems: on at least one occasion they saved another sophont people from extinction.

EARLY COLONIES (-5,000 TO 0)

Most scholars attest that the First and Second Imperium did not officially explore or colonise the Deneb sector. Rogue groups ventured into the area but only one settlement established in this time period survived to be contacted by the Third Imperium.

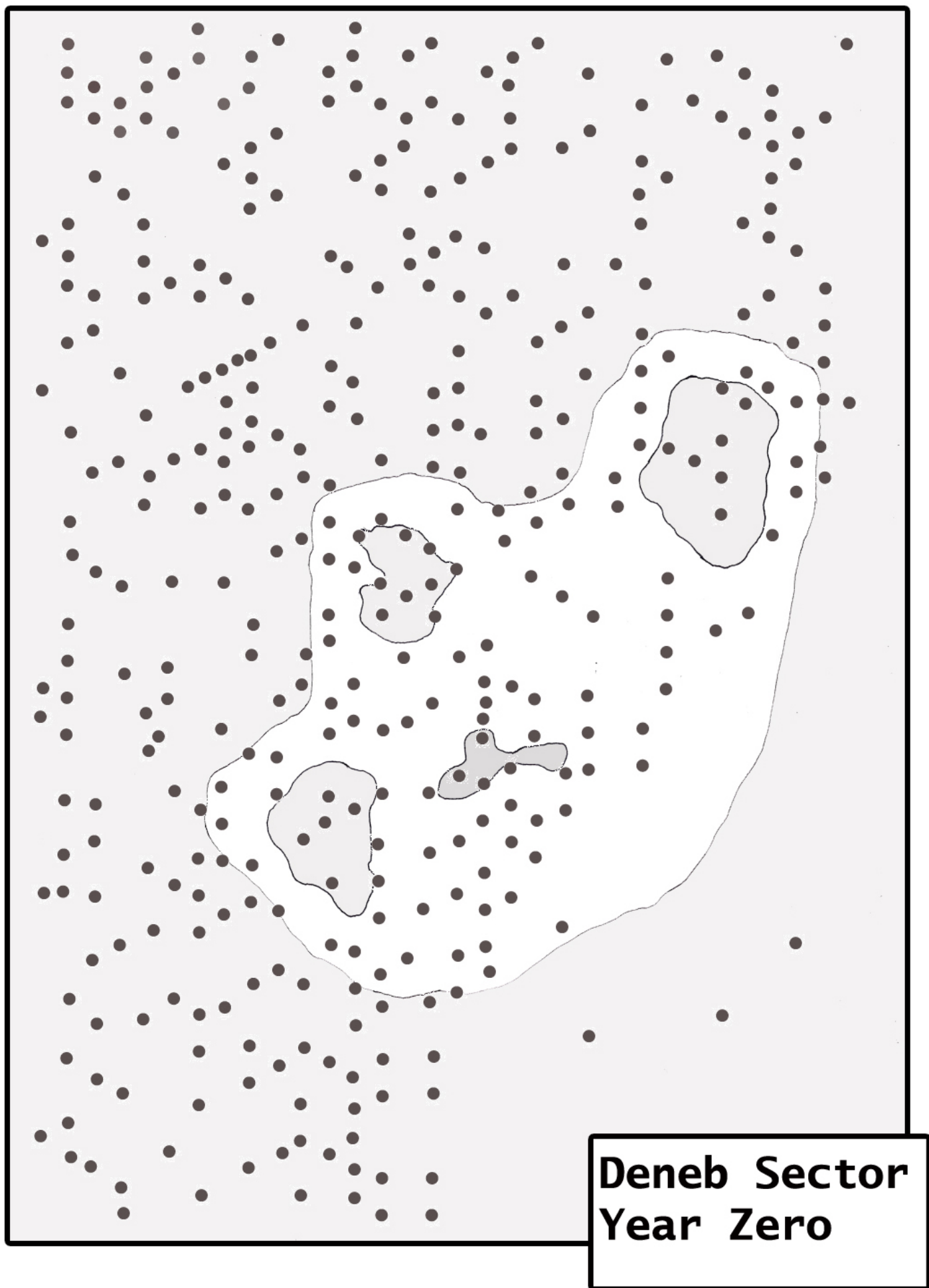
One notable legend is the story of a wealthy Vilani nobleman, surnamed Sachoppek, who allegedly found riches beyond imagining in the Pretoria subsector of the Deneb sector. Usually these legends hint at the existence of an ancient mine, perhaps on an asteroid, rumoured to be the richest, most fabulous resource in the galaxy. Naturally, the backwaters of this subsector are therefore a draw for wildcatters, treasure seekers, fringe archaeologists and religious cultists.

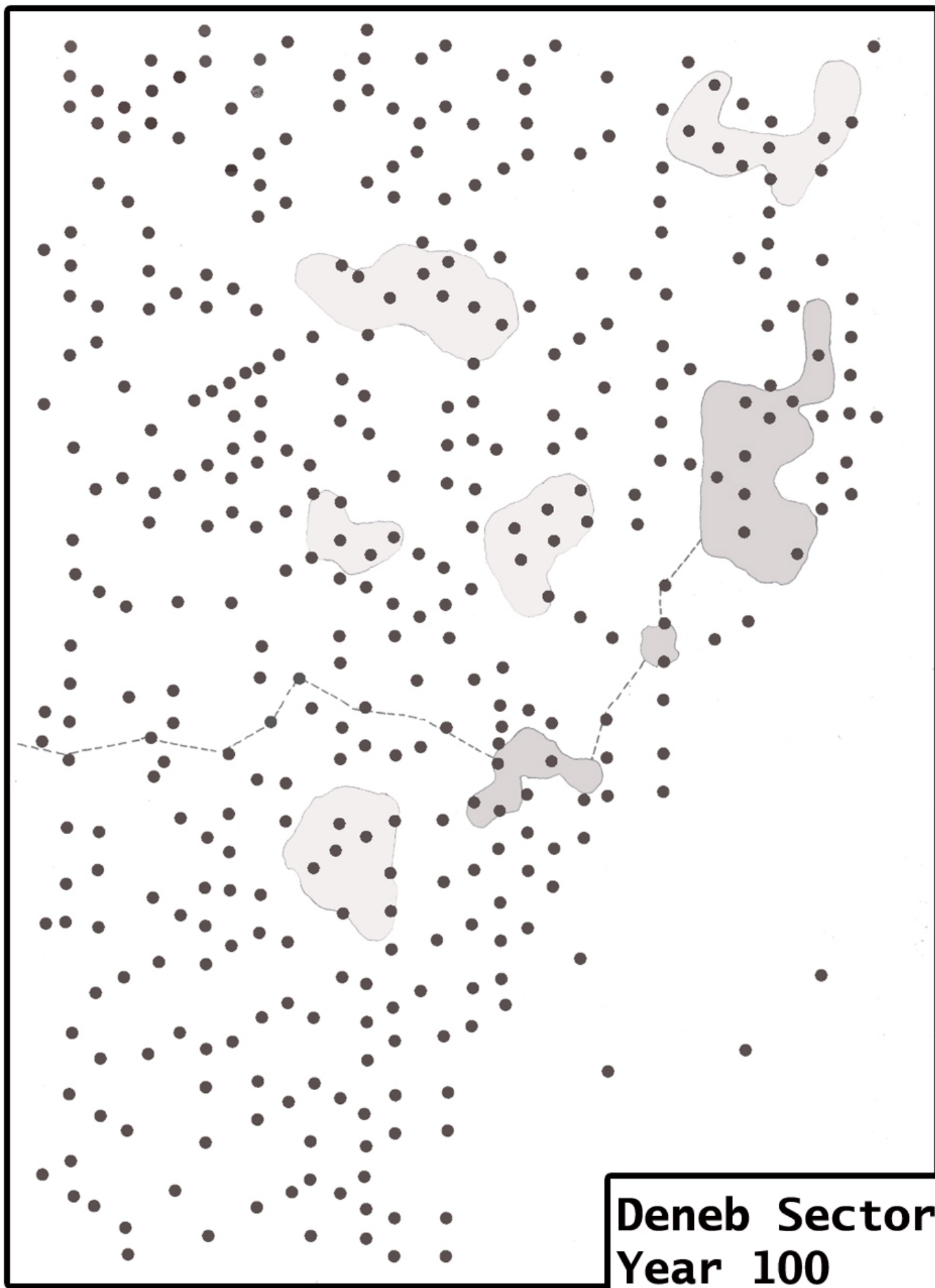
Of the colonies attempted by the Second Imperium, only one survived. Around -2400, a Vilani clan fled the Rule of Man to settle four systems, including Deneb (1925) and Usani (2225). Regaining jump capability in -80, the Deneb colony recontacted the two surviving systems. In time four mainworlds formed the Lidash League, which was contacted by Imperial Scouts in 34 and was admitted into the Imperium in 100.

Solomani exiles attempted to settle Vincennes (1122) around -1700. Unfortunately the Second Imperium was unravelling. Technological worlds were unable to sustain their own systems, much less support far-flung colonies. Today little remains of the colony site, which died out more than 2,000 years ago.

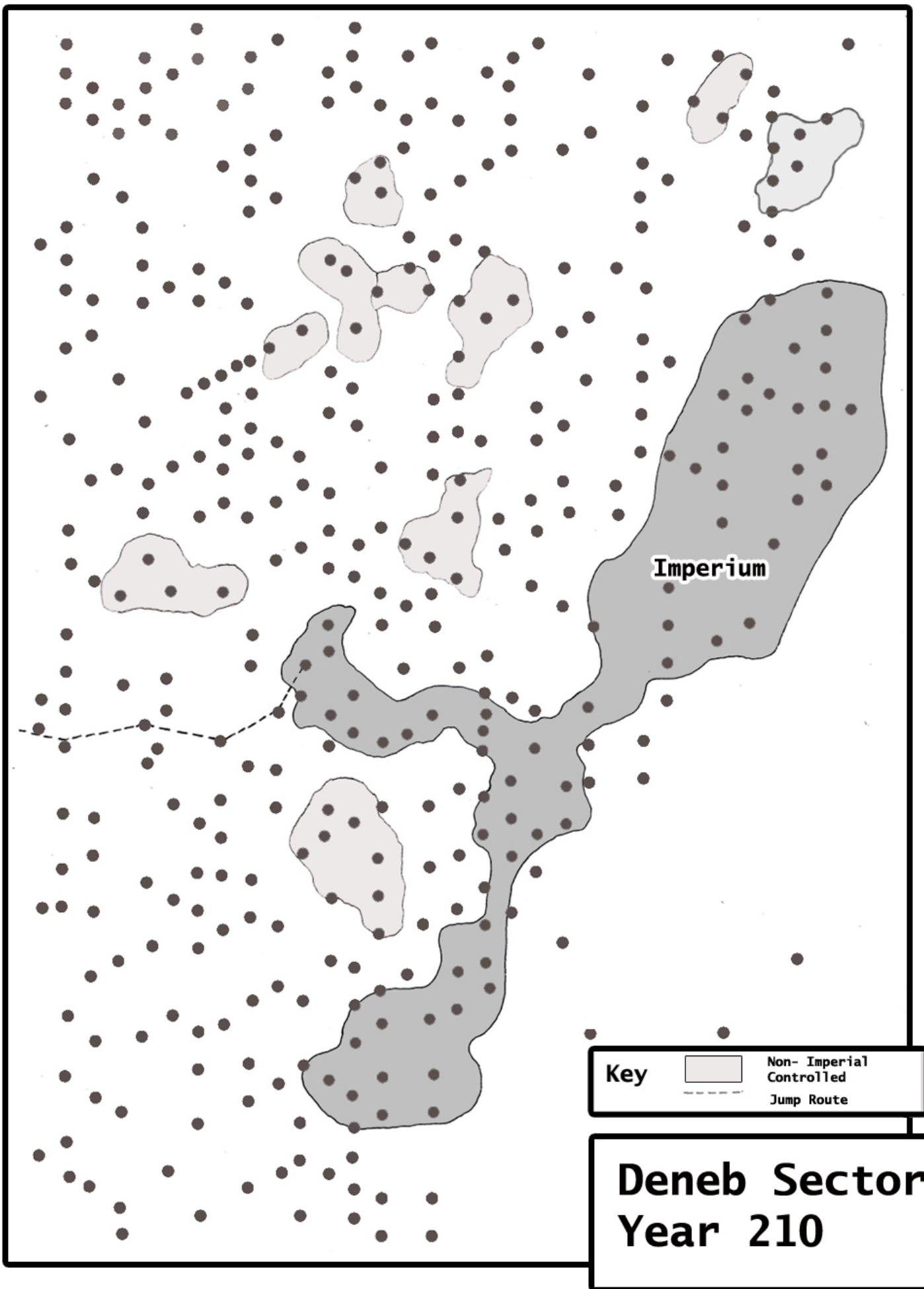
IMPERIAL COLONISATION (0 TO 600)

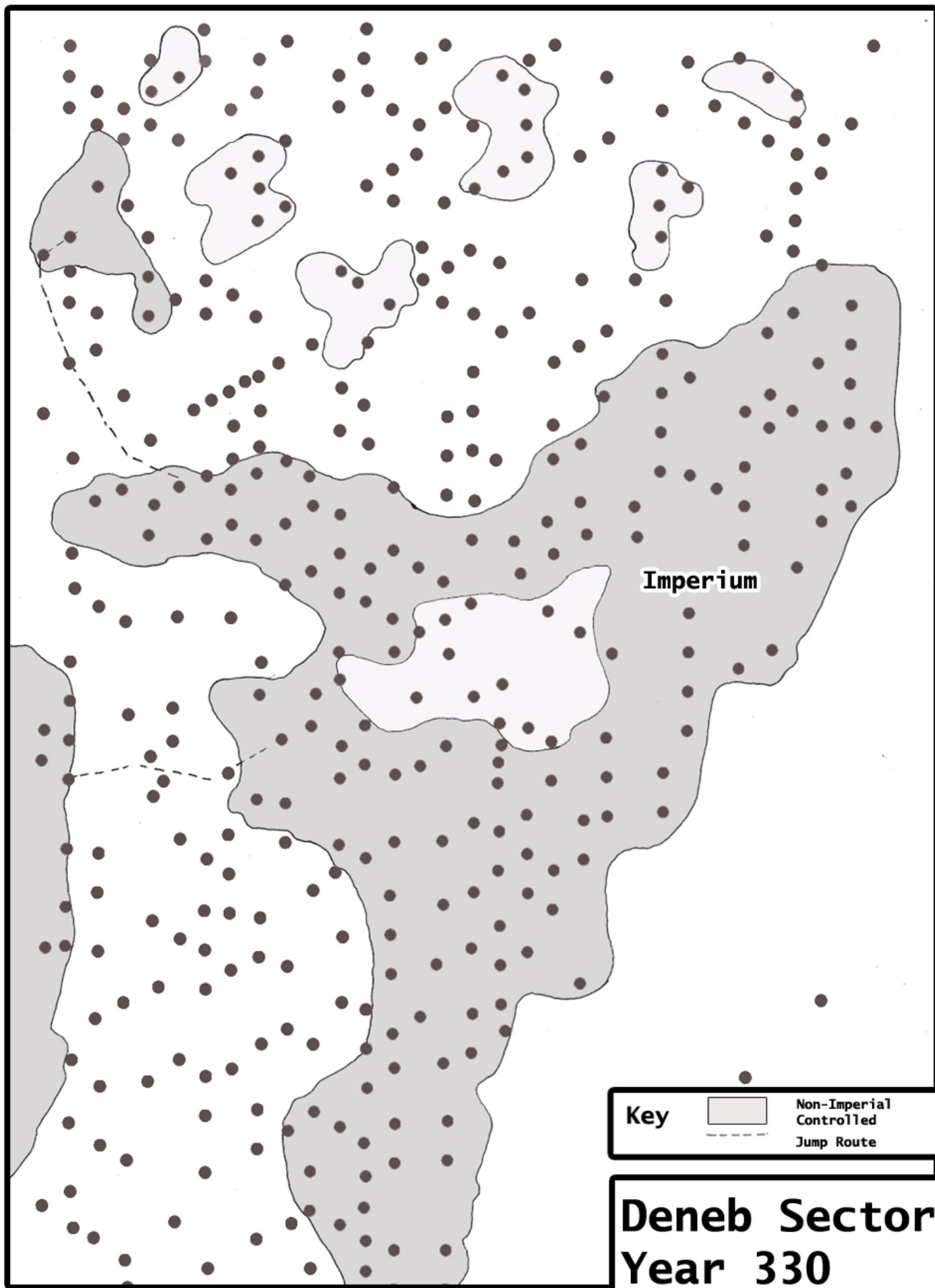
'Year Zero' was the formal date of the creation of the Third Imperium. Official surveys of the Deneb sector by the Imperium were filed starting in year 60. As the Imperial Interstellar Scout Service (IISS) pressed across the sector, surveys of sophont



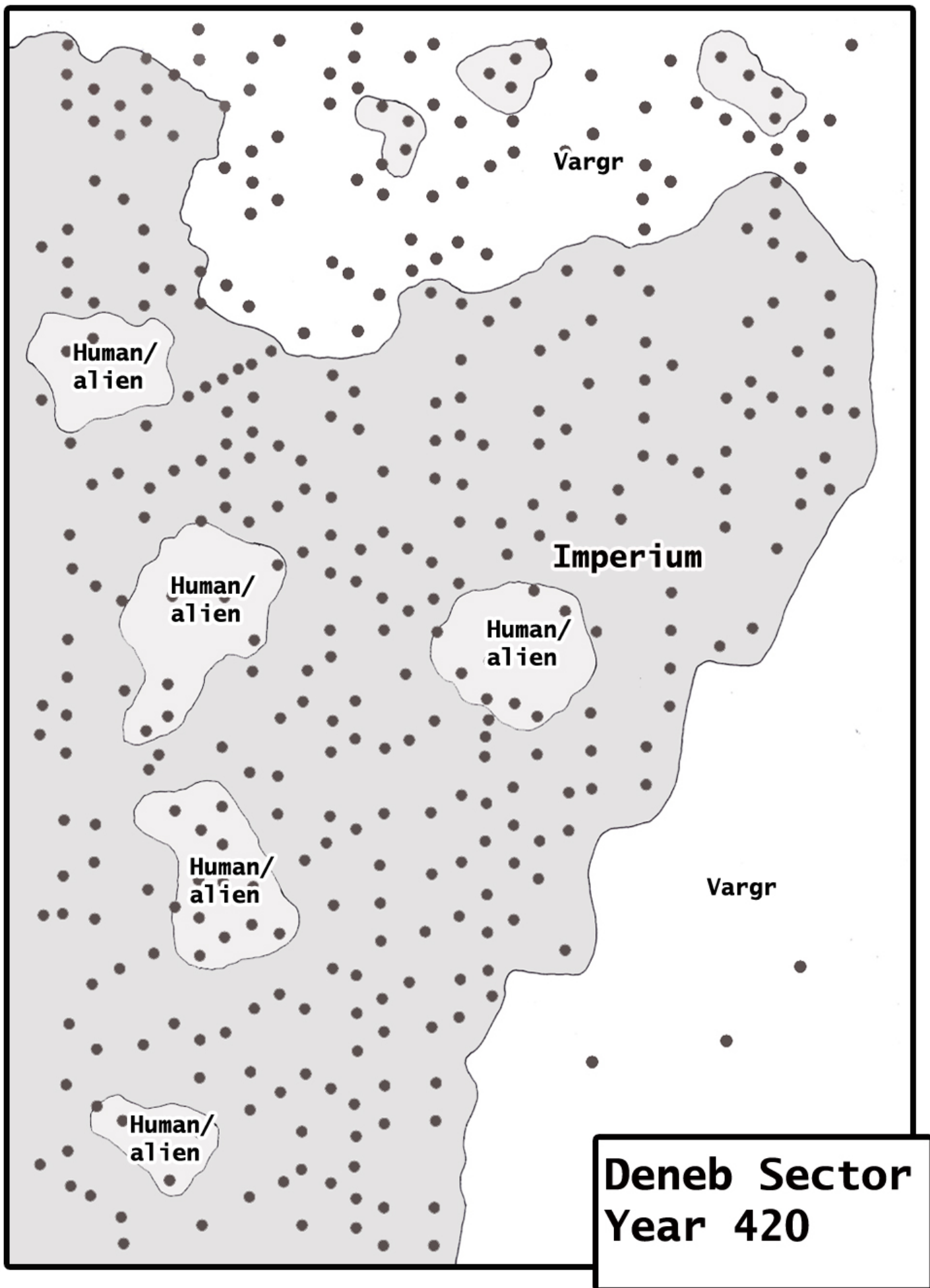


**Deneb Sector
Year 100**





Deneb Sector
Year 330





homeworlds and resource-rich systems were filed with the Office of Exploration Compliance, primarily by megacorporations.

Shortly after that, prospecting firms, private explorers, traders, colony groups, government initiatives and a myriad of other agencies laid claim to, and settled on, these worlds creating a link-and-branch pattern of interstellar routes that foreshadowed IISS plans to establish an official route through the sector. As time progressed, less promising worlds were settled and gradually Deneb's subsectors were admitted into the Imperium.

Surveys for a chain of star systems leading from Vland to Mora were officially filed around year 60. Though resource-rich worlds were not specified, the route itself was clearly favouring some worlds over others. There is evidence that megacorporations were already in the planning stages for colonisation of key worlds.

As early as the 30s, the Imperial Interstellar Scout Service (IISS) sought out workable routes through the Deneb sector. Unlike the Spinward Marches, there is no jump-1 main connecting most of the worlds; also unlike the Marches, there were corsair bases and hostile Vargr empires.

In 34 they contacted the Lidash League, the only human colony to survive the Long Night in the Deneb sector. Even more startling was that the League had regained jump technology after regressing for a considerable period of time. At the time of contact the League was hard-pressed on every side, surrounded by Vargr states that were raiding the League (and each other). Their constant warfare kept the League from progressing, since the need for warships for defence was greater than the worlds' industrial capabilities at the time.

Through arrangements with the Imperium and three of its megacorporations, a fleet of obsolescent warships were granted to the League, which was able to deal swift, decisive strikes against the Vargr, starting the first push that eventually resulted in a full onslaught that was called the Vargr Campaigns, 150 years later. The consequent trade, prosperity and administrative cooperation with the Lidash League resulted in their full acceptance into the Imperium in year 100.

The worlds of Atsah subsector (originally District 168) were explored and settled largely between 60 and 200. This cross-roads subsector was formed quickly out of the Atsak Federation, a Vargr federation centred on the world Atsah. At about the time the Imperial ambassador and Tukera factor Shekhagimu arrived at Atsah, the federation was in the midst of collapse.

Shekhagimu was a seasoned diplomat and businessman. By then a thin, grey-haired man in his late 50s, he was remembered in the histories as insightful with a level of sincerity inappropriate

for the Imperial core. He used his appearance and knowledge of the Vargr to present himself as a highly charismatic leader. After a show of appropriate military strength and cunning, each world was ceded to a separate Vargr clan warlord, with the exception of Atsah, which was claimed for the 'Imperial' warlord, the Emperor, who ruled by proxy through his Duke. Each clan warlord, in turn, swore fealty to the Imperial Duke, not in his position as Duke but as the head of the clan heads. Today, most people see all these worlds as Imperial, despite the technical legality that they are not. Many Vargr on these worlds are proud of their service in the Imperial Navy, Army, Marines and Scouts.

Due to the free-handed dealings of this skilled diplomat, one of the most resource-rich worlds, Atadl (3015) was not ceded to the Imperium. At the same time, Tukera established its domain headquarters here, complete with administrative buildings, fleet shipyards and a research centre. This has bothered the Imperium ever since and for centuries overtures were made to bring the system into the fold. Tukera and Atsah's consistent support of Atadl's solidarity caused Arbellaatra to express her discontent, by ordering the Xboat route to enter Deneb by way of the Imperial world Sherad (3116), only granting Atsah a subordinate branch. The other branch was given to Segan (2717), the homeworld of a rival clan.

Today, allegiances within these Vargr states shift constantly, as charismatic politics is in full swing on 11 worlds. The Imperial presence and a leavening of human populations moderate matters somewhat but each time a world government changes, its status within the Imperium does as well. Pacification and occupation has been tried but the Imperium, in the form of the Navy and Scout Service, has concluded that pacification leads to unification, which is potentially a far larger problem than a dozen squabbling neighbours. So the Scouts and Navy maintain a significant 'gunboat diplomatic' presence in the region, duly update worlds' political leanings as often as possible and let the pot bubble without boiling over.

The current Duke of Atsah, a Vargr named Douzkhozkaegag, has the rare privilege of being the warlord of the Adadh Clan, which makes Atadl his personal fief, while also being the brother-in-law of the warlord of the Segae Clan, whose fief is Segan. Thus the Duke of Atsah can muster the strength of the three most powerful worlds in the Atsah subsector – a fact that has not escaped the notice of the Dukes of Inar and Vincennes subsectors.

Million and Geniishir subsectors (originally Districts 167 and 169 respectively) began settlement in the 80s. The first worlds in the Million subsector were settled by colonists from Atsah in year 80. Vargr resistance, and the lack of systems on the trailing edge of Million, prevented colonisation from the Khouth subsector in Corridor. By year 400, most of the current Imperial



The cultural region that makes up the core of Atsah subsector is made up of pro-Imperial Vargr, who are easily recruited to serve with regular Vargr on patrols and diplomatic missions. Now, a thousand years since the incorporation of this key subsector, Imperial humans cannot fathom ever breaking away from the Vargr their ancestors have worked alongside for centuries.

worlds of Million were part of the Imperium, excepting only the latecomers Ikhaba (2905), admitted in year 592 and Aerfor (3104), admitted in year 440. Both are Vargr worlds.

Usani subsector (originally District 193) was settled mainly from 105 to 250. Deneb (1925), however, had robust, thriving trade with the Imperium *before* year 60 – soon after the Imperial Interstellar Scout Service contacted them. Deneb was the most important trade and supply centre in Domain of Deneb for nearly 20 years. In the year 75, Regina and its surrounding worlds in the Spinward Marches were settled, which shifted the centre of trade from Deneb to Mora.

Zeng, Kamlar and Vincennes (originally Districts 194, 195 and 192 respectively) saw most of their settlements between 140 and 280. Vincennes subsector was surveyed in 120. Particular challenges in the atmosphere of Vincennes (1122) encouraged technological innovations, establishing Vincennes early as a fast-developing world on the frontier. Dunmag subsector (originally District 191) began settlement around 140 and was admitted to the Imperium in 360.

Inar subsector (originally District 219) was deliberately settled between 180 and 350 as a foothold into Vargr territory and a military buffer zone during the Vargr Campaigns. The industrial core of Inar subsector has always produced naval ships for the Imperium.

In 243, Vincennes (1122) was admitted into the Imperium. Its provisional government was replaced by the Humbolts, an Imperial family of Solomani descent. The assignment of the Humbolt clan to the Marquisate of Vincennes was less of a reward and more of an exile.

The Humbolts' primary job was to maintain the route from Deneb to Mora. Their secondary goal was to eliminate the Vargr states from their subsector and claim the duchy for the Imperium. The Humbolts had their own goals as well. From the beginning they entrenched themselves in the region, carefully placing agents in diplomatic posts in neighbouring subsectors and spending resources on technological research. One early success was in convincing the Imperium to found a research base on a world in hex 1623 and then to offer to take over the daily operations

of the base. In this way the Humbolts were able to gain access to contemporary military technology. Originally named after the Humbolt Research Division, the world in short time came to be known simply as HRD.

Sabine subsector (originally District 218) was settled primarily between 298 and 366, with Magash (0316) hosting the first colony.

Pretoria subsector (originally District 217) saw a rush of investment in the 320s from Ling-Standard Products and Sternmetal Horizons. Both built vast mining operations in the centre of the subsector. At the time, Pretoria was still isolated from interstellar powers but the megacorporations recognised a high concentration of resource wealth in these worlds and rushed to exploit them.

GsBAG established its shipyards in Pretoria subsector by 330. It built prospecting equipment and advanced survey starships for finding the richest seams of ore and raw materials for industrial exploitation. It also conducted a booming business in cruisers and escorts as Vargr corsair bands were drawn to the new source of wealth.

Along with GsBAG came Hortalez et Cie and Zirunkariish, which financed the infrastructures of these new colony worlds. SuSAG survey teams found local biological processes which seemed to have unusual properties and by 335 had set up laboratories on several worlds in and near Pretoria. Due to the resource wealth and industrial strength of Pretoria, many of the later battles of the Vargr Campaigns were fought inside the Pretoria subsector, as waves of pirates (not all Vargr) were slowly beaten back. By 350, Pretoria had escorts and freighters operating safe trade routes to the growing Sabine and Vincennes subsectors.

The growing and successful duchy of Pretoria was admitted into the Imperium in 390. Like Vincennes subsector, its early development and most of its struggles against corsairs were largely complete before the subsector became Imperial. This not only gives a sense of pride of accomplishment to its heirs today but also explains some of the rebelliousness of later generations.

Starlane subsector (originally District 220) was admitted to the Imperium in 424, when Mora was divested of much of its territory in the reorganisation of the Spinward Marches.

Lamas, Antra and Gulf subsectors (originally Districts 233, 234 and 221 respectively) were all admitted from 500 to 550.

By year 350, link-and-branch settlement, megacorporate investment and imported nobility established a lively, mixed network of strong worlds under Imperial rule, stretching from Corridor to the Spinward Marches.



From 445 to 470 the Octagon Society built shelters on a few worlds in the Deneb sector. The Octagon Society was a distressed wayfarer organisation that built pressurised shelters with survival supplies in the Spinward Marches. By 440 it was successful enough to branch into the Deneb and Gvurrdon sectors, until financial scandal ended the company in the late 400s.

Deneb was fully incorporated into the Imperium by 550, had more or less reached its current borders and was developed enough to fully support Imperial Fleets, evidenced by the Civil War period immediately following.

THE CIVIL WAR (+600 TO 629)

Noble families retain grudges for centuries, particularly if each side maintains the enmity through tradewar, court rivalries, influence peddling or simply being smug about something where the wrong people can see you. For example, if just one family involved ignores the general Imperial custom of no anagathics for nobility, or has more than the average amount of Viliani or Solomani blood, the number of generations the enmity needs to persist through drops by quite a lot. Then the population of an important world or the entire subsector gets involved and the problem is even more likely to persist – and affect any travellers wandering around, for that matter.

— Ruud Baltiisen, *Sikaruu Kelamii Denebii*, Makhidkarun Deneb Publishing House, 1094.

604 marked the beginning of the Civil War, where several factions fought over the throne of the Imperium. In the aftermath of the First Frontier War, Grand Admiral of the Marches, Olav hault-Plankwell, found solid support for a new government in Deneb from Alar Siirgi, Admiral of the Inar subsector fleet and Tozghovue Oukougvu, Admiral of the Atsah subsector fleet. Grand Admiral of Deneb, Peteya Cecohe, remained neutral, preferring to wait and see what would happen.

Marching on Capital (Core 2118) with his war fleet, Grand Admiral Plankwell forced an audience with Empress Jaqueline I, supposedly for recognition of his war effort. In the course of the meeting in 606, he personally murdered the Empress and proclaimed himself Emperor by right of fleet control.

The fighting in the Civil War was of two varieties; fringe battles for power bases and central battles for power in the Core. The fringe battles were fought throughout the Imperium as rival factions recruited forces. Once any power block built up enough strength to make a victory seem possible, the forces were

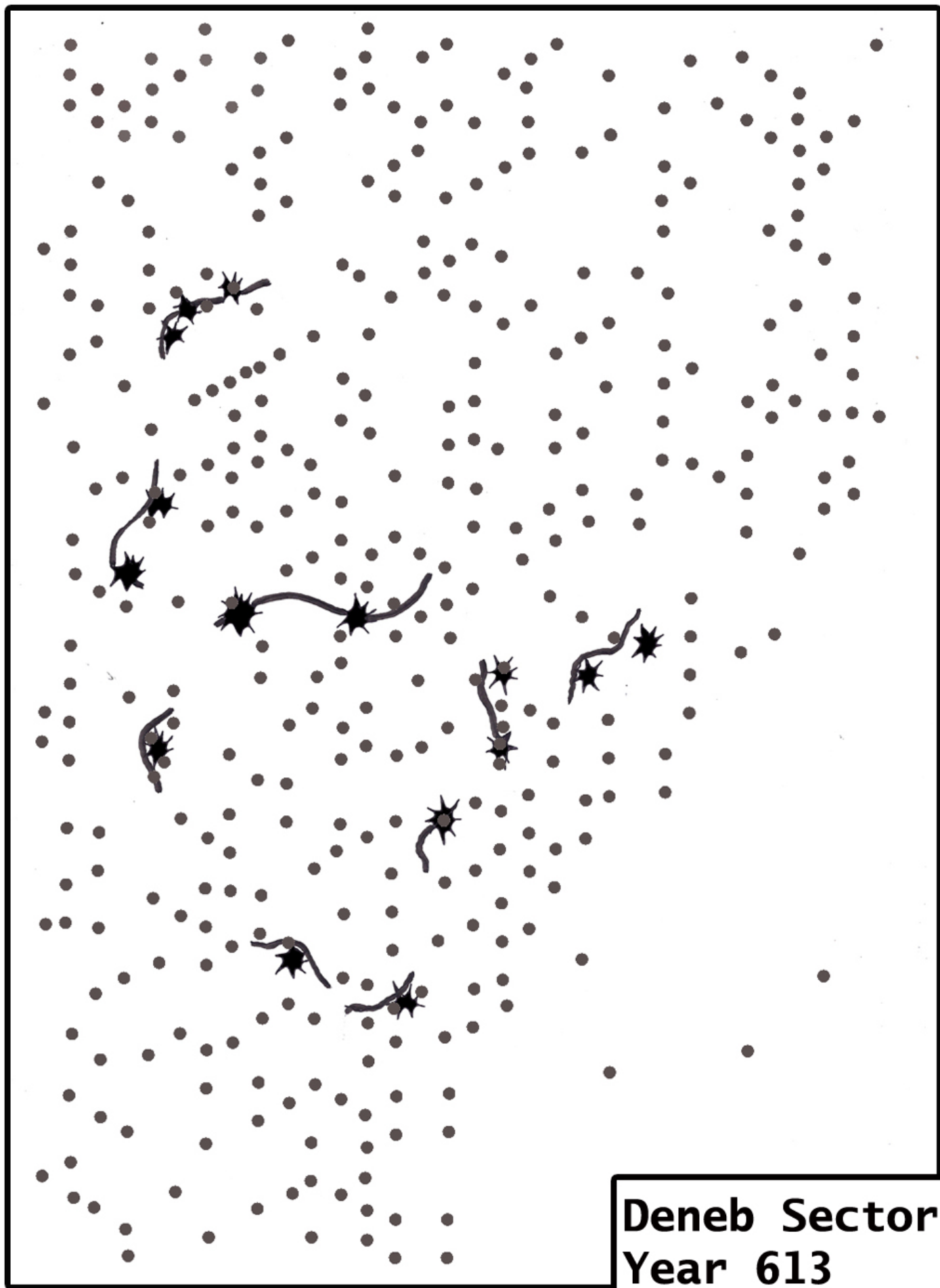
moved to Core and used to either seize power or to wrest it away from someone else. The line of Emperors during the Civil War came mostly from naval officers and they were collectively called the Emperors of the Flag.

Shortly after Olav ascended the Iridium Throne, Grand Admiral Peteya found his sector divided into factions. Skirmishes started between subsector fleets, typically over the industrial powerhouses and naval bases in the sector. Through negotiation and brute force he brought together most of the sector's remaining fleets, especially from Vincennes, Sabine and Usani subsectors and began his own march toward Core. His fleet was stopped in early 609 when he was killed in Vland sector, because Vilani Grand Admiral Idakkash was a Plankwell supporter. Loyalist remnants of his fleet divided and returned to Deneb, where they fought each other and Vargr raiders until 615. To this day elements of the Vincennes, Sabine and Usani subsector navies distrust Vilani sector navy forces, while Atsah and Inar subsector navies tend to look down on the navies in Vincennes, Sabine and Usani.

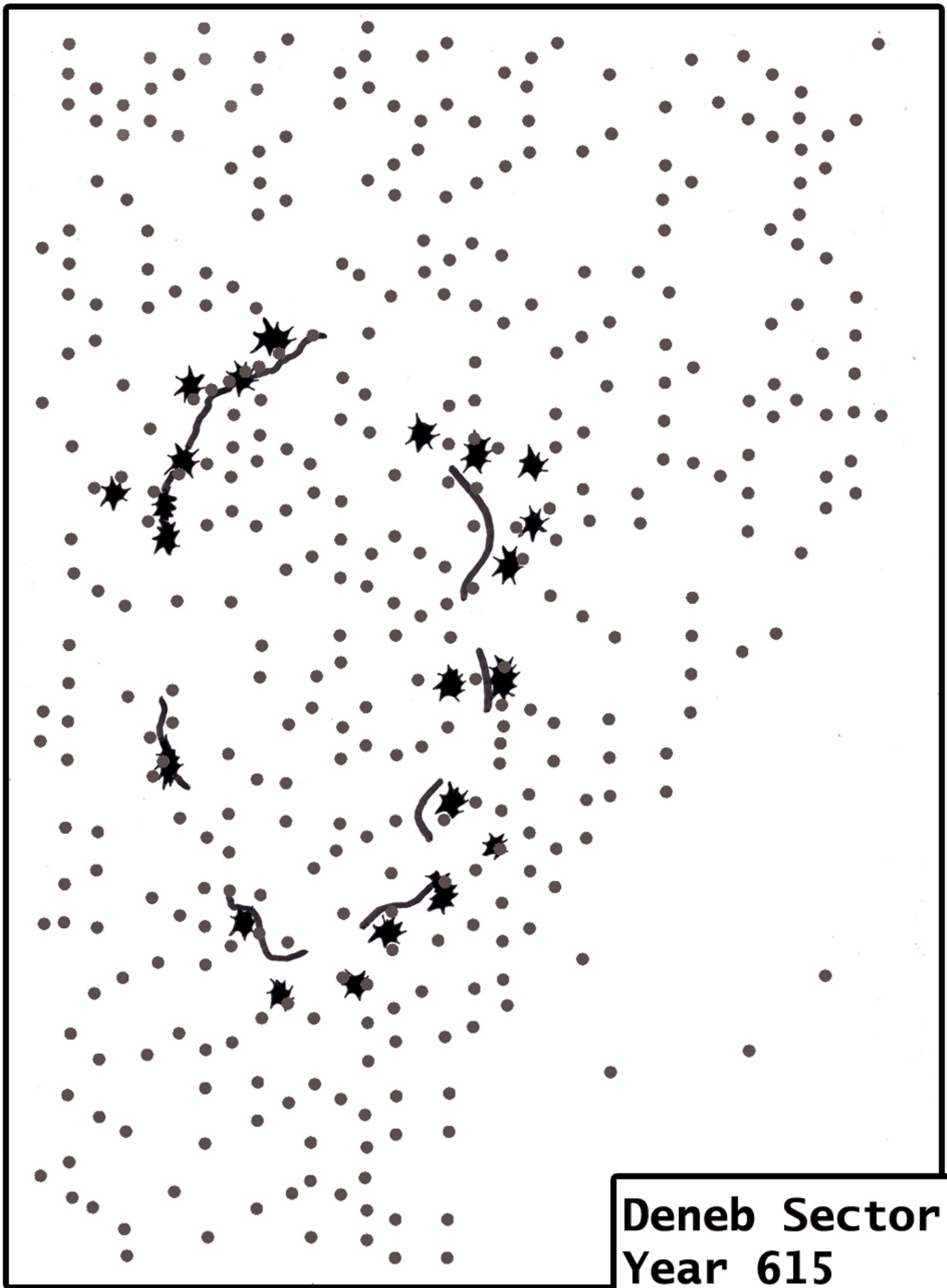
During the course of the Civil War, the Outworld Coalition (of zhodani and Vargr) saw that their defeat in the First Frontier War at the hands of Olav need not be permanent. They attacked again in the Second Frontier War (615 to 620). Fully half of the Deneb fleet was mobilised to stiffen the forces in the Spinward Marches. The defeat of the Outworlders had greater effects than they would know. Grand Admiral Arbellatra ingeniously placed the meagre forces of the Imperium against the Coalition and managed to defeat them again.

In the meantime, the Vargr overran the token defences left in the coreward subsectors of Deneb sector, raiding far into Pretoria, Lamas, Antra and Million sectors. The Vargr were largely stopped by colonial forces from the worlds Pretoria, Borlund and Taproban, but many worlds were defenceless. To this day the coreward subsectors harbour a simmering resentment toward the Imperial Navy.

Arbellatra's strategy after the war was (like Olav) to march on Capital (Core 2118) and seize power. She, however, did not make the mistake of seizing the throne. Instead, she defeated the putative emperor and then took possession of power, holding it in trust for a rightful successor. Arbella held the post of Regent for seven years while a search was made for a member of Jaqueline's family who could take the throne. In the stability that she created as Regent, she made an impression on the government and succeeded in establishing a broad power base. Ultimately, the bureaucracy approached her to take the throne herself, an end which was probably in her mind all along.



**Deneb Sector
Year 613**



Deneb Sector
Year 615



THE BAD WAR (+613 TO 628)

'Together we will build an empire to rival all others and none shall withstand us!'

— Chanus Reynald Humbolt, Duke Vincennes
618-045

Several factors played key roles in the development of the bad war in Deneb sector. The key component was the competition to become the sector Duke, who would control the sector's powerful economy and dictate terms to the megacorporations in the sector; who could bully important worlds and strong subsectors into going against their own interests, to the point of forging truces or breaking alliances. In short, the Deneb sector Duke might be said to bend 385 star systems to his will.

Thus the personalities, allies, enemies and old resentments of the subsector Dukes were focused on elevating one Duke or another. Organisations jockeyed for power and representation and corporations tried to control the process and outcome for their benefit. Influence was also felt from powerful worlds – worlds which had problems to solve, neighbours they did not like, alliances they wanted to make, people out of work, resources to sell, technology to acquire, contracts to sign, governments to overthrow, natives to subdue, colonists to remove and rulers to depose, defang, enthrone, vilify or subvert. The catalysts were the civil and frontier wars, which increased the production of warships from shipyards in the sector.

Starting in 613, in the midst of the Barracks Emperors period and two years before the Second Frontier War, the duchies of Deneb scrambled to consolidate their territories. Spheres of influence expanded beyond subsector lines and often into the subsectors of neighbouring duchies as well. Worlds were traded through diplomacy, espionage and tradewar. Mercenary groups were hired to provide security and defence to vulnerable trade routes.

Duke Atsah claimed parts of Million, Dunmag and Usani subsectors. Duke Inar and Duke Vincennes both laid claim on Starlane subsector. Duke Inar also pushed into Dunmag and Lamas subsectors and pressured Dukes Sabine and Pretoria, while Duke Vincennes pushed into Zeng, Gulf and Usani subsectors.

Although an unsettling time, this period was also a creative period for Deneb's shipyards. Relatively free from Imperial standards, development became a competition in its own right. Innovative starships, vehicles, personal armour, weapons systems and other components were produced in the sector during the Wars.

In 615, in the midst of this competition, Chanus Reynald Humbolt, Duke of Vincennes subsector, brokered an alliance with Shelgir Tauri IV, the Duke of Inar subsector. With nearly half of the sector's military, industrial and economic power, these two neighbouring subsectors could dominate Deneb's affairs. Increasing pressure from the powerful worlds in those subsectors created a mandate for the Dukes of Inar and Vincennes. In reaction, the remaining subsector Dukes formed a confederation with the explicit purpose of breaking this alliance.

Cruisers were deployed and the Good war turned into a Bad one, as industrial bases were destroyed. Worlds were captured and held by assault troops and fleets riddled planets and each other with nuclear weapons. The Imperial Navy was forced to step in.

... In light of the evidence presented to the Iridium Throne and to the Moot, all capital hulls operating in Deneb Sector under Ducal, Baronial, County, or Marquisate flags are to stand down from previous directives and present themselves in good order to the nearest Imperial Naval Base or Depot for evaluation and entry into Imperial Service. Failure to do so will constitute a violation of the Orders of Feudal Obligation, to be held against the Noble and House whose flagged ships remain in the field...

— Excerpt from the Imperialisation Order of Regent Arbellaatra
622-270

In 622 the capital units of the sector Dukes were ordered by Imperial decree to stand down and report to Imperial Naval bases. Vincennes initially resisted but the Duke of Inar betrayed the Humbolts, turning over his fleets and passing the locations of key Humbolt bases to the Imperium. Even so, a number of units refused the terms of surrender and had to be hunted down and subdued. One notable task force was a TL14 dreadnought squadron, under the immediate control of the Humbolt patriarch, Duke of Vincennes. In 628, amidst the smoking hulls of a final pitched battle, the Duke met the commander of the 45th Imperial Fleet, Count Kagush (Vland 2316) on the deck of the Imperial Fleet Flagship *Torrepeg*, each with a cutlass and no armour. The Duke's body was given an Imperial burial, his family was banished from the Imperium 'for extreme violations of Imperial law'.

DEVELOPMENT (+629 TO 899)

With the end of the two Frontier Wars, the Civil War and the Bad War, Deneb sector entered a period of renewed expansion. Megacorporations invested vast amounts of capital in developing the resources of Deneb. The express boat (Xboat) system was established. The Solomani influence in the Imperium was lessened and replaced by a more cosmopolitan policy. Deneb sector saw the establishment of research bases to support its growing industrial base.



Year 628

The hunt ended on Day 107, around Balzac (1636). The *Magaku's* spinal gun fired a beam of particles 50,000 kilometres through the dead of space, scored a hit on the *Kalere* itself, and a large bay each from the *Luurisham* and *Kuyoga* also aimed true. Multiple ruptures ignited oxygen and ordnance in red and orange, effectively killing the target.

In return, however, five spinal guns from the eight functional *Kalere*-class dreadnoughts hit home as well, along with one massed-bay attack. The *Magaku* would never fly again; the *Luurisham* vanished in a tiny supernova as its power plant exploded and the *Kuyoga* broke in half.

Whatever the crew's thoughts, the officers of the *Magaku*, *Luurisham* and *Kuyoga* knew that no mercy awaited them. There was never a reason to surrender, so they ran until caught, then fought to the death.

Admiral Derrassemi read the communique' again, focused on key phrases. *Do not open a dialogue*. Then he re-read the recorded statement from the rebels. '*Arbellatra is a traitor to the Imperium. We cannot in good faith follow her.*'

You were mistaken, he thought. *Arbellatra is not empress. Your resistance served the avarice of your patron rather than the good of the Imperium.*

Deneb also played a part in the Imperium-wide Psionic Suppressions.

By the end of this period, most of the current major worlds were entrenched as centres of power. Starports were upgraded, corporations invested and the Imperium increasingly sold its military contracts to these worlds.

The Xboat Network

The Xboat system was established by Arbellastra in 624 and expanded to cover the entire Imperium by 718. It serves two main purposes. One purpose is governmental, establishing protected routes connecting major worlds in the Imperium. The other purpose is commercial. It has been said that commerce is the lifeblood of the Imperium. The Xboat network is one way that the Imperium encourages interstellar commerce. Granted, this commerce is long-haul traffic carried by large corporations. However, even smaller corporations benefit from increased interstellar traffic: off-network feeder markets are serviced by subsector and fledgling lines.

The Xboat system consists of specialised jump-4 starships for moving information around the Imperium. Selected locations along major trade routes are established as sites for express

boat stations: orbital facilities that service and refuel the Xboats on their communications runs. Often an express boat tender serves as the station.

As an Xboat arrives in a new system, it beams its recorded data to the express boat station, which then retransmits it to an Xboat standing by to jump outsystem. The first ship is then refuelled, possibly the pilot is replaced and it awaits the arrival of the next incoming boat. Time between jumps is almost always less than four hours and the record is under seven minutes.

Early on, the worlds of Amarkimi (0913), Gaza (1615), Atsah (2913), Irumunu (1023) and Upuraku (0336) were singled out as good locations for Scout Way Stations, established to service and overhaul all Scout vessels. Way Station yards and orbital zones are like huge junkyards, full of Scout starships and equipment in every possible condition and age, from brand-new to ancient and from 'still in the box' to unrecognisable wreckage.

Decline of the Solomani

Solomani influence in Deneb sector began to wane along with their influence in the Imperial government. Starting with the exile of the Humbolts, Solomani-only parties fell out of favour and its members were publicly ridiculed. Violence erupted in cities on major worlds such as Lilad (1135) and Pretoria (0406), where anti-Solomani riots killed humans suspected of being Solomani sympathisers. This hatred often extended to the Vargr, who were also seen as ultimately of Solomani origin and soon the image of the bloodthirsty pirate was equated not only to Vargr but also to those of Terran origin.

The violence was not one-sided. The anti-Solomani sentiment caused a backlash in pro-Solomani governments, cities and colonies, as people met violence with violence of their own. Pure-blooded Vilani citizens became targets of pro-Solomani gangs and small-scale sabotage was carried out on a number of shipyards on smaller starports on Kantra (1302), Mazirbe (2210) and Teyobald (0922). Ancient symbols were used to declare new brands of the plain old human hatred of others.

These widespread animosities, as well as continual disagreement between the duchies themselves, fostered a certain business environment and opened up specific markets for weapons. As a result, Instellarms spread throughout the sector and came to dominate the firearms market.

Eventually these hatreds subsided but resentments simmer on. Several governments in the Deneb sector still carry a distinctly pro- or anti-Solomani bias and some neighbouring systems still do not trust one another. Many pro-Solomani worlds label themselves as 'pro-Humbolt', preferring the rule of the Humbolts over the entire sector to today's apparent balkanisation into subsector duchies.



Research Stations Established

One success story is the investment in the development of the Deneb sector by the Imperium and its resulting growth. Six research stations were established between 656 and 885 to study a range of natural, technological, medical and psionic phenomena.

Psionics Suppressed

Psionics Institutes flourished in Deneb, reaching a peak in year 770. Psionics is a rare talent and the Institutes made a living on seeking out talented individuals and training them for Imperial service as professional psionics. Teleport Technicians could find ready employment from loading docks to law enforcement. Empaths were sought after by disaster-rescue organisations.

Research Station Epsilon was founded specifically for military psionics research and from the beginning was associated with the Order of the White Star, an Imperium-wide Psionics Institute for training military knights with psionic ability. Naval officers with high aptitude learned the skill of teleporting a starship across interplanetary distances, while Marine commando squads with proper psionic control over cryo- and pyrogenesis could instantly deploy from orbit to the surface of a world and back.

Starting as early as 772, Imperial agencies began plotting to eliminate Psionic Institutes due to their potential as a 'fifth column' in a future war with the Zhodani Consulate. Public opinion also shifted against psionics in general as a series of financial, ethical and moral scandals erupted within the Institutes. As the suppressions began, SuSAG was badly damaged financially as psionic drugs were declared illegal, manufacturing plants closed and all stocks confiscated and destroyed.

A few Institutes went underground before they could be shut down. Subsector law enforcement raided a manor on Morninglori (1216), killing 40 individuals and proving that it was a clandestine Psionics Institute. The Order of the White Star fleet was ordered to stand down and report for decommissioning; many ships fail to show and must be hunted down. The Sword of Arbellatra was disabled in 824, with all hands reported lost.

In an ironic twist, a routine records examination in 879 revealed that two Psionic Institutes did not have their charters revoked. Further investigation showed that they were being used as training centres for covert operatives. Investigations into the installations found no evidence of continued psionics training.

Industrialisation (+900 to 1099)

By the 900s, Deneb sector's research and industrial base had grown to immense proportions. Military industry enriched the sector's economy. The shipyards at Marz (0201), Magash (0316), Vincennes (1122) and Balzac (1636) had standing contracts to build new jump tenders and upgrade the Imperial Navy to jump-4. Squadrons such as the 154th were refitted with

new battle riders from Deneb (1925). The 154th in particular was assigned to patrol duty along the Vargr border of the Deneb sector and stayed there for about 70 years.

Design competitions reached a fever pitch as Agagir Khirdon's Cruiser-Escort development team competed against Paalgu Didukim (a Sigka) and his *Fer-de-Lance* Escort design team. The *Fer-de-Lance* won out and the first Cruiser Escort of its class was commissioned by Ling-Standard Products, which evolved its mission to a long-duration frontier cruiser for patrolling the outlying spacelanes of Deneb.

The Third Frontier War prompted the construction of new classes of cruisers, battleships and support vessels. The Chrysanthemum-class escort began its production runs in year 1000. The Atlantic-class cruisers started production in the 1010s, with the last of the run finished in 1050, at Deneb's No. 2 Shipyard.

The Sabine IN fleet beefed up its forces, against current naval doctrine, to provide a defensive guard for the increasingly important Rhyllanor subsector in the Spinward Marches.

Zid Rachele appeared on the forefront of radical politics as he terrorised Pretoria subsector.

Meanwhile, Vincennes (1122) had reached TL F back in year 800. By 1090, Vincennes had reached TL G and today produces small numbers of improved equipment. Its black globes are of a higher quality than standard TL F models. Its jump drives require 9% less jump fuel than previous models, though they typically suffer from more mishaps than typical. Prototype AI bodyguard robots show up on the Vincennes market, competing directly with the megacorporation Naasirka.

The Imperial Navy's wholesale switch to an 'elastic' defence put larger numbers of capital hulls back in the Deneb sector. The ruling doctrine for previous centuries was a 'crustal' strategy, which resulted in exposing strategic interior worlds to capture if the defence is bypassed. This strategy failed for the last time in 1084, during the Fourth Frontier War.

Deneb Sector Today (+1100)

Today, Deneb is a strong bastion of interstellar corporate trade, Imperial research and military training. The Xboat routes are filled with liners and freighters. Six Imperial research stations push the limits of science. The Navy keeps the major shipyards busy with refits and new production.

In the Vincennes subsector, the FGMP-16 prototype is undergoing second-generation trials. Organic computers are on the horizon, promising a large improvement in starship automation. Droptank configurations hold out the hope of the fuel-minimal freighter and liner.



Under close Imperial scrutiny, the major and minor states of the Deneb sector participate in politics, trade and commerce, security and development. Power is spread throughout the sector and diplomacy is the usual way to do business. The distribution of rich and poor worlds, differing cultures and sophont peoples guarantees a constant need for privateers, mercenaries, patrols, tradewars and small police actions.

The Imperium still forbids the participation of capital ships in any local affairs; the removal of the Duke of Vincennes still serves as a sufficient warning against starting a Bad War. Nevertheless, the struggle to improve each duchy's sphere of influence goes on.

Experimental Jump-6 xboats are being tested between Magash and Kubishush, and Kubishush and Vincennes.

TIMELINE

- 300,000 Rise and fall of the Ancients.
- 75,000 Modern Droyne first appear.
- 4,000 Sachoppek the Mad allegedly builds an extensive system of fabulously rich mines in the Deneb sector.
- 2,400 Vilani clan flees the Second Imperium to Deneb (1925) in the Usani subsector.
- 1,700 Solomani exiles establish an ill-fated settlement on Vincennes (1122).
- 34 The Lidash League, led by Deneb (1925) contacted by the IISS; trade begins soon afterwards.
- 75 Regina subsector in the Spinward Marches is settled, shifting the centre of trade from Deneb to Mora.
- 100 Atadl and Sherad form a strong industrial base in Atsah subsector.
- 120 Vincennes (1122) is re-colonised. The subsector is surveyed.
- 120 Exploitation of Endup (0436) begins as a penal colony.
- 200 Atsah and Geniishir subsectors admitted into the Imperium.
- 220 Vargr Campaigns begin.
- 230 Usani subsector admitted into the Imperium.
- 243 Vincennes subsector admitted into the Imperium. Humbolts exiled there as ruling nobility, with a charge to keep Starlane open and crush the nearby Vargr states.
- 298 Magash colonised.
- 307 Zeng and Kamlar subsectors admitted into the Imperium.
- 325 Inar subsector admitted into the Imperium.
- 340 Sternmetal Horizons begins a concerted effort to push independent prospectors out of Dekha.
- 350 Vargr Campaigns end.
- 360 Dunmag subsector admitted into the Imperium.
- 366 Sabine subsector admitted into the Imperium.
- 385 Al Morai out of Mora (Spinward Marches 3124) establishes subsidised merchant service to Magash (0316), Thengin (0518), Askigaak (0629), Gulistan (0124), Isurkun (0524) and Imone (0826).
- 400 Million subsector admitted into the Imperium.
- 420 'Minor Uprising' put down in Sabine subsector.
- 424 Starlane subsector admitted into the Imperium.
- 445 Octagon Society shelter built on Redi (0509).
- 447 Octagon Society shelter built on Dhapura (0412).
- 457 Pretoria subsector admitted into the Imperium.
- 459 Octagon Society shelter built on Horizon (0310).
- 470 Octagon Society shelter built on Fennec (0311).
- 510 Lamas subsector admitted into the Imperium.
- 520 Antra subsector admitted into the Imperium.
- 528 Jonkeereen Project begins development of a human subspecies suited for hostile desert environments.
- 550 Gulf subsector admitted into the Imperium. Deneb sector fully incorporated into the Imperium.
- 600 First three generations of Jonkeereen arrive on Jonkeer (1324) and require little support.
- 604 Beginning of the Civil War.
- 613 Consolidation of power in Deneb begins.
- 615 Second Frontier War begins. Inar and Vincennes subsectors form a strong alliance. Deneb, Atsah, Zeng, Sabine, Pretoria and Lamas subsectors form a counter-alliance.
- 616 Battle of Redemption (1722) won by Deneb.
- 617 Vincennes reaches TL14.
- 617 Battle of Rhinom (0717) won by Inar.
- 618 Battle of Imlaar (2212) won by mercenaries and corsairs funded by Vincennes.
- 619 Nuclear exchange in close orbit over Mater Nova (0221).
- 620 Second Frontier War ends.
- 620 Starport on Kew (1426) reduced to radioactive slag; world enters a nuclear winter.
- 621 Highly reactive and toxic chemical agents from HRD Labs poisons Sevas Topol's (0619) atmosphere, killing most of the population.
- 622 Arbellaatra becomes Regent. Capital units of the subsector Dukes are ordered by Imperial decree to stand down. Hunt of rebel units begins.
- 628 The Humbolt clan is exiled from the Imperium for extreme violations of Imperial law.
- 629 Arbellaatra becomes Empress of the Imperium.
- 640 Order of the White Star founded by Arbellaatra.
- 667 SuSAG convinces Emperor Zhakirov to re-fund the Jonkeereen Project. Fine-tuning of genetics introduced and IISS permanent observers are put in place.
- 675 Xboat system covers Deneb.
- 700 The Imperial Ministry of Colonisation transplants Jonkeereen to desert worlds throughout the Domain of Deneb.
- 700 The Imperium reaches TL14.
- 799 Vincennes reaches TL15.
- 800 PsionicSuppressions begin.
- 815 A global thermonuclear war devastates Gaashushnu Li Mur (1608); the survivors refuse evacuation.
- 815 Local and subsector law enforcement forces raid an estate on Morninglori (1216), killing 40 and proving that it was a clandestine psionics institute.



881 Ashak Moroyanga, an Imperial physicist, dies under mysterious circumstances.

885 Imperial Research Station Zeta opens on Pashus (1432) to carry on Ashak Moroyanga's research into time anomalies in jumpspace.

900 Erita (2519) begins colonisation of Kiirindor (2520).

904 The 154th Battle Rider Squadron is refitted at Deneb's Number Four shipyard with one *Sakti*-class jump-4 carrier and six new *Quiquilat*-class battle riders.

906 The 154th Battle Rider Squadron is transferred to patrol duties along the Vargr border in the Deneb sector.

920 Wood Station, a research laboratory in the planetoid belt of the Vincennes (1122) system, monitors gravitic waves in the belt.

979 154th Battle Rider Squadron redeployed to the Spinward Marches for the Third Frontier War.

982 The Star Rider, a prototype Imperial Navy ship merging the concepts of cruisers and escort tenders, is laid down in Starn (1417) Shipyards; launched in 985, it failed its acceptability trials and was ordered scrapped in 991.

986 The Third Frontier War ends after the zhodani drive at Rhylanor is turned back with reinforcements from Sabine subsector.

1000 Third Imperium at TL15.

1010 Rachelean Revolts on Pretoria (0406) led by Zid Rachele.

1015 Zid Rachele disappears after escaping from the prison world Exile (1928).

1050 The last Atlantic-class heavy cruiser is built at Deneb (1925).

1057 It is rumored that an Imperial Research Station somewhere in the sector created an artificial black hole, which destroyed it and a third of the hosting Earth-sized planet.

1071 Leavitt Labs, an oceanographic research firm based on Carthage (0202), develops a new combat drug derived from the Jodian Salalor on Jode (0805).

1073 Interdiction of Chaosheo (0130) broken when the starliner 'Ishgarlu' misjumped and crashed on this primitive world.

1083 First uprising of Jonkeer (1324) over forced transplanting; tribes unite under Chief Tabali.

1089 Admiral Aramais P. Lee retires from the Imperial Navy and begins work on surveys in the Deneb, Corridor and Spinward Marches sectors, becoming a trade representative for Sharurshid.

1090 Vincennes reaches TL16.

1092 Wood Station, a research laboratory in the planetoid belt of the Vincennes system (1122), is placed under Imperial Navy jurisdiction and declared off-limits to unauthorised traffic.

1098 DNA testing by TobCorp reveals the close relationship between the Tobai of Tobibak (Corridor 1011) and the Githiaskio.

1100 SURD develops the first TL 15 pseudo-biological robot.

1101 Second uprising of Jonkeer (1324) over possible retrovirus; Imperial Marines kill Chief Tabali; eventually SuSAG negotiates end to uprising.

1102 Imperial Navy signs a contract for 12 Sydkai class cruisers of GSbAG's design, delivered over a six year period.





POWERS

Power in the sector is divided between the Imperial Navy, subsector Dukes and megacorporations. Also playing a part are research centres, minor states and local corporations.

States and corporations use their resources to further their agenda. The largest budgets inevitably come from the strongest duchies and megacorporations but these entities wield considerable power that goes beyond mere MegaCredits. They hold the means of production and the lanes of commerce; entire economies are subject to them and this in turn grants them tremendous leverage within the sector.

IMPERIAL NAVY

Due to the competitiveness of Deneb's political system, the Imperium placed its depot in the Inar subsector, close enough to protect the coreward frontier while also keeping a close watch over Inar, Vincennes and Atsah subsectors. The Imperial Navy acts as an anchor and a protection against colonial forces. When a war heats up to the point that a Duke considers using a tactical nuclear or biological weapon, the Navy is ready to call a halt to matters with a squadron of dreadnoughts and a battalion of battledressed Imperial Marines. Seats of power change hands in many ways.

Deneb Sector Grand Admiral Manasori Ru

At first with his diminutive 1.5m, 47 kg frame, blond hair and bronzed skin, Ru fails to impress people... until he speaks; then people jump to follow orders. An efficient, businesslike manner disguises his past as, among other things, the son of a Vilani smuggler and later a naval medic on the front lines of the Fourth Frontier War in the Spinward Marches. He is stationed at Depot (1613), whence he oversees the fleet admirals.

As is required for the Grand Admiral of the Deneb sector navy, Ru is not impressed by credentials. Hard work, personal achievement and proven leadership – based on Ru's own subjective assessment – are his criteria for promotion. Typically it is people who can work well with him who achieve, so to some degree promotion is dependent upon personality.

Pretoria Subsector Fleet Admiral Lancacre

Often called 'Admiral Massacre' by ratings, in hushed whispers. In his mid-40s, he has raven-black hair, hazel eyes and fair skin, and he proudly wears an Imperial admiral's 'working' uniform, seldom donning the ceremonial edition. He rose through the ranks as an orbital shipyard worker, then the youngest naval shipyard director in Corridor sector and from there to captain a ship and squadron. He is still skilled with a vacc suit and partial

to Vlandian cigars. He plainly dislikes any and all nobility from the Vincennes subsector and tends to see Humbolt conspiracies in several unlikely places.

Pretoria's TL15 fleet consists of four battleships. Four cruiser squadrons consisting of four cruisers each support the battleships and are also used in peace-keeping task forces. There are also six destroyer squadrons, which support the cruisers and also perform small patrol duties.

Lamas Subsector Fleet Admiral Stalusco

1.7m, auburn hair, green eyes, pale. From the backwaters of the Sabine subsector; tribal affiliations. Obsequious, but street-wise, with a military bearing – proud of the Navy.

Lamas' fleet consists of three TL14 battleships. There are also five cruiser squadrons for support and anti-piracy patrols, each of which is accompanied by two destroyer squadrons (10 destroyer squadrons total).

Antra Subsector Fleet Admiral hault-Optawon (Uramid)

1.86m, pale, very formal but patient. Knows forgery; his favourite watch 'engraved by the Emperor' might be a fake but nobody can get at it to check and he does not tell.

Antra has two TL15 battleships. In support of these, it also has four squadrons of four cruisers each. Each cruiser squadron also has two destroyer squadrons in support of it, for a total of eight destroyer squadrons. This modest fleet spends nearly all of its non-patrol time at the orbital naval bases around Uramid (1910) and Gagaridir (2405).

Million Subsector Fleet Admiral Theera

1.8m, well-mannered, comfortable in her role being a sort of mix of admiral, ambassador and justice of the peace. The only Nenlat admiral in service of the Imperial Navy.

Million has two TL15 battleships and four squadrons of four cruisers each. For patrol and support, Million also has eight destroyer squadrons. This small fleet spends most of its time at the subsector capital, Arleshanu (3005) and the Marquis' fief Taproban (3009).

Sabine Subsector Fleet Admiral Detom

Average height, black hair, tanned complexion. Prefers to wear the naval battle uniform, as if to help remind him of Sabine fleet's job. He might seem a bit paranoid, saying things like 'I expect the Joes to surprise us with a strike into Rhylanor at



any time now.' He is otherwise a personable admiral and his pilot background shows when giving pep talks to fighter crew. Slanderous allegations connecting him to the Vanzeti crime syndicate were never treated seriously.

After the Second Frontier War, the Sabine military quietly geared up to support Rhylanor in the event of an invasion. This was against the Imperial Naval 'crustal' defence strategy. The Sabine fleet keeps a low profile; however, it is a little-known fact that it currently has the strongest Imperial navy presence in the sector. It is exclusively stationed out of Thengin (0818), with elements in Marnie's World (0514) and Bahadur (0715) and a patrol group visiting Rhinom (0717) from time-to-time.

Sabine subsector has the largest Imperial fleet in the sector, with eight black-globe-equipped TL15 battleships. In support of these ships are eight squadrons of five cruisers each. Each cruiser squadron has two destroyer squadrons each as support, for a total of 16 destroyer squadrons.

Inar Subsector Fleet Admiral Shogaar

Average height, brown hair, blue eyes, solar-tanned skin, Admiral Shogaar is a pugnacious but capable leader. Of all the sector admirals' relationships to Grand Admiral Ru, Shogaar's is the least amicable.

Inar (1213) has six TL15 battleships. Supporting them are eight cruiser squadrons. In addition, there are 20 destroyer squadrons for patrol duty and cruiser support. Inar's fleet is mainly stationed at Depot (1613), although squadrons also rotate through the Inar (1213), Starn (1417), Hessel (1018) and Kauai (1520) bases.

Dunmag Subsector Fleet Admiral Alueg

Average height, slightly overweight, with auburn streaks through burnt-black fur, Alueg is a patriotic Imperial Vargr to the point of being priggish. He rose through the ranks in the Atsah navy and was born on Segan (2717).

Split evenly between Dunmag (2413), Petrarch (1712) and Jurburk (2414), this fleet is the smallest in the sector, with two TL15 battleships, two squadrons of four cruisers and six destroyer squadrons.

Atsah Subsector Fleet Admiral Corthe

Dark hair salted with grey, a reddish skin tone. Corthe keeps her fleet in flying trim, closely monitoring Vargr corsairs along Million subsector as well as the actions of the Atsah Duke. She tends to be impatient at times, which can make her seem intolerant, but no one so far has faced up to her and kept his career intact. She is mechanically talented and her perfectionism may stem from that.

Atsah subsector is the gateway to the Domain of Deneb, containing the sole Xboat and major trade route to Corridor. Therefore, it is heavily patrolled. Its fleet has five TL15

battleships, supported by five squadrons of four cruisers. Each cruiser is supported by two destroyer squadrons. This fleet is stationed out of Sherad (3116), with major rotations out of Segan and Kiirindor (2520) and minor rotations through Berth (3112), Dophkah (2715) and Erroge (2716).

Starlane Subsector Fleet Admiral Ateluran

Penetrating grey eyes, a sunburnt complexion, typically wearing an Imperial uniform manufactured locally and proud of the fact. Distantly related by blood to the Duchy of Mora. Meticulous and business-minded, she fits her fleet's role well.

Starlane has a minor fleet, consisting of two TL14 battleships. Two squadrons of four cruisers support the battleships. Eight destroyer squadrons are tasked with patrol duties and cruiser support. Based out of Imone (0826) and Norg (0729), the fleet is charged with protecting the Xboat route to Mora (Spinward Marches 3124). A smaller base on Burnham (0828) typically hosts a single squadron on rotation.

Vincennes Subsector Fleet Admiral Mertriox

A careless manner hides Admiral Mertriox's ruthless attention to detail. Vincennes' fleet has six TL15 battleships. Supporting the battleships are 12 squadrons of four cruisers. Supporting the cruisers are a total of 24 destroyer squadrons. They are mainly based out of Northammon (0921), which is referred to by the enlisted as 'Vincennes' own Depot'. The Admiral also has a special detachment on permanent station in HRD (1623).

Usani Subsector Fleet Admiral Sarrime

Tall but thin, with natural orange, wiry hair, blue eyes and a perpetual solar tan, Admiral Sarrime is at ease in command of the Usani fleet. He is also plainly obsequious towards Grand Admiral Ru, which some believe is an act to conceal bold ambition, or perhaps simple treason.

Usani is home to five TL14 battleships, five squadrons of four cruisers and 10 destroyer squadrons. They are based out of Deneb (1925) and Usani (2225), with rotations through Bisitra (1829) and Geniishir (2521) (which the fleet administratively manages) and minor posts in Minocoy (2024) and Nyassl (2028).

Gulf Subsector Fleet Admiral Cedec

An organised and observant person, Admiral Cedec's olive skin contrasts well with her brown eyes. She tends to run her fleet in a businesslike manner; people tend to see her as cold but she is merely reserved.

Gulf's fleet consists of two TL14 battleships, four squadrons of four cruisers and 16 destroyer squadrons.

Zeng Subsector Fleet Admiral Orme

Admiral Susaan Orme is tall, bald-headed and pale. She is known to be strong-willed. She seems almost eager to



POLITICAL ADVENTURES

Dukes play a delicate game of diplomacy with each other: subsectors do not necessarily form the political borders of a duchy in the Deneb sector. As a result, worlds that are further from duchy capitals tend to be traded back and forth as power waxes and wanes. The Duke's job is to push the boundaries when the duchy's power waxes and fight a holding action when power wanes.

The Duke's primary tools are the nobility, diplomats and megacorporate factors, agents and fleets.

Duchies often (but not always) rely on counts and marquises for assistance and advice. However, a wily count or marquis may, at times, threaten to switch from one duchy to another and use their allegiance as a lever to gain favours. Of course, such dealing is a double-edged sword: nobles who show little loyalty may find their worlds facing ruin, or their esteemed person facing exile (or worse).

THE DIPLOMAT

In one sense, diplomats represent the efforts of duchies to communicate and cooperate for the greater good of the sector and the Imperium. In another sense, they represent a foothold of a duchy as it projects power and influence into another court. The diplomat plays a complex role as an intelligence broker, technology consultant, power proxy and trade representative. Unlike counts and marquises, diplomats rarely double-cross their Duke.

THE CORPORATE FACTOR

Corporate factors are simply the corporation's version of a diplomat. A proxy for negotiating trade and power agreements for a megacorporation. He usually resides in the court of a Duke but may also work in the field, working out agreements with other corporate factors or smaller states. They are typically loyal to their employers.

THE AGENT OR ROGUE

Agents are like unofficial, illegal diplomats, acting for a state or a corporation. Their jobs are typically of four kinds: covertly gathering intelligence, covertly sabotaging other negotiations or agreements, covertly sabotaging industrial capability, or covertly influencing others through bribery, blackmail or threats.

Being an Agent places players in the seamy underworld of Deneb sector politics. Recruits for these sorts of jobs overlap with Rogues. When these jobs go bad, players can 'end up' on Endup, or Upuraku, or similarly unpleasant prison planets.

participate in arguments and perhaps comes off as a bit insecure. Nevertheless, her business background and her six terms of leadership positions in the Imperial Navy gives her a wealth of experience and skill. Her authority extends into Kamlar and Vast Heavens subsectors.

Zeng has three TL14 battleships, six squadrons of four cruisers and 16 destroyer squadrons.

DUKES

Deneb sector is ruled locally by appointed Dukes over seven duchies. There is no sector Duke. Differences of opinion or agenda are settled by way of diplomacy or force – much in the same way as sectors that do have sector Dukes.

Major worlds build and maintain Deneb's capital fleets; however, these fleets are all Imperial by default and are not

used for resolving internal, regional, or sector-wide disputes. This is an Imperial law, which was put into effect after the Civil War period, where sector autonomy resulted in a Civil War and saw rapid successions – and assassinations – of some two dozen emperors. As a result, Dukes in the Deneb sector only have a small percentage of a duchy's resources available for resolving local or 'colonial' conflict. The amount is sufficient, however: this disbursement places billions of credits yearly at a Duke's disposal. Dukes can – and do – maintain a number of small starships for various purposes but it is always more cost effective to hire companies and mercenaries for general-purpose commercial and tactical work. It is also typical for a duchy to sell Letters of Marque and Reprisal to accomplish certain general objectives.

The duchies live in a milieu of shifting alliances, as each acts and reacts to the changing political and business climate of the



sector. Diplomats and Lawyers, both appointed and hired, enjoy a brisk and (usually) safe career working on the staff of a Marquis, Count or Duke. A Duke's colonial navy is also an excellent place to serve. Mercenaries similarly do good business in this sector. Finally, with an official Letter of Marque and Reprisal, free traders can make money on the side as a privateer, escorting unarmed ships or, conversely, raiding unarmed ships, in the name of tradewar. Such raiding is still open to Imperial scrutiny, of course, since it is the Imperium's self-appointed mandate to keep its trade routes running smoothly.

The Duchy of Pretoria (A)

The Duke of Pretoria has a moderate amount of power, with enough strength to dominate the Aramis Trace, patrol its Vargr border and fight some proxy battles against Inar in Lamas subsector. The Duke typically acts in cooperation with the Duke of Sabine. Affairs along the Aramis Trace are typically handled by Count Urnas.

The Duchy of Antra (C)

Antra is a very weak duchy, always on the defensive against the duchies of Inar and Atsah. Antra's Vargr border is less well-defended than that of Pretoria, but safer than the border along Lamas subsector. Antra has stable relationships with Lamas, Million and Dunmag subsectors. Marquis Malory typically negotiates with Taproban (3008) and the Republic of Fel (2904), both in the Million subsector.

The Duchy of Sabine (E)

The two major worlds, Magash (0316) and Thengin (0518), act together only out of political necessity. It seems that they do not particularly care for each other. Magash is a major world on the Xboat route and the duchy seat, while Thengin is an important world with a strong power base. So while Magash wins the arguments, Thengin has military power.

Sabine usually cooperates with Pretoria, Starlane and Mora subsectors and is on friendly terms with Rhylanor subsector. Sabine typically ignores the affairs of Lamas subsector and struggles continually with the duchies of Inar and Vincennes. The Duke has no counts to serve as advisors, so is forced to rely on Marquis Dhapura.

The Duchy of Inar (F)

The duchy of Inar is the most powerful state in the Deneb sector, with influence significantly better than the next strongest powers, the duchies of Atsah and Vincennes. Inar owes this strength mainly to three worlds: Starn (1417), Liiri (1016) and Kubishush (0917).

These three powerhouses in Inar are not only strong but are also close together in location. Starn is an industrial centre in an asteroid belt and all three worlds are on the Xboat route. Thus they typically work together in a coordinated way.

Their politics can be messy but are never bloody, since if they devour each other then Vincennes would pick their bones. Naturally, this is why Vincennes has hidden agents planted in Inar's courts to drive wedges between these three most important worlds.

The duchy of Inar has powerful megacorporate ties, going back to the Vargr Campaigns. The Starn beltstrike of 259 created vast wealth for Ling Standard, Sternmetal, Hortalez et Cie and (recently) Delgado. The subsector as a whole is abundant in natural resources. It is largely due to wise business agreements early on that Inar enjoys its political power.

Inar shares a border with Vincennes; in the past, these two powers were briefly united in an alliance that threatened to wreck the entire sector. Today, Inar has an adversarial relationship with Duke Vincennes. It fights numerous petty border squabbles with Vincennes and Pretoria and has agents in these same duchies. It tries to influence Sabine and Starlane and controls key members of the duchy of Antra.

Duke Inar relies on four subordinate nobles as advisors: Count Kubishush, Count Liiri, Count Starn and Count Ashasi.

The Duchy of Atsah (H)

Duke Atsah has neither Counts nor Marquises to advise him, or get in his way, for that matter.

Atsah is a strong duchy. It exerts overwhelming influence in Million subsector and has significant involvement in Corridor politics. It is generally neutral toward the duchy of Usani. It keeps agents and ships stationed in Dunmag subsector, to serve as advance warning of actions taken by the duchy of Inar or Vincennes.

'Atsah and Adatl have this symbiotic relationship. Adatl has the industrial might and population, while Atsah is rich in resources. Segan has no alternative but to play their game; Kiirindor probably has carrot-and-stick reasons to go along with Atsah policy: (1) Atsah has the leisure to whomp it if need be, with no one readily available or willing to aid it and (2) Atsah probably allows it to control the Geniishir worlds. Still, it behoves the other subsectors to attempt to drive wedges between Atsah and Adatl; I am not sure of the actual relationship between the two worlds: they might be locked in a bitter feud for all I know, since there is no direct pressure on the subsector from neighbours.'

— Admiral Aramais P. Lee



STUDY IN DENEBIAN POLITICS: JEHUN

Jehun is located in hex 0819, in the Sabine subsector. It is a garden world; rich and agricultural, but defenceless.

In theory, Jehun relies on Imperial protection from the Navy plus four neighbouring worlds: Thengin (0518) in the Sabine duchy, Kubishush (0917) in the Inar duchy, Northammon (0921) in the Vincennes (1122) duchy and Vincennes itself. In reality, control over Jehun's tariff and trade system falls to whichever world manages to dominate the world's trade talks. The duchy of Sabine *historically* claims Jehun because it is in its subsector. Thengin is Sabine's strong arm. However, Kubishush is stronger than Thengin, so Inar *historically* claims distance and need are as important as location. Vincennes agrees with Inar and *historically* uses Northammon as a staging area for early TL16 military exercises, to prove a point.

A quick glance at local TAS feeds provides a window into local politics.

TAS NEWS NEAR JEHUN

1102-110 Magash/Sabine

Magash warmly welcomes the new Vincennes ambassador to the subsector capital. Sir Rikeb replaces the late Mr. Thaeho of Northammon, who died of natural causes last month while presiding over the embassy. An elite Sabine guard is placed at the disposal of Sir Rikeb.

1102-143 Kubishush/Inar

Privateers raided Hessel last week, kidnapping an Inara noble family in the process. The nobles have been ransomed for processed radioactives.

Vincennes and Magash loudly denounce the Hessel kidnapping and enact token legislation to improve regional patrol coverage.

1102-190 Northammon/Vincennes

Vincennes executes a Sabine diplomat for espionage. He was found offworld, in the Peres system, with classified research. Magash angrily protests that the execution was 'without due process'.

1102-199 Thengin/Sabine

Mercenary cruisers clash with an unmarked Sabine patrol over the skies of Jehun, claiming the subsector forces looked and acted like pirates.

1102-204 Inar/Inar

Inara destroyer squadrons open fire on a pair of Vincennes cruisers found inside Inar subsector when they refuse to follow proper communication protocols.

1102-218 Jehun/Sabine

Jehun welcomes the Vincennes ambassador to the world's yearly Trade Cartel forums. Count Ara Pacis (0419) excuses himself from the talks with barely concealed hatred.

1102-250 Northammon/Vincennes

A detonation rocks Northammon's No. 1 Colonial Shipyard. Yard officials claim the damage is negligible. Outside reporters distribute images of a smoking crater where maintenance facilities used to be.

1102-270 Jehun/Sabine

An Inara battlegroup has routed a privateer squadron from the Jehun system, which were disguised in Sabine colours. Inar had discovered evidence that the privateers who kidnapped members of their nobility were operating out of an unauthorised base in the Jehun system.



The Duchy of Vincennes (J)

Vincennes (1122), the duchy seat of Vincennes subsector, is one of the single most powerful worlds in the Imperium. It wields twice the economic, industrial and military strength of the next most powerful world in Deneb sector, Starn (1417). Due to his power, the Duke regularly interferes in the affairs of all neighbouring subsectors. The duchy has particular influence in Sabine, Dunmag and Gulf subsectors.

The duchy has many powerful worlds but all are eclipsed by the Vincennes system. For example, even though Northammon (0921) is an important and powerful world, its might pales in comparison to Vincennes. Its proximity to Vincennes makes Northammon simply a useful and powerful pawn. Vincennes calls the shots and Northammon complies. Likewise, Marquises Frisgar, Achemadon and Alaungpaya serve the Duke well.

The County of Dekha is in an interesting position. Dekha lacks a good starport and is not on the Xboat route. However, it is an economic powerhouse and is far enough from Vincennes to have a degree of autonomy and is not threatened by Zeng. In short, it has a relatively stable bargaining position within the duchy of Vincennes and is the base from which the subsector exerts influence on Gulf, Zeng and Kamlar. So it enjoys second-place status in the subsector.

Factors from Inar, Sabine and elsewhere attempt to dabble in or sabotage the political process in Vincennes, due to its potentially overwhelming power. Perhaps these 'foreign' influences have more success with Dekha than Northammon, although Northammon would be a bigger prize and cause immediate chaos.

Vincennes occasionally engages in regular proxy fights with Mora in Starlane subsector. However, it is clear that it considers its primary rivals to be the duchies of Inar, Usani, Zeng and Atsah.

The Duchy of Usani (K)

Duke Usani has no Counts to advise him, or help spend his wealth. As much as possible, Usani generally prefers to ally with the Duke of Inar against Vincennes. Usani remains neutral towards Dunmag subsector, whilst its relationships with Atsah and Zeng vary from friendly to hostile.

Zeng (N)

Although Zeng has a respectable economy, its strength is concentrated away from its competitors. Agdarmi (1314), Lilad (1135) and Pikha (1633) are all on the rimward border. Combined with the fact that Dekha (1128), a world in the Vincennes duchy, projects into five neighbouring subsectors, it is no wonder that Zeng plays only a minor role in sector politics.

Both Mora and Vincennes block it from influencing Starlane much. That leaves Usani and Atsah, with which it usually cooperates. However, it is strong enough to resist either of these two and at times it will play them against each other.

The duchy's distance from strong competing worlds gives it a buffer zone and allows it to project power into the rimward edge of Gulf and completely dominate the affairs of the tiny slice of worlds that is Macon subsector in Reft. Vestus subsector tends to be blocked by the world Lintl (0503).

Counts Lilad and Giranima help manage Zeng's affairs.

MINOR STATES

Because part of Deneb is non-Imperial, a few independent worlds have enough influence to be considered tiny states in their own right. Also, because certain subsectors in Deneb are not part of duchies, some Imperial worlds are free at times to assert a regional influence of their own on sector politics. The downside to being Imperial but independent of a duchy is that such a world is vulnerable to economic downturn as well as retaliation.

Starlane (I)

Count Askigaak manages the largest polity in Starlane. He has Marquises in Chaosheo (0130), Mater Nova (0221), Rimkuku (0228) and Barbary (0327). Askigaak (0629), Mater Nova and Kernal (0626) together form a considerable force. Askigaak fields its sophont fleet of *Gimaxnaa* squadrons in a defensive strategy; the world is nowhere near powerful enough to best a duchy in battle; however, the strongest worlds in Starlane are far enough from Vincennes, Sabine and Inar to allow local control of the county. The count maintains good relations with Dukes Rhylanor, Sabine, Mora, Trin and Zeng. He also tends to exert a significant influence over worlds in the Gulf subsector. With the technologically adept Sikga of Askigaak, politics-savvy Yafizeth of Kernal and the effective martial culture of Mater Nova, these worlds form the strongest non-human alliance in the sector. Although considered a minor state, the county has as much power as a small duchy. Its fleet budget is BCr 54.

The Republic of Fel

Fel (2904) is a wealthy Vargr world situated in Million subsector, one parsec from the Imperium. A close satellite of the gas giant Ozazghuegknaz, Fel benefits from a strong bureaucracy bolstered by charismatic leaders. A careful balance of mining and manufacturing makes this world a reliable source of quality minerals and refined ores. Although it has an unbreathable atmosphere and a low interstellar Tech Level, its unusual political stability and industrial reliability has made its government wealthy. The Republic's yearly fleet budget is BCr20.



Maelstrom

Maelstrom (2522) is a water world, renowned both for its awe-inspiring hurricanes and for hosting Research Station Gamma. Although claimed by the Dukes of both Usani and Atsah, it is usually beholden to neither. A producer of innovative and high-tech habitat technology, Maelstrom has a fleet budget of BCr20.

Tuwayk

In the backwaters of the Gulf subsector rests Tuwayk (0339), whose otherwise unimpressive economy was designed as an interstellar transport stop, providing fast exchange, refuel and service facilities. As a result, the world has a yearly fleet budget of BCr16.

Taproban

Taproban (3008), situated on the Imperial side of Million subsector, has a significant trade surplus mainly because it is on a minor trade route running from Atsah subsector into Vargr territory. The world's yearly budget is BCr15.

Aerfor

Aerfor (3104) is a Vargr world and a client state of the Imperium. It enjoys a lucrative trade surplus as a supplier of luxury foods. It also hosts Research Station Delta. It has a yearly budget of BCr 7.

Dzarrgh Federate

Formed around Dzarrvaer (Provence 0224 A100757-F) in the mid-1090s, the Dzarrgh Federate is a typical Vargr government. The Federate incorporates many long-independent worlds, allowing them a high degree of autonomy. Most member worlds pay no taxes to the capital and no unified judicial system exists. Some political scientists have gone so far as to call the Federate a geographical region rather than a governmental body (TD19 26).

Occasional raids on Imperial ships and worlds in Deneb and Corridor sectors appear to originate from the Federate.

United Followers of Augurgh

A neutral Vargr state in the Deneb and Tuglikki sectors.

Atsah Cultural Region

These worlds in the Atsah subsector with a majority vargr population were originally member systems of a disintegrating vargr state in the early years of exploration by the Third Imperium. Citizens of these worlds are Imperial in all but name and many serve proudly in Imperial institutions.

The Humbolts

Finally, there is the Humbolt family. Even though they were expelled from the Imperium 500 years ago, their influence is

still felt in Deneb. The Humbolt's power base, which extended through many worlds in Vincennes and neighbouring subsectors, still has supposedly loyal subjects, or at least people who claim fealty to 'the ideals of the Humbolts'. Five centuries has turned this into fringe political groups, dissidents and slogans by which dictators rule. Nevertheless, there remains a vague undercurrent of loyalty to the Humbolt family, a family which according to the Imperial Navy is gone.

Their initial assignment to Deneb opens up its own set of questions. Exactly why were they exiled in the first place? And why was Deneb chosen as their place of exile? History claims that they had turned traitor against the Imperium but without key witnesses, there was no case. Many people theorise that the exile was the first signs of the Imperium becoming hostile to the Solomani. On the other hand, a minority of historians assert that the Humbolts in fact wanted to be 'exiled' to Vincennes subsector but that makes no sense. Why would they leave the core sectors of the strongest interstellar empire of charted space?

Where did they go? Everyone has their own opinion. The obvious answer is the Vargr Extents: Tuglikki sector, or a more remote sector. So-called experts will also suggest the Spinward Marches, which is no stranger to political skulduggery; however, it is unlikely, since the Imperial Navy was careful to escort 'every last Humbolt' out of the Imperium. Others may say the Humbolts are now citizens in good standing of the Zhodani Consulate and are the master-minds behind the Frontier Wars.

In short, the whereabouts of the Humbolts are uncertain. What is certain is that they make a convenient banner to rally behind and a convenient scapegoat when things go wrong in Deneb sector. Organised crime is attributed to the Humbolts. Anti-Vargr racism and pro-Vargr favouritism are both supposedly Humboltian, depending on whom you ask. Meanwhile, the Imperial Navy reveals nothing about the current location of the Humbolts.

MEGACORPORATIONS

Delgado

Originally, Delgado was a manufacturer of military hardware and is widely known for their work in miniaturisation. Delgado has extensive holdings in heavy mineral mining and refining, publishing, antiquities trading and recently, the toy industry. Founded in 997, Delgado is the youngest of the megacorporations. In the Deneb sector, it has mining operations in the major resource rich systems. Industrial systems with asteroid belts have a strong Delgado presence. They also finance independent wildcatters.

General Products (GP)

Largely concerned with heavy machinery, General Products is a manufacturer of starships, spaceships and heavy machinery of all sorts. General is known for inexpensive products of ad-



equate quality but of late its starship division (particularly its military products) has been plagued with disaster.

The corporation was formed by the merger of a number of smaller manufacturing concerns at the end of the Civil War, including Humbolt Industries in the Vincennes subsector.

In the Deneb sector, GP has commercial shipyards at important worlds with class A starports at TL 9 and up. Typically there will be one construction yard for smaller worlds and two for the major worlds in the sector.

GSbAG

Unlike other manufacturers, GSbAG (popularly known as 'Gasbag') has restricted itself almost exclusively to the manufacture of starships since its earliest known existence. Its products command extremely high prices but the quality justifies the price. GSbAG is one of two firms charged with the manufacture of the personal vessels of the Imperial family and is a major contractor for the Imperial military.

According to company propaganda, the company was founded in -2438 from a consortium of old Terran manufacturing firms. In actual fact, there is no concrete evidence of the corporation's existence prior to a contract with the Sylean Federation Navy in -334.

GSbAG typically has one shipyard on rich worlds in Deneb and two or more shipyards on high population systems.

Hortalez et Cie

primarily a banking and investment house, Hortalez et Cie specialises in loans to planetary governments, bonding mercenary units, underwriting all sorts of large-scale projects and other fiscal activities. Hortalez is one of the major insurance houses in the Imperium. In some regions, including the Spinward Marches, it serves as a mercenary clearinghouse.

Hortalez runs a brisk business managing repatriation bond money for mercenary units in the Deneb sector. It also finances the development of enclosed habitats and orbital colonies, mining rigs, shipyards, large starship sales and so on.

Instellarms

Instellarms is a specialty supplier of all sizes and types of mercenary units. It manufactures, buys and sells military equipment. It outfits military units and offers strategic planning services. Agents of the firm can often be found on a battlefield, negotiating the purchase of the equipment of the losing side

before the battle is completely over. The company does not deal in interstellar vessels, nor in chemical, biological, or nuclear weapons.

Instellarms has dominated the mercenary arms trade within the Deneb sector since 680. It was founded in 626, shortly after the end of the Civil War, by Axel Murdoch, a retired mercenary colonel. Taking advantage of inside contacts in the Imperial military, Murdoch was able to obtain large quantities of surplus military equipment at very low prices – but which still cost billions of credits. Where he got his financing is unknown.

Murdoch's connections with various mercenary unit commanders, coupled with a willingness to ignore the Imperial Rules of War and other regulations on mercenary warfare (when the profits were large enough), gave Instellarms a decisive edge over its competition. Instellarms grew to dominate the mercenary arms trade in the Deneb sector by year 700.

Instellarms works with Hortalez in setting up mercenary units with hardware. Hortalez sells the financing and Instellarms sells the equipment. Instellarms has an agent at every Hortalez outlet and sends agents from local offices on every major world to the sites of battles in order to negotiate the sales of equipment. Instellarms thrived in the Deneb sector during the psionic suppressions, selling arms to both sides. All Instellarms warehouses carry armour and weapons, larger ones also carry GCarriers and grav tanks, while the largest centres sell mobile artillery, small craft and small craft armament. Starships are not sold by Instellarms.

Ling-Standard Products (LSP)

LSP is involved in several large scale mining ventures in industrialised systems in Deneb. Their warehouses supply the sector with small arms, electronics and vehicles. They operate shipyards on Vincennes (1122), Inkekush (0233) and Ansirk (1609), where they produce small craft, starships and starship weapons. These offices also finance, bond and equip mercenary units, in direct competition with Hortalez et Cie and Instellarms. Trade wars have not been traceable back to this rivalry.

LSP currently engages in a wide spectrum of activities including (but by no means limited to) the manufacture of electronic equipment of all sorts, ground and air vehicles, starships and starship armaments systems, drive systems, power systems, computer systems and software, small arms and a variety of other items.

Concerned to a small degree with banking, insurance and other activities, LSP maintains mining and manufacturing facilities throughout the Imperium and beyond.



LSP began as a mining and mineral exploitation firm (and is still very active in that area). Later it expanded into manufacturing to create markets for its raw materials. It now transports raw materials and finished goods within the Imperium and approximately 50 parsecs beyond the Imperial borders.

Makhidkarun

Makhidkarun caters to the luxury markets of Deneb on industrial and rich worlds. It specialises in entertainments, such as custom communications equipment, high end robots and luxury food. It also produces fine music, video and print media of all styles. Its ships also carry passengers and freight along the Xboat routes.

The Communication Division produces a wide variety of data processing, storage and retrieval equipment, plus the requisite software for it. Makhidkarun operates laboratories on Vincennes for the purpose of developing superior communications equipment.

The Robotics Division has established Makhidkarun as the most innovative robotics manufacturer in the Imperium. The research staff is responsible for many of the Imperium's significant breakthroughs in synaptic processing. In 298, Makhidkarun introduced the first line of Tech Level 13 robot brains. It revolutionised the popularity of robots in the Third Imperium by making robots usable by every citizen. In 711, it created the first prototype Tech Level 14 robot brain. Makhidkarun funds robotics research on Maelstrom (2522), on Vincennes (1122) and Antra (1808).

The Gourmet Foods Division trades in all manner of rare and expensive foods, wines and delicacies.

The Aerean Transport subsidiary operates luxury liners that set the standard for fine cuisine and cruises in Deneb. Makhidkarun also provides passenger and freight services throughout the Imperium, although operations are confined to established trade routes. It is the luxury business transport company of the interstellar scene.

The origins of the company are shrouded in the mists of the Long Night. All that can be stated with certainty is that its foundation pre-dates the Third Imperium. The name, at least, belonged to a Vilani bureau that operated in the First Imperium.

Naasirka

Naasirka specialises in manufacturing complex electronic devices. These include robots, computers and information storage and processing equipment, plus the associated software. It is the primary supplier of communication equipment to the Express Boat Service, a branch of the Communications Office of the Imperial Interstellar Scout Service (IISS).

Naasirka is the largest robot manufacturer in the Imperium, although it does not have a prominent place among robotic research facilities in Deneb. Its robots rarely use innovative technology but their aggressive marketing staff have placed more robots than either Makhidkarun or Ling Standard Products (LSP), Naasirka's two largest competitors. Naasirka introduced the *Rashush* line of robots, the first non-military line, 200 years after the Rule of Man was established. It is still marketed today. Naasirka retails a standard model TL 15 servant robot with INT 5 and an EDU 1 for Cr77,500. Its useful life is 85 years.

Naasirka was a Vilani megacorporation, in business prior to the founding of the Sylean Federation. Beyond that, Naasirka has an uncertain lineage.

Naasirka plays a minor role in transport operations in the Deneb sector, mainly serving the Xboat route from its home port on Vland and Rhylanor in the Spinward Marches. Naasirka has no official laboratories in Deneb; however it does watch local research done on behalf of Makhidkarun and Ling Standard Products.

Schunemann und Sohn, AG LIC (SuSAG)

SuSAG engages in a wide range of chemical, pharmaceutical and engineering activity.

SuSAG is the primary manufacturer of anagathics for the Imperium and maintains psi drug manufacturing plants in certain client states outside Imperial borders. Because of the bad reputation for safety in its chemical/biological warfare division, the firm is not well liked in many regions, even though all of SuSAG's dangerous manufacturing plants and experimental stations are located on remote, uninhabited planetoids. Since sabotage of its plants is widespread and its projects extremely valuable, the firm maintains a large paramilitary security force, equipped to Tech Level 12-14 standards.

SuSAG was founded in 252 by Gustav Schunemann, financed from royalties received for his purification process for various psionic drugs and using the shell of a bankrupt Sylean firm (hence the archaic AG in its name). In 800, psi drugs were declared illegal, all plants engaged in their manufacture within the Imperium closed and all stocks were confiscated and destroyed. Fortunately for SuSAG, the firm had by then expanded into other operations; although badly damaged, it managed to survive and prosper. SuSAG often engages in clandestine military ventures (using mercenary units) to protect its extra-Imperial interests.

In the Deneb sector, SuSAG has some main route liners but also has low profile research bases in backwater systems, guarded by TL14 security forces. A yearly flotilla of cargo freighters to the



Core sector is heavily guarded and sticks to the well-patrolled Xboat route.

Sharurshid

Trades in all luxury goods from all parts of the Imperium and many areas beyond. It began as a merchant company; its success as a carrier of luxury goods allowed it to expand into other areas, although it still has very little manufacturing capability. Its major source of income has always been its fleets of starships travelling between the many worlds of the Imperium.

Sharurshid traces its lineage back to the First Imperium. During the Interstellar Wars, Sharurshid was the major bureau in the First Imperium's rimward sectors.

Sharurshid runs kiloton freighters along the main trade routes in the Deneb sector. Locally licensed companies are contracted to carry their goods to smaller distribution centres.

Sternmetal Horizons

Sternmetal is primarily engaged in mining operations and manufacturing. It produces power generation equipment of all types (including power plants for starships, air and ground vehicles, cities and industrial installations). Additionally, Sternmetal is the largest manufacturer of food synthesis equipment in the Imperium.

Sternmetal Horizons is the de facto company store for many vacuum worlds in the Deneb sector, owning the mining equipment, power plants and food production equipment. Unwary prospectors get caught in a debt trap, attempting to make money while the company store charges them at such a high rate that individual's margins are typically slim.

Tukera Lines

Tukera actually predates the formation of the Imperium. The original corporation held a charter from the Sylean Federation (family tradition holds that the company is several centuries older). With the establishment of the Imperium in the Holiday Year Zero, all such charters were automatically recognised by the Imperium.

Tukera concentrates on major worlds in the sector and operates a vast fleet of jump-3 and jump-4 liners and transports, which follow the established Xboat routes.

Tukera operates offices and maintenance facilities on main worlds along the Xboat routes, such as Pretoria (0406), Jode (0805), Lamas (1309), Ansirk (1609), Uramid (1910), Dunmag (2413), Atsah (2913) and Sherad (3116). It has a commanding

presence in Deneb but by no means enjoys a monopoly on long distance shipping and travel. However, all other companies of this type consider it the primary competitor. Tukera operates its line of *Brilliance*-class luxury liners on regular schedules along the main trade routes; between each major system there are typically two such liners.

Zirunkariish

A Vilani banking and investment company. Unlike most other Vilani megacorporations, whose origins are shrouded in mystery, Zirunkariish is known to have been founded by the noble Vilani family of Shiishuginsa (a member of which, Antiamo, married the emperor Zhakirov in 679) in the year -425.

Zirunkariish is one of the largest insurance underwriters in the Imperium. While its capital reserves are gigantic, it usually chooses to invest them in various trusts rather than in other megacorporations.

Zirunkariish exists on the major worlds on the Xboat route and typically only deals with insurance matters with large corporations: for example, wealthy important worlds or sector-wide corporations.

LOCAL CORPORATIONS

Baraccai Technum

An interface line which operates in the Gulf and Zeng subsectors of Deneb sector, in competition with Al Morai, McClellan Factors and smaller corporations for what little passenger and freight traffic is there. These companies operate starships from 400 to 1,200 tons within these subsectors.

With its headquarters on Trin (Trin's Veil 3235), Baraccai Technum is influential throughout the rimward worlds of the Spinward Marches and a portion of the Deneb sector; its wealth rests firmly on manufacturing, transport and brokerage interests. It also has significant entrepreneurial connections with worlds beyond the Imperium in the Outrim Void.

The primary base of BT in the Deneb sector is at the BT Centre at Agdarmi (Zeng 1340). This base is responsible for the Deneb-Reft Activity (DRA) Division. It includes an orbital BT maintenance and repair station. All Imperial worlds in Gulf and Zeng subsectors, except interdicted systems, have some sort of BT trading presence.

BT normally maintains trade relations with independent worlds by appointing a factor, usually a BT company man but occasionally a native of the planet. Apart from the usual



warehouse, living quarters, office and so on, each factor also has a small emergency ship repair facility for the use of BT vessels.

Ogzuze Knokfa

A Vargr interface line along the coreward border of Antra and Million. A rival, human-operated interface line, Niwil Taroja, operates between Pretoria and Lamas and coreward worlds in Tuglikki sector. Oberlindes Lines has a toehold in the coreward edge of Pretoria subsector, in collaboration with the Thoengling Empire.

Sabine Transport LIC

Headquartered on Magash, ST runs liners and freighters to the various worlds of the Sabine sector. With stock owned primarily by the Diisarirga Family, ST can also count members of the Imperial family, the Duchess of Mora and GSbAG among its stockholders. It operates almost entirely in the Deneb Sector although it does jump to Mora in the Spinward Marches, providing a major link between these two sectors.

RESEARCH STATIONS

Deneb enjoys the benefits of no fewer than six research stations.

Research Station Alpha (Arcanum 2126 X434868-6)

Arcanum (2126) has been interdicted by the Imperium since 500 due to an airborne symbiotic spore. This yeast-like spore only lives on Arcanum; all attempts to transplant it offworld have failed. Spending any time at all on the world exposes people to this spore, which has adapted itself to the human body and alters human biochemistry to the point where leaving the planet is fatal. The spore, or some other agent on the planet, also has a mild anagathic effect on humans, doubling the average human lifespan.

Research Station Alpha was built by the Imperium in 656 to study the pathology of these symbiotic processes. With approximately 280 people working in orbital laboratories, Research Station Alpha is at present the most important institution for Arcanum Spore research in the system. As an Imperial Reference Centre for spore-borne diseases, a great diversity of competence in diagnostics and therapy of xenomedicine as well as in the training of medical staff are required.

The station's activities are characterised by an interdisciplinary structure, bringing together basic research, clinics and diagnostics. The station is funded by a grant from SuSAG and the Arcanum Ministry of Social Affairs. It is a member of the Deneb Research Complex that unites 84 sector institutes in Deneb.

The station is made up of a number of research cores, including:

A cell research core, which uses holographic imaging technologies for both analytical and functional studies of cells involved in transplantation and host/pathogen interactions. These include flow cytometric analysis and sorting, and fluorescence microscopy.

A genetic research core, which keeps the routine genetic sequence databanks and microarray libraries.

A research management centre, which handles administration support such as facility maintenance, publications, grant facilitation, permits and protocols, and public relations. The research manager, Dashka Kuli, may be contacted for more information at kulidash:deneb-rsa:im.

As a result of the symbiote and the world's subsequent interdiction, Arcanum is a centre for smuggling and secure communications rackets. Predatory organisations work anagathics scams on the unwitting who want to live longer, fleecing them for all they own and dumping them on a world they can never leave. These small companies are numerous and typically low-budget, springing up as fast as they are shut down.

Arcanum also serves certain criminal elements as the ultimate in active retirement homes. Crime bosses 'retire' to a long remaining life in a place where the Imperium cannot directly touch them. Some might occasionally communicate to blockade runners when there is a mutual desire to keep their hand in their former enterprises.

Offworld investigators and bounty hunters do not wish to be planet-bound for the rest of their lives. Therefore, local law enforcers on Arcanum have a lucrative job finding Imperial criminals. Typically, a crime boss who is captured is extradited offworld. In other words, the convict inevitably suffers a slow and painful death.

Research Station Beta (Starn 1417 B000996-F)

Research Station Beta on Starn (1417) was founded in 685 for strategic, tactical and technology research for the Imperial Navy. It also conducts use and efficiency research on large freighters for corporations such as Tukera, Makhidkarun, Al Morai and Barracai Technum. In 718 the station's evaluations of the Battle Rider doctrine led to increased work for the big class B shipyards in Deneb, which were perfectly capable of building riders but not jump-capable starships.

Starn is a resource-rich system, with three productive planetoid belts, two gas giants and megacorporate investments tied into every planet. Its class A starport produces starships and its scout



base is used for local surveys and exploration among the backwater systems stretching from Inar (1213) to Vincennes (1122).

On its surface, Research Station Beta exists for military 'skunk works' research. It operates separate from naval bases and is independent from Depot, precisely to avoid military bureaucracy, presumably so it can concentrate on specific measurable, achievable, relevant and time-bound projects. At the same time, access to a high-tech industrial infrastructure is useful, because among other things, this station builds experimental dreadnoughts.

Often, innovative TL16 defensive and offensive equipment are imported from Vincennes. Experimental starship components are built here to evaluate their effectiveness and practicality. Some of this research and equipment trickles down to corporate freighter and escort design but typically the two research divisions remain separate.

Research stations normally rely on relative anonymity and distance away from civilisation; public access is seen as a liability. In this case, however, public awareness is desired by the Imperial Navy. They want the sector to know what they are capable of doing.

So this research station has a political and public purpose that most research stations do not have and do not want. The obvious reason is that the subsector fleets have been cannibalised since the 600s, with all capital ships forcibly Imperialised and under the direct control of the Imperial Navy, currently in the person of Grand Admiral Manasori Ru. Some subsector Dukes may believe that this Imperialisation is antiquated and unnecessary. The Imperium uses this station to subtly show that it is not interested in discussing the matter.

Serving a political purpose, while conducting useful research at the same time, creates a tension. Press Liaison for this facility is not a job given lightly. It is in fact a carefully vetted position, even more so than those of the scientists and engineers. It is typically given to Navy or ex-Navy security types, as they have the background in ticklish explanations. Of course, the position has been fumbled a time or two and Navy careers have ended due to a misplaced word or inadvisable statement.

Research Station Gamma (Maelstrom 2522 B79A855-D)

In the year 700 professors from the Usani Academy of Applied Technology pooled their resources to establish SURD, a technological think-tank and robotics company. Research Station Gamma was established in 708 on Maelstrom (2522) to support their efforts and apply them to better management of the Imperium. The installation is at the forefront of Artificial Intelligence development.

The dense, tainted atmosphere of Maelstrom makes the world look muddy from orbit. Several hundred million people live in domed arcologies in the shallow sections of the world ocean, just deep enough to be safe from the eternally swirling chaos of storm fronts that sweep across the planet's watery surface. The world is ruled by the technological elite; those who control the technology control the world.

This does not always mean the most intelligent are the most technological. Theoreticians find themselves firmly amongst the working class in terms of representation and rights, while technicians are typically elevated into upper management. This means that many managers are not administratively competent.

It is in this depressing setting that Research Station Gamma labours to unlock the structure of consciousness and map the mind into a subtle and powerful machine: a synthetic brain. The development of computers in charted space has passed through several stages. Pure electronic computers have been used from time immemorial. Semi-organic computers were introduced in the early Third Imperium, improving representational density significantly, with fully organic computers – cloned and personality-wiped brains from highly skilled personnel who signed contracts with Naasirka or another megacorporation – employed in limited contexts some time after the PsionicSuppressions. Current research is focused primarily on the positronic brain, a non-organic construction that promises true self-aware artificial intelligence.

Research Station Delta (Aerfor 3104 A584520-D)

Aerfor is the moon of a small gas giant, Afak, which is located in the habitable zone around the primary. It is a Vargr world and a client state of the Imperium. Its free-range Akallesa meat is growing in popularity on the Deneb and Corridor markets and its Gzaghæksk stalks are a proven imbalance item for filling the cargo holds of merchant starships. As a result, its largely automated agricultural estates are reasonably wealthy and Aerfor is considered an up-and-coming world. The world is a notable market for SURD robotics.

The entire Aerfor solar system is the subject of study for Research Station Delta, established in 760.

Aerfor and other bodies in the system have unusual concentrations of heavy elements near the core, accreted from the protoplanetary disk as a result of blowoff from a supernova that passed by several billion years ago. These elements are subjects of Imperial research studies, on how their presence affects planets like Aerfor, and engineering studies on how this material might be mined using high-end Imperial technology.

The Aerfor solar system is a busy place. With three belts and four gas giants, it had a wild and violent formational period. There are three small, and one medium, gas giants – none are



large. Only one gas giant, Afak, is in a normal orbit. The other three have eccentric orbits and are known to be extrasystem; that is, they were captured, perhaps from other solar systems, or perhaps as wandering planets. One of these, Enegh, is high off the ecliptic and has an orbit that plunges it far into the insystem like a comet every few thousand years.

Over millions of years, the outer gas giants have systematically reduced much of the native system to rubble, resulting in three planetoid belts so far. The surviving worlds (including moons like Aerfor) have a lot of craters. Every moon, planetoid, comet, gas giant and planet in the system is a piece of this uncommon history. Moreover, orbital retroracking shows that two of the gas giants, Agnau and Uvuegh, passed within five million kilometres of each other approximately 300,000 years ago and survived the encounter. Part of the mission of Research Station Delta is the question 'why hasn't this system completely self-destructed yet?'

This sort of unusual system configuration and history intrigues planetary and stellar scientists. As a result, Research Station Delta was established to study the system in detail. A fourth part of the system's population is research-oriented.

The Sunward Branch focuses on solar activity on the primary and study of the inner planets Oerreg and Udall. It typically shares lab space with the four Jovian Branch groups, which study the gas giants. The installation carries a number of torpedoes, gutted and reengineered as probes for gathering data from the primary's photosphere or a gas giant's atmosphere. The Goukrrol Branch researches everything about Goukrrol, especially its atmosphere and its geologic history. A group of researchers operate a branch on Aerfor itself, mainly for studying its geology and its extensive crater systems. Belt Groups operate and maintain a small fleet of Seeker-class scout ships for studying the three planetoid belts and some of the comets; these groups are spirited and highly competitive. Finally, there is an Outer Branch, which studies the two outer planets Kerzvoe and Uzaaelg, the bountiful cometary system and the oort cloud.

Oerreg and Uzaaelg are planetesimals, 900 and 1,300 kilometres in diameter, respectively. Oerreg has a residual hydrogen atmosphere and Uzaaelg is an ice world with no atmosphere at all. Udall is a planet, 3,600 kilometres in diameter, with a very thin, tainted atmosphere and no surface water. Goukrrol is a planet, 6,400 kilometres in diameter with a corrosive atmosphere and acid lakes covering 80% of its surface. Kerzvoe is a planet 9,000 kilometres in diameter, with a very thin atmosphere and polar icecaps. Afak, Agnau, Uvuegh and Enegh are gas giants. Finally Uvuegh is the largest, with a diameter of 80,000 kilometres.

Research Station Epsilon (Saarinen 0113 B566212-8)

Research Station Epsilon was founded specifically for military psionics research and from the beginning was associated with the Order of the White Star, an Imperium-wide Psionics Institute for training military knights with psionic ability. Naval officers with high aptitude learned the skill of teleporting a starship across interplanetary distances and marine commando squads with proper psionic control over cryo- and pyrogenesis could instantly deploy from orbit to the surface of a world and back.

Today, it is being used to measure undersea geologic processes.

Research Station Zeta (Pashus 1432 A432455-G)

A competing branch of the Jumpspace Research Institute from HRD is carrying on Moroyanga's advanced gravitics work. In 881, Ashak Moroyanga, an Imperial physicist convinced that the fundamental concepts of time were hidden within the principles governing jumpspace, died under mysterious circumstances. Imperial Research Station Zeta was opened in 885 at Pashus (1432) to study time anomalies in jumpspace, based on Moroyanga's original work.

'You LOST it? That machine weighed 4,500 tons and filled Building 11! Building 11 was built AROUND it 200 YEARS AGO! And now YOU have misplaced it?'

'Well, I...'

A brief earth tremor shook the office.

'...will be able to tell you exactly where it is once we hear from the guys in Seismo.'

MERCENARY UNITS

There are different sizes of mercenary units but also different specialisations – some groups are better at surgical strikes, while others are equipped for the long haul (*Hammer's Slammers*) and still others are more like educators – i.e. teaching the locals how to fight. And then you have the 'security' firms (or, perhaps, ruffians-for-hire) who are more like hired goons (albeit professional ones) than anything else.

This means equipment varies based on purpose, rather than size alone. Some groups will have gravitic tanks. Others will just have good diplomatic armour and crack snipers. And some will be private armies. It seems like they all need intel operators – jamming and intrusion and, especially datacasting capability.



Thornwood Security, LIC

A TL 14 company of about 150 troops with armoured and armed GCarriers. Interplanetary transportation is supplied by the contracting agency. The company is organised into five platoons of three squads each. Each platoon has two 12-ton GCarriers with AV 22, a top mounted gun and room inside for up to 24 troops. The support guns on the GCarriers range from anti-flyer frag guns to heavy anti-personnel and anti-vehicle fusion guns. Each squad has a medic, a cook, a squad leader and two battledressed troops armed with PGMP-14s as support weapons.

Hevelin's Hellburners, LIC

A TL 12 regiment consisting of three companies of lift infantry in combat armour, one grav tank company and one artillery company. The unit does not own or operate starships; transportation is chartered by the contracting agency. Each lift infantry company consists of three platoons of 36 troops and three grav APCs. The grav tank company consists of three platoons of three ordinary grav tanks plus one command tank. Typically, each tank platoon supports one particular lift infantry company. The artillery company consists of two artillery sections of four APCs each, plus lifter-based mobile artillery platforms. Section A has multiple rocket launchers and section B is armed with remote controlled drone missiles. Both sections also include ammunition transports.

Koghin Security Ltd. (Deneb)

Up to a battalion of Nenlat infantry for security and cadre duty. Equipped at TL12. Custom combat armour and weapons built to fit Nenlat physiology. No vehicles or ships. Based out of Deneb.

Ougaeghz Lluthez Neksuen

Four Vargr platoons in four mercenary cruisers, equipped to TL12, with a small craft mix of cutters and fighters. Vehicles include grav tanks and missile launcher platforms. Based out of Atadl.

The Mercenary

A mercenary group is a kind of small, paramilitary, Imperial corporation whose purpose is to conduct activities such as cadre training missions, strike missions, commando missions or security missions. More formal than a Letter of Marque, the mercenary ticket is a specific contract drawn up on behalf of a corporation or state with a registered mercenary group. Mercenary tickets, while more resource expensive (in terms of time, money and effort), yet are very useful for carrying out tactical missions.

The Privateer

States or corporations wishing to make an example out of criminal elements can sell Letters of Marque to enterprising freelancers and mercenary groups. These letters grant the bearer official permission to detain, capture, attack or destroy specified targets. Letters of Marque are generally the cheapest recourse for an issuing entity, often with unpredictable results.

Zeche Pel LIC

An elite unit out of Vincennes. One platoon, equipped to a very high Tech Level. Two modified 2,000 ton *Sydkai*-class cruisers, characteristics unavailable. Commando tickets primarily.

Pushliskii's Star Mercs

An outfit run by Col. Eneri 'Hank' Pushliskii (ret) that operates Close Escorts. They specialise in trade convoy protection.

Uyasarkrim Air Superiority, LIC

A TL 13 air superiority battalion, owned by a quixotic Droyne named Uyasarkrim but operated by humans and Vargr, which provides COACC support for small-sized or average-technology wars.

FLEETS

Imperial doctrine allows colonial governments to engage in 'good wars' – wars which resolve minor disputes without loss of production and the supply of critical materials to the rest of the Imperium. Deneb sector duchies maintain colonial fleets in line with their political aspirations. Duchies actively recruit, intimidate and dominate weak agricultural worlds, rich worlds, research bases and worlds with Ancient sites. In order to extend their power, duchies also seek to control worlds with class A starports.

Such control is typically indirect. Influence in local courts, representation in legislative bodies, subtle Machiavellian pressure, double agents or, at times, simple brute force all have their place.

HIGH TECHNOLOGY

Vincennes has a TL16 edge up on all of charted space; with shipbuilding, this manifests itself in the following ways:
Ships require less jump fuel: they only need 9% hull volume per parsec jumped.

Superior sensors with a +6 DM.

Superior countermeasures with a +8 DM.

Self-aware computers that can operate any ship subsystem at skill level 5. However, the computer can only concentrate on one task at a time. For all practical purposes, it effectively replaces one crew member.

All warships come with black globes.

Typically, the jump fuel volume savings are spent on armour.

COLONIAL SMALL SHIP FLEETS

The colonial powers and mercenary organisations are forbidden by the Imperium from using capital ships against each other. Each colonial navy includes its share of capital ships but these are heavy investments and therefore are used almost exclusively for defence and in service to the Imperium.

To avoid provoking an Imperial naval reaction, ships involved in the common privateer-like skirmishes are usually small – typically displacing 2,000 tons or less – and do not use high-powered weapons. Spinal mounts, meson guns and weapons with radiation effects (including nuclear missiles) are forbidden. Weapons permitted for use by mercenaries, privateers and colonial navies include lasers, kinetic-kill missiles and sandcasters. Bay weapons are acceptable, as are all smaller emplacements.

COLONIAL FLEETS

The Denebian 'Colonial Fleet' represents a collection of small military starships at a state's disposal. Although only a fraction of a local budget, the duchies of Deneb have enough colonial funds to build a respectable set of ships for missions that require the utmost of discretion and close oversight. Owning colonial ships is the most resource expensive option of all.

The budgets for these small ship squadrons are the sustainable costs. In other words, the budget numbers shown here represent the fleet value the duchy or state is capable of supporting over time.

Hiring mercenary naval units as auxiliaries builds in a measure of plausible deniability. Repatriation bonds are very important to naval mercenaries. The Imperial Rules of War require that combatants be allowed to surrender without the fear of reprisal.

Another, less organised way to increase military strength is when the duchy offers legal Letters of Marque and Reprisal against pirates or privateers. Unlike mercenary contracts, these letters do not include repatriation agreements.

Fleet Budgets

State	Fleet Budget (BCr.)
Duchy of Inar	232
Duchy of Atsah	168
Duchy of Vincennes	155
Duchy of Zeng	144
Duchy of Pretoria	126
Duchy of Usani	67
Duchy of Sabine	64
County of Starlane	54
Duchy of Antra	26
Republic of Fel	21
Free Marquisate of Maelstrom	20
Free Marquisate of Tuwayk	16
Free Marquisate of Taproban	15
Aerfor	7



Examples

EXAMPLE 1: THE DUCHY OF PRETORIA

The Duke of Pretoria has BCr. 126 and is mainly concerned with Inar and Vargr raiding. Pretoria's patrol squadrons typically work the Vargr border, while the combat squadrons are likely to rotate among Pretoria (0406), Caladib (0508) and L'sis (0409). Defence squadrons may be placed anywhere the Duke feels they are most needed. Mercenary squadrons are used where needed to strengthen the line of battle.

Pretoria Patrol Squadron x 8. Cost: BCr. 41.1

2x Light Scout

2x Q-Ship

1x Minesweeper

2x Fleet Picket

2x Ambush Frigate

2x Detached Frigate

MCr. 5,143

Pretoria Combat Squadron x 7. Cost: BCr. 38

2x Pursuit Ship

2x Patrol Cruiser

2x Missile Corvette

2x Defence Frigate

1x Escort Frigate

2x Detached Cruiser

MCr. 5,441

Pretoria Defence Squadron x 12. Cost: BCr. 40.3

4x Police Cutter

4x SDB-II

4x MSD-II

MCr. 3,360

Mercenary Squadron x 10. Cost: BCr. 6.4

8x Mercenary Cruiser

MCr. 640 (200%)

LAMAS SUBSECTOR

There is no Duke in Lamas subsector and there are no worlds here which support these sorts of fleets.

EXAMPLE 2: THE DUCHY OF ANTRA

The Duke of Antra has BCr. 26 and is mainly concerned with keeping Inar off his back. To do this, he keeps a modest set of warships, a light task force of patrol vessels at hand, a few mercenary squadrons and a few defence squadrons. It also pays corsairs ('privateers') to stay away from its worlds.

Antra Battle Squadron x 3. Cost: BCr. 8.3

2x Patrol Cruiser

2x Missile Corvette

2x Assault Gunship

1x Detached Cruiser

MCr. 2,792

Antra Scout/Patrol Squadron x 4. Cost: BCr. 6.8

2x Light Scout

1x Armed Fast Smuggler

1x Armed Salvage Ship

1x Fleet Picket

1x Ambush Frigate

MCr. 1,711

Antra Defence Squadron x 4. Cost: BCr. 6

8x Police Cutter

4x SDB

1x MSD-II

MCr. 1,516

Mercenary Squadron x 5. Cost: BCr. 3.2

8x Mercenary Cruiser

MCr. 640 (200%)

Letters of Marque (Corsair) x 50. Cost: BCr. 1.5 (200%)

MILLION SUBSECTOR

There is no Duke in Million. However, there are three powerful worlds: Fel (2904), Taproban (3008) and Aerfor (3104).

EXAMPLE 3: FEL

Fel is part of the United Followers of Augurgh, a Vargr federation on the other side of the border and has BCr. 21 to spend. However, since they got this rich off of industry and trade with the Imperium, they do not *just* spend the money on corsairs.

Fel War Squadron x 2. Cost: BCr. 9.7

2x Pursuit Ship

2x Gunned Escort

2x Defence Frigate

2x Destroyer Escort (Patrol)

1x Colonial Cruiser

MCr. 4,835

Fel Smuggler Squadron x 2. Cost: BCr. 4.2

2x Armed Fast Smuggler

1x Armed Salvage Ship

1x Fleet Picket

2x Ambush Frigate

MCr. 2,119

Fel Defence Squadron x 2. Cost: BCr. 4.4

6x Police Cutter

6x System Defence Boat

2x MSD-II

MCr. 2,204

Mercenary Squadron x 5. Cost: BCr. 1.2

6x Mercenary Cruiser

MCr. 240 (100%)



Letters of Marque (Corsair) x 50. Cost: BCr. 1.5 (200%)

EXAMPLE 4: TAPROBAN

Million has a Marquis but no Count or Duke. Taproban is the Marquis' seat in Million subsector and has BCr. 15. Much to the chagrin of the Marquis, Taproban plays second fiddle to Fel, which is not even an Imperial world. Essentially the two states are fighting a proxy war for control of the subsector.

Taproban Assault Squadron x 2. Cost: BCr. 3.1
1x Close Escort
1x Bombardment Ship
1x Light Assault Transport
MCr. 1,575

Taproban Battle Squadron x 2. Cost: BCr. 7.4
2x Pursuit Ship
2x Patrol Cruiser
2x Missile Corvette
2x Assault Gunship
2x Gunned Escort
2x Escort Frigate
MCr. 3,710

Taproban Scout Squadron x 2. Cost: BCr. 1.5
2x Light Scout
1x Fleet Picket
MCr. 726

Taproban Defence Squadron x 2. Cost: BCr. 1.5
4x Police Cutter
4x System Defence Boat
MCr. 760

Mercenary Squadron x 2. Cost: BCr. 0.6
8x Mercenary Cruiser
MCr. 320 (100%)

Letters of Marque (Corsair) x 24. Cost: BCr. 0.4 (100%)

EXAMPLE 5: AERFOR

Finally the world Aerfor (3104), an Imperial Vargr world, has BCr. 7, with which it tries to be kingmaker between Fel and Taproban.

Aerfor Corsair Squadron x 2. Cost: BCr. 2.8
4x Corsair
1x Light Scout
1x Armed Fast Smuggler
1x Ambush Frigate
MCr. 1,421

Aerfor Defence Squadron x 2. Cost: BCr. 1.5
4x Police Cutter
4x System Defence Boat
MCr. 760

Mercenary Squadron x 2. Cost: BCr. 0.6
8x Mercenary Cruiser
MCr. 320 (100%)

Letters of Marque (Corsair) x 20. Cost: BCr. 0.3 (100%)

Letters of Marque (Pirate Raider) x 10. Cost: BCr. 1.2 (200%)

THE DUCHY OF SABINE

The Duke of Sabine has BCr. 64, with which he sells his support to the highest bidder: Pretoria, Inar or Vincennes.

EXAMPLE 6: THE DUCHY OF INAR

The Duke of Inar has BCr. 232 and is by far the richest entity. However, it is fighting battles on all fronts, trying to coerce Sabine to do its bidding while trying to keep Vincennes unbalanced and Pretoria pacified.

Inar Assault Squadron x 8. Cost: BCr. 44.
4x Close Escort
2x Bombardment Ship
4x Light Assault Transport
MCr. 5,468

Inar Patrol Squadron x 8. Cost: BCr. 33.
4x Patrol Cruiser
2x Escort Frigate
1x Destroyer Escort, Patrol
1x Detached Cruiser
MCr. 4,109

Inar Battle Squadron x 8. Cost: BCr. 54.
2x Pursuit Ship
2x Missile Corvette
2x Assault Gunship
2x Gunned Escort
2x Defence Frigate
2x Destroyer Escort, Convoy
2x Detached Cruiser
MCr. 6,806

Inar Scout Squadron x 8. Cost: BCr. 29.
1x Light Scout
1x Q-Ship
1x Minesweeper
1x Armed Fast Smuggler
1x Armed Salvage Ship
2x Fleet Picket
1x Ambush Frigate
1x Detached Frigate
MCr. 3,639

Inar Defence Squadron x 8. Cost: BCr. 25
4x SDB-II
4x MSD-II
MCr. 3,136



Mercenary Squadron x 20. Cost: BCr. 32 (400%)
 4x Mercenary Cruiser
 4x Pirate Cruiser
 MCr.

Letters of Marque (Corsair) x 50. Cost: BCr. 1.5 (200%)

Letters of Marque (Armed Fast Smuggler) x 50. Cost: BCr. 6 (400%)

Letters of Marque (Pirate Raider) x 30. Cost: BCr. 3.6 (200%)

DUNMAG SUBSECTOR

There is no Duke in Lamas subsector and there are no worlds here which support these sorts of fleets.

THE DUCHY OF ATSAH

Due to his relationship with Adatl, the Duke of Atsah currently has BCr. 168. He is primarily concerned with thwarting Vincennes subsector. He occasionally sends aid to Taproban in exchange for access and support.

THE COUNTY OF STARLANE

The Count of Starlane has BCr. 54. Like Sabine, he sells the county's support to the highest bidder: Inar, Vincennes, or (less likely) Zeng.

THE DUCHY OF VINCENNES

The Duke of Vincennes has BCr. 155 and is mainly concerned with making trouble for Inar, while keeping Zeng and Atsah at bay. The subsector has top-quality small starships for handling local affairs and affiliated mercenary units whose vessels fly under that unit's flag for privateering purposes.

THE DUCHY OF USANI

The Duke of Usani has BCr. 67, with which it tries to broker alliances between Inar, Atsah and Vincennes and staves off Zeng.

GENIISHIR SUBSECTOR

There is no Duke in Geniishir. However, there is one powerful world, Maelstrom (2522), with BCr. 20, usually allied with Atsah but occasionally it sides with Usani.

GULF SUBSECTOR

There is no Duke in Gulf. However, one world near the rimward border, Tuwayk (0339), has BCr. 16, with which it pretty much has the run of the subsector but nothing else.

THE DUCHY OF ZENG

The Duke of Zeng has BCr. 144 and is mainly concerned with harassing Vincennes.

Assault Ships

Ships to conduct or support orbit-to-surface assault, typically with infantry platoons.

MCr	Ship Type	Ship Class	Tons	Reference
218	Close Escort	<i>Gazelle</i>	400	<i>Traveller Core Rulebook</i>
416	Bombardment Ship	<i>Seige</i>	600	<i>Traders & Gunboats</i>
941	Light Assault Transport	<i>n/a</i>	1,600	<i>Traders & Gunboats</i>

Warships

Ships used in the line of battle.

MCr	Ship Type	Ship Class	Tons	Reference
232	Pursuit Ship	<i>n/a</i>	300	<i>Traders & Gunboats</i>
258	Patrol Cruiser	<i>Type T</i>	400	<i>Traders & Gunboats</i>
259	Missile Corvette	<i>n/a</i>	400	<i>Traders & Gunboats</i>
274	Assault Gunship	<i>Type RG</i>	400	<i>Traders & Gunboats</i>
275	Gunned Escort	<i>Fiery</i>	400	<i>Traders & Gunboats</i>
485	Defence Frigate	<i>n/a</i>	80	<i>Traders & Gunboats</i>
557	Escort Frigate	<i>n/a</i>	600	<i>Traders & Gunboats</i>
668	Destroyer Escort, Convoy	<i>Fer-de-lance</i>	1,000	<i>Traders & Gunboats</i>
753	Destroyer Escort, Patrol	<i>Chrysanthemum</i>	1,000	<i>Traders & Gunboats</i>
1,210	Detached Cruiser	<i>Sidikur</i>	2,000	<i>new (Sydkai variant)</i>
1,345	Colonial Cruiser	<i>Kinunir</i>	1,200	<i>Traders & Gunboats</i>

Scouts and Smugglers

Ships for covert operations, such as patrol, raids, scouting, remote sensing platforms, and so on. Will not stand up in the line of battle.



MCr	Ship Type	Ship Class	Tons	Reference
143	Corsair	<i>n/a</i>	400	<i>Traveller Core rulebook</i>
147	Light Scout	<i>Type ST</i>	200	<i>Traders & Gunboats</i>
213	Q Ship	<i>n/a</i>	400	<i>Traders & Gunboats</i>
229	Mine-sweeper	<i>Type M/R</i>	300	<i>Traders & Gunboats</i>
238	Armed Fast Smuggler	<i>n/a</i>	400	<i>Traders & Gunboats</i>
283	Armed Salvage Ship	<i>Vulture</i>	400	<i>Traders & Gunboats</i>
432	Fleet Picket	<i>Watchdog</i>	500	<i>Traders & Gunboats</i>
464	Ambush Frigate	<i>Pirate Raider</i>	600	<i>Traders & Gunboats</i>
1,201	Detached Frigate	<i>Sydkai</i>	2,000	<i>New</i>

System Defence

Non-jump ships, brought into a system by tender or built locally, to economically defend a system against attackers.

MCr	Ship Type	Ship Class	Tons	Reference
56	Police Cutter	<i>Serpent</i>	100	<i>Traveller Core rulebook</i>
134	System Defence Boat	<i>n/a</i>	200	<i>Traders & Gunboats</i>
252	SDB/II	<i>n/a</i>	200	<i>Traders & Gunboats</i>
532	MSD/II	<i>n/a</i>	500	<i>Traders & Gunboats</i>

Privateers and Mercenaries

Independent starship owners often will hire out their services for specific purposes.

Privateers will engage in smuggling and trade war tactics with the result of disrupting trade for a short period of time. These ships will run at the first sight of a customs or patrol ship; if a buyer needs ships for hire with more courage, then mercenaries must be sought after.

Letters of Marque and Reprisal cost a fraction of the price of a state-supported vessel and crew, with more powerful vessels costing proportionately more than weaker ones. This cost usually goes towards maintenance of the contracted vessels, which tend to be a bit run down and may need weapons upgrades.

Privateers harm the budget of a target state, relative to the cost of the privateer fleet itself. In order to calculate the damage done by hired privateers on an economy, roll 2d6 and multiply the result by the cost of the privateer fleet:

Roll 2d6	Budget Damage
2–4	50%
5–8	100%
9–11	200%
12+	400%

For example, Inar elects to budget for 1,000 Corsairs against the Duchy of Vincennes, costing BCr. 15. Their total damage against that state is $2d7 = 7 = 100\%$ of the cost. So the budget for Vincennes is reduced by BCr. 15.

Mercenaries are professional military units for hire. They typically consist of assault troops in platoon, or greater, strength and supporting vehicles. Some have their own transport starships and others have armed mercenary cruisers for limited space combat.

Mercenary units can be helpful and are affordable but they cannot be relied upon. For one thing, the regime that spends all of its money on mercenaries and none on its own defences will find themselves out of a job, since mercenaries have proven willing and able to topple governments or switch sides.

Mercenaries typically cost a tenth of the price of a state-supported vessel and crew. This retaining is equal to the going rate for 10 lucrative individual mercenary tickets and will employ a mercenary vessel on a limited basis for a year. Note that the cost of retaining a mercenary unit is strategic in more ways than one: a retained mercenary unit is less likely to be bought by a rival.

Due to the law of supply and demand, the cost of employing mercenary units goes up based on the number of mercenary ships retained. To calculate the actual cost of hiring mercenary squadrons, roll 2d6 plus one for every 10 mercenary ships employed by this state:

Roll 2d6	Cost
2–4	50%
5–8	100%
9–11	200%
12+	400%

For example, Vincennes elects to budget for 50 mercenary cruisers. Its cost will be $2d6 + 5 = 13 = 400\%$ of the listed price. Hiring 50 mercenary cruisers will cost it BCr. 8, which is still a bargain compared to the price of buying them outright (BCr. 21).



MCR	Employment	Ship Type	Ship Class	Tons	Reference
15	Privateer (140)	Corsair	n/a	400	Traveller Core Rulebook
30	Privateer (240)	Armed Fast Smuggler	n/a	400	Traders & Gunboats
60	Privateer (460)	Pirate Raider	Ambush Frigate	600	Traders & Gunboats
40	Mercenary (430)	Mercenary Cruiser	Broadsword	800	Traveller Core Rulebook
60	Mercenary (560)	Pirate Cruiser	Cutlass	600	Traders & Gunboats

Small Ship Squadron Combat

This system is designed for very quick squadron battles. The assumptions are that the listed ships are all more or less equally capable, proportional to their sizes and mission types.

When two (or more) detachments fight one another, total up the dice modifiers and roll 2d6 against the damage table.

DM	Condition
TL	The difference in TL is a positive modifier to the higher TL side and a negative modifier to the lower.
+1	The side with the largest ship.
+1	The side has twice as many ships.
-1	The side has one-half as many ships.
+1	The side with the most tonnage.
+1	The side with the best average manoeuvre rating.
−2	Privateer squadrons.
−1	Scouts and Smugglers.
+1	Warships.
+2	System Defence.
+0	Mercenaries and Assault Ships.

Each side rolls 2d6 plus DMs and consults the damage table. The result is the percentage of opposing ship capability crippled.

2d6+DM	Percentage Down
4 or less	No effect
5–8	1%
9–11	5%
12+	10%

DEFEAT

Privateers will typically run or surrender after the first damage is recorded against them. The remaining squadron types will typically surrender after reaching 40% casualties. After a particularly humiliating defeat, mercenary companies may double their rates when being hired by the same state.

System Budgets

The following tables list all worlds in the Deneb sector that have a military system budget of BCr. 1 or more. **Location** is the hex location of the system. **System** is the system or mainworld name. Budget is the small-fleet budget, in billions of credits (BCr.).

PRETORIA SUBSECTOR

Location	System	Budget
0201	MARZ	BCr. 37
0202	Carthage	BCr. 21
0203	Enaaka	BCr. 3
0209	Kretikaa	BCr. 2
0406	PRETORIA	BCr. 40
0409	L'sis	BCr. 6
0503	Spectre	BCr. 2
0602	Kirkland	BCr. 1
0609	URNAS	BCr. 23
0805	Jode	BCr. 2

LAMAS SUBSECTOR

Location	System	Budget
0902	Ghatsokie	BCr. 2
0903	Matsa	BCr. 1
0906	Waalikii	BCr. 2
1001	Kfathvaedal	BCr. 3
1202	Lengighdzuerz	BCr. 2
1309	Lamas	BCr. 1
1502	Mur	BCr. 5
1509	Prolam	BCr. 1
1601	Gzigorllloe	BCr. 2

ANTRA SUBSECTOR

Location	System	Budget
1708	Remsen	BCr. 8
1808	Antra	BCr. 18
1910	Uramid	BCr. 6
2001	Filangger	BCr. 9

MILLION SUBSECTOR

Location	System	Budget
2702	Fosfog	BCr. 2
2807	Gabrael	BCr. 3
2903	Metare	BCr. 2
2904	Fel	BCr. 21
3008	Taproban	BCr. 15
3104	Aerfor	BCr. 7



SABINE SUBSECTOR

Location	System	Budget
0417	Sui'tang	BCr. 24
0517	Seleen	BCr. 1
0518	THENGIN	BCr. 49

INAR SUBSECTOR

Location	System	Budget
0913	Amarkimi	BCr. 2
0914	Otomisi	BCr. 2
0917	KUBISHUSH	BCr. 53
1014	Mowebe	BCr. 1
1016	LIIRI	BCr. 53
1213	Inar	BCr. 17
1417	STARN	BCr. 71
1520	Kauai	BCr. 3
1615	Gaza	BCr. 9
1618	ASHASI	BCr. 32

DUNMAG SUBSECTOR

Location	System	Budget
1719	Polizzi	BCr. 2
1814	Karst	BCr. 3
2011	Orenberg	BCr. 2
2019	Namidshur	BCr. 3

ATSAH SUBSECTOR

Location	System	Budget
2520	Kiirindor	BCr. 7
2615	Berora	BCr. 3
2715	Dophkah	BCr. 7
2716	Errogel	BCr. 2
2717	SEGAN	BCr. 46
2813	Doho	BCr. 1
2913	Atsah	BCr. 47
3015	ATADL	BCr. 53
3016	Zerderu	BCr. 2
3116	Sherad	BCr. 1

STARLANE SUBSECTOR

Location	System	Budget
0223	Daumier	BCr. 1
0226	Wroclaw	BCr. 4
0626	Kernal	BCr. 10
0629	ASKIGAAK	BCr. 28
0826	Imone	BCr. 2
0827	Skopyeh	BCr. 1

VINCENNES SUBSECTOR

Location	System	Budget
0921	Northammon	BCr. 13
0922	Teyobald	BCr. 2
1023	Irumunu	BCr. 6
1122	VINCENNES	BCr. 80
1128	DEKHA	BCr. 45
1224	Achemadon	BCr. 23
1226	Bishop	BCr. 3
1327	Medard	BCr. 1
1623	HRD	BCr. 2

USANI SUBSECTOR

Location	System	Budget
1829	Bisistra	BCr. 5
1923	Liran	BCr. 20
1925	DENEB	BCr. 45
1930	Turkoman	BCr. 5
2024	Minocoy	BCr. 2
2028	Nyassl	BCr. 4
2225	Usani	BCr. 2

GENIISHIR SUBSECTOR

Location	System	Budget
2522	Maelstrom	BCr. 20

GULF SUBSECTOR

Location	System	Budget
0233	Inkekush	BCr. 2
0336	Upuraku	BCr. 3
0339	Tuwayk	BCr. 16
0633	Preslin	BCr. 2
0731	Qevar	BCr. 3
0734	Raguseppe	BCr. 1

ZENG SUBSECTOR

Location	System	Budget
0935	Inquar	BCr. 20
1235	Veldt	BCr. 6
1332	Giffert	BCr. 2
1336	Dawn	BCr. 2
1339	Zeng	BCr. 1
1340	Agdarmi	BCr. 50
1432	Pashus	BCr. 1
1633	PIKHA	BCr. 52
1636	Balzac	BCr. 23
1639	Uushadiiru	BCr. 1
1640	Jecife	BCr. 3

KAMLAR SUBSECTOR

Location	System	Budget
1832	Kamlar	BCr. 1
2234	Catacomb	BCr. 1



Sydkai-class Detached Frigate (BCr 1.2)

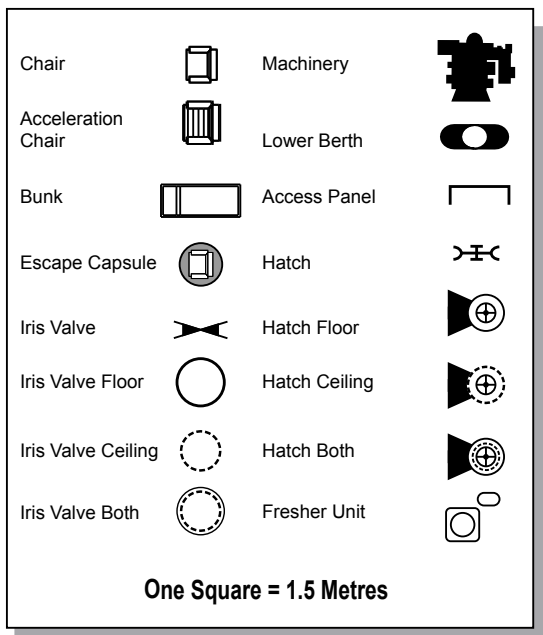
SYDKAI-CLASS DETACHED FRIGATE			TONS	PRICE (MCR)
Hull	2,000	Hull Structure		220
		Streamlined		
		Reflec coating		20
		Self-Sealing		2
		Stealth coating		20
Armour	Bonded Superdense	3 pts	50	2.25
Jump Drive R		Jump 3	85	160
Manoeuvre Drive R	Advanced	Thrust 3	21	64
Power Plant R	Advanced	Rating 3	49	128
Command Bridge			80	30
		Hardened		7.25
		Holographic controls		7.25
Compact Bridge	Backup		30	10
Briefing Room			4	0.5
Breaching Tube			3	3
Docking Clamp	20 ton		20	4
Computer	Model/7	Hardened	-	45
Electronics	Very Advanced		5	4
		Military Countermeasures	20	25
		Enhanced Signal Processing	2	8
Weapons	Hardpoint #1	Missile Triple Turret-11 Very High Yield, Long Range	1	3
	Hardpoint #2	Torpedo Barbette-12 Very High Yield, Long Range	5	4
	Hardpoint #3 - #20	Beam Laser Triple Turret-15 Very High Yield, Long Range	18	72
Ammunition		24 Smart Missiles	2	0.72
		4 Basic Torpedos	10	0.024
		4 BPL Torpedos	10	0.072
Nuclear Damper	Advanced		50	50
Fuel	728 tons	One Jump-3 – 8 weeks of operation	728	
Cargo	175 tons		175	
Extras	Armoury x 4		8	2
	Fuel Processor	40 tons	40	2
	Repair Drones		100	20
	Multirole Pickets x 8		264	212
Software	Jump Control/3		—	0.3
	Evade	1, 2, 3	—	6
	Fire control	1, 2, 3, 4, 5	—	30
	Auto repair	1, 2	—	15
50 Staterooms			200	25
20 Low Berths			10	1
10 Emergency Low Berths			10	1
Maintenance Cost (monthly)				1
Life Support Cost (monthly)				119.4
Total Tonnage and Cost			2,000	1201

Sydkai Class

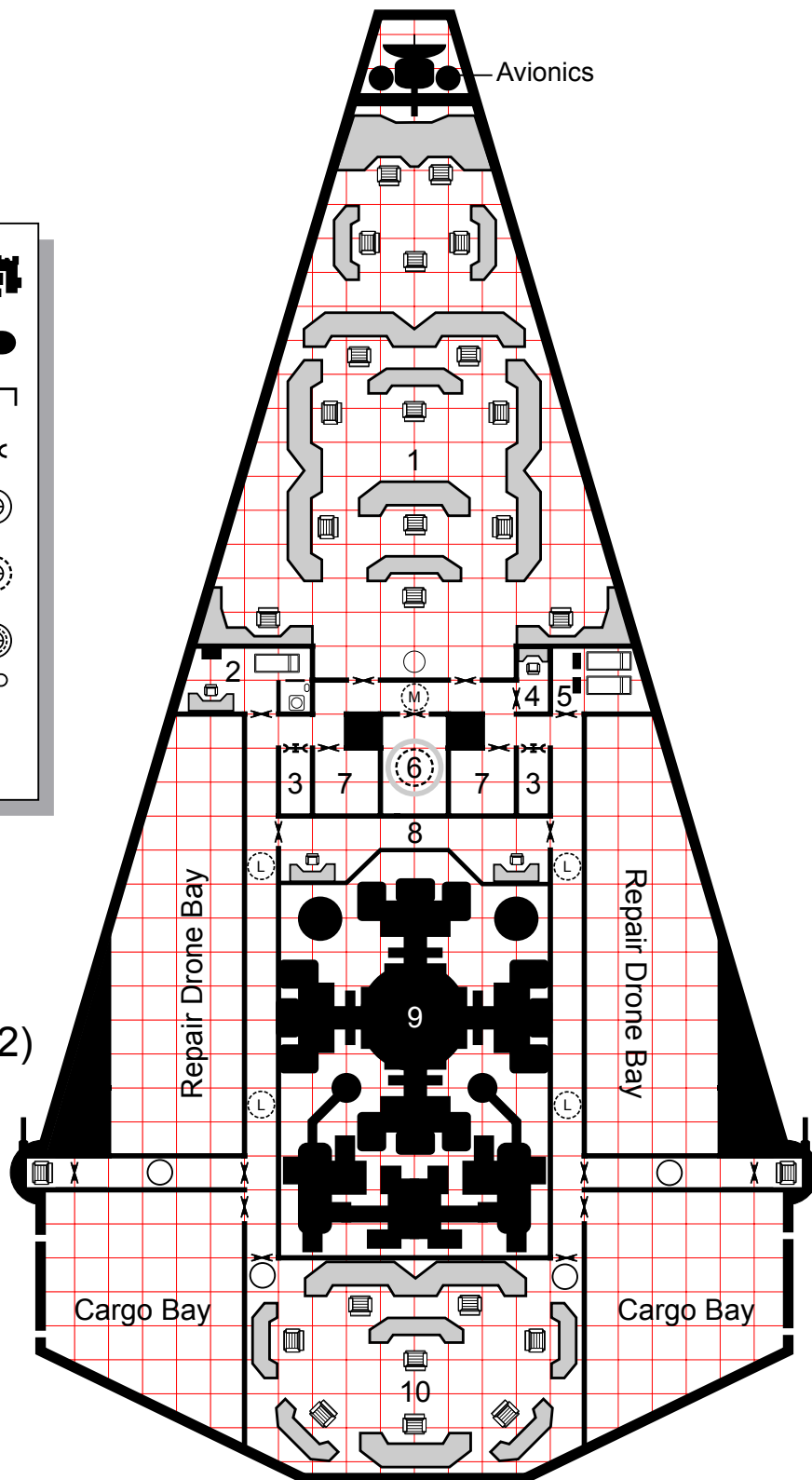
Detached Frigate

Level One

Command Deck



1. Command Bridge
 2. Captain's Quarters
 3. Missile Magazine (2)
 4. Ship's Computer
 5. Medical Bay
 6. Boarding Tube Access
 7. Armouries (2)
 8. Damper Control
 9. Nuclear Damper
 10. Back Up Bridge
- M Missile Turret Access
L Laser Turret Access

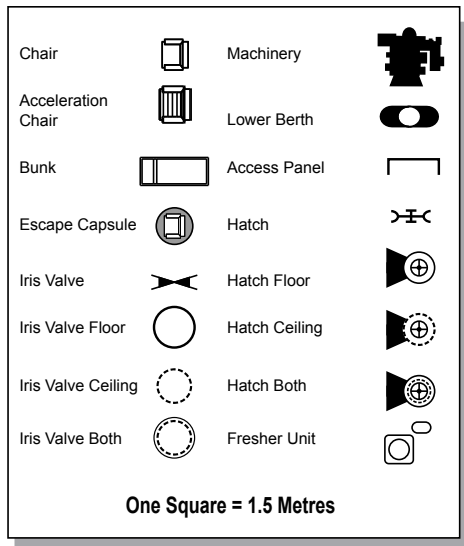


Sydkai Class

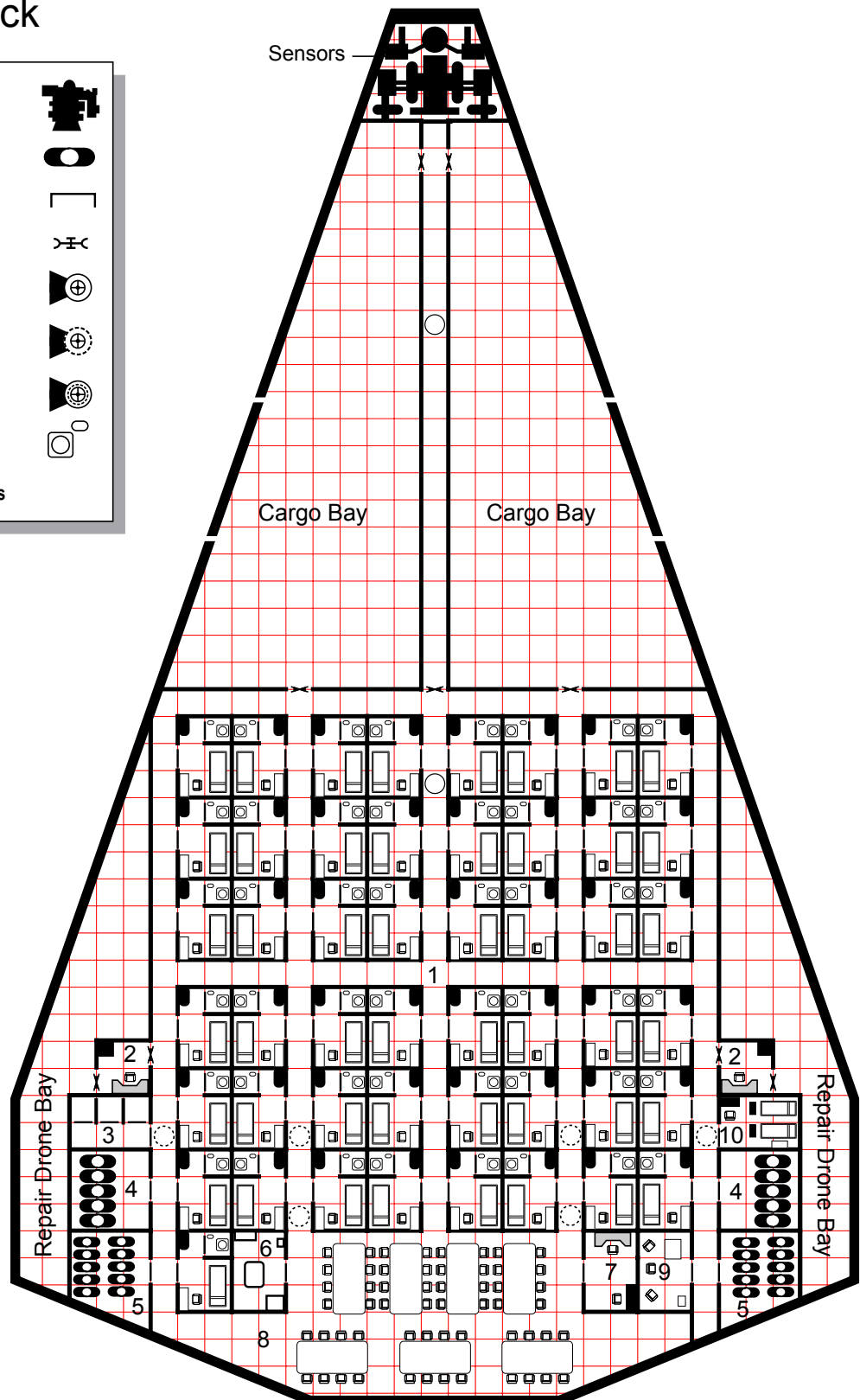
Detached Frigate

Level Two

Quarters Deck



1. Staterooms (49)
2. Drone Control / Maintenance
3. Brig
4. Emergency Cold Berths (5)
5. Cold Berths (10)
6. Office
7. Crew Common Room
8. Officers Ward Room
9. Medical Bay
10. Back Up Bridge

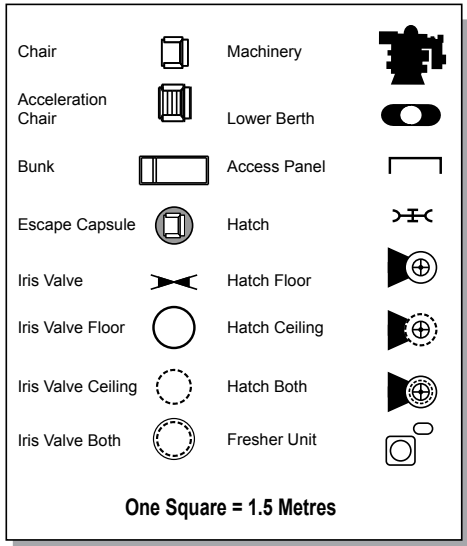


Sydkai Class

Detached Frigate

Level Three

Engineering Deck



Torpedo Barbette

Torpedo Magazine

1. Barbette Fire Control
2. Countermeasure Suites
3. Engineering Control
4. Engineering Spaces
5. Aft Air Lock

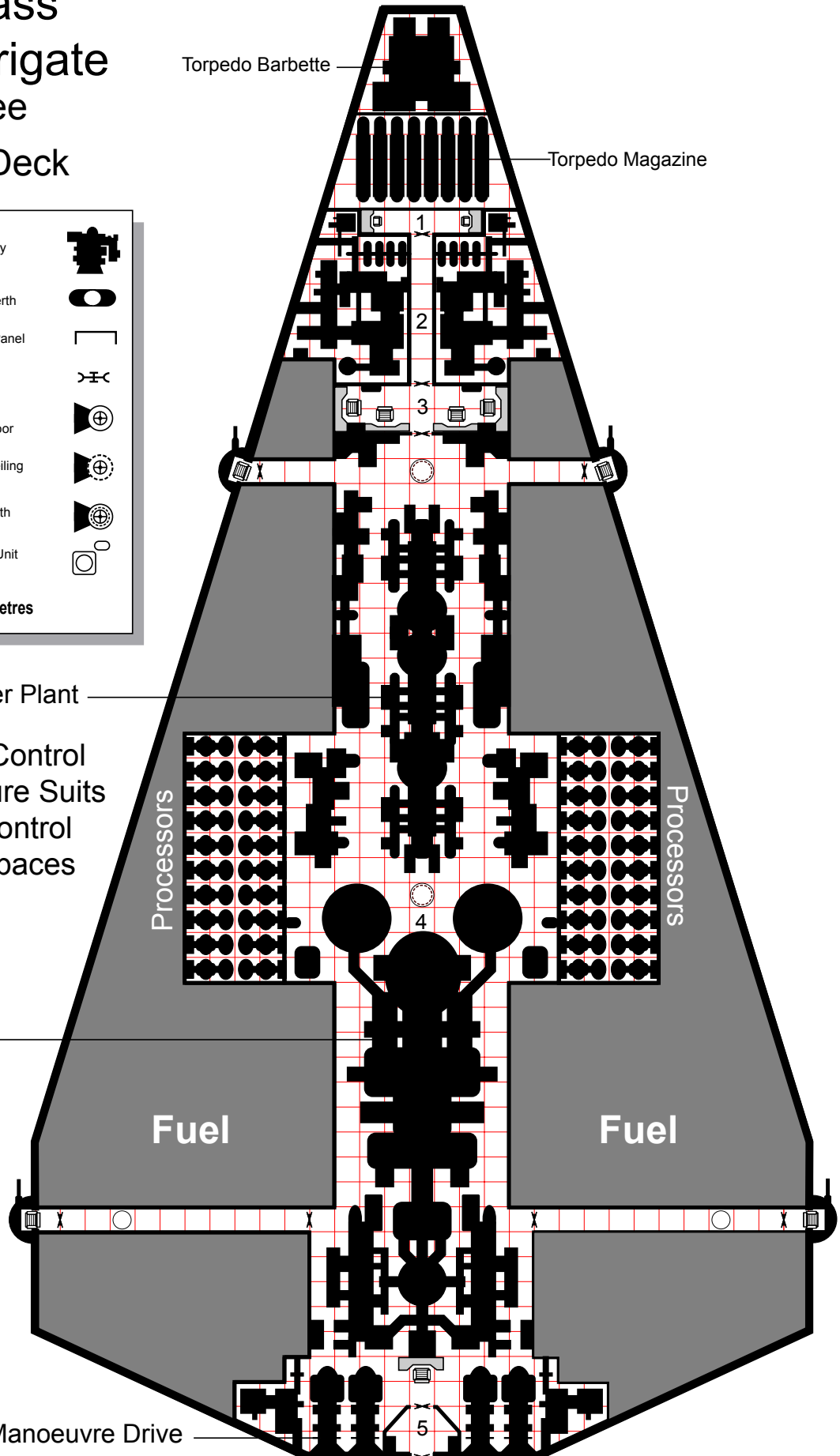
Power Plant

Jump Drive

Fuel

Fuel

Manoeuvre Drive



















Sydkai Class

Detached Frigate

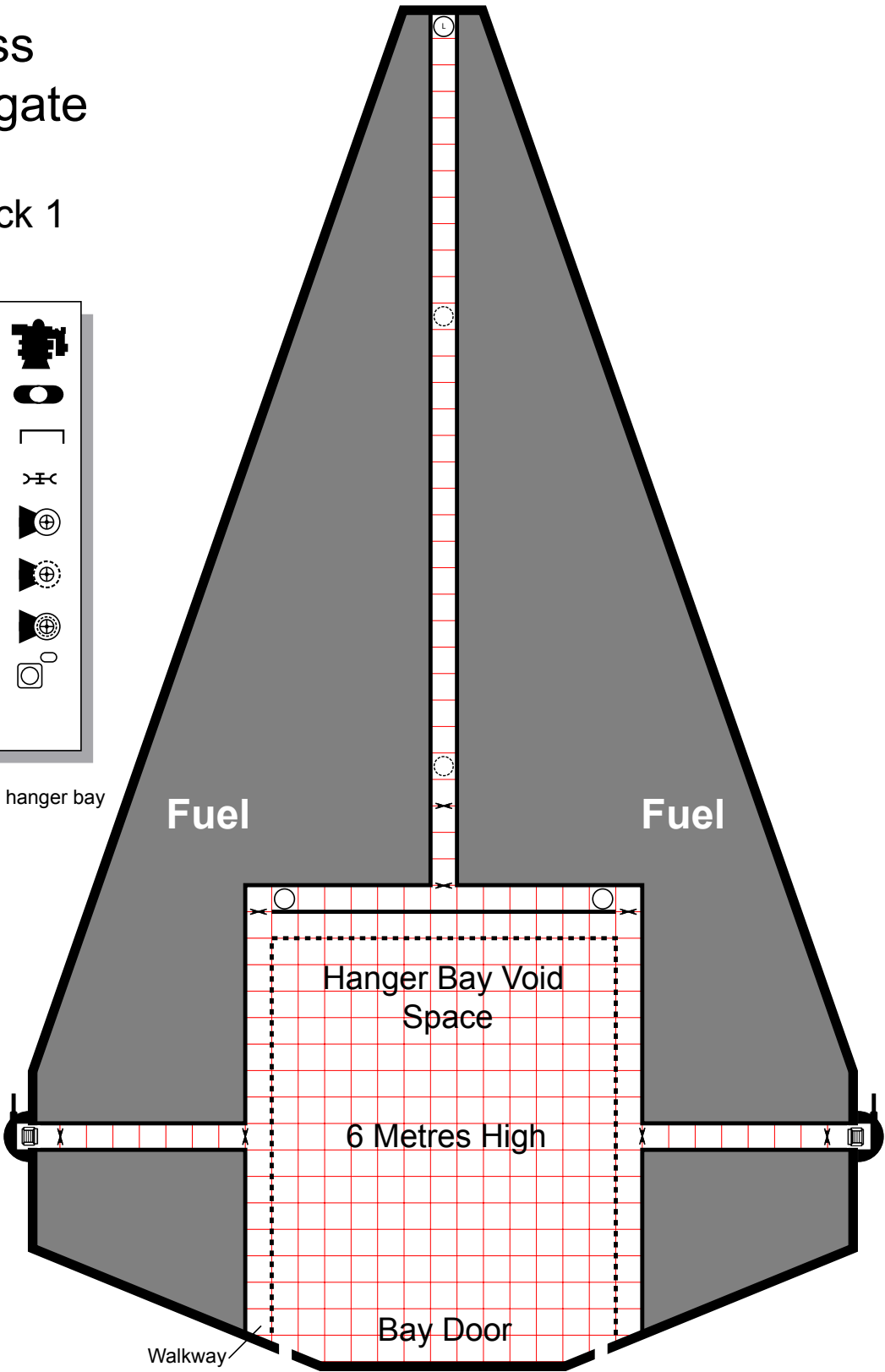
Level Four

Fuel/Hanger Deck 1

Chair		Machinery	
Acceleration Chair		Lower Berth	
Bunk		Access Panel	
Escape Capsule		Hatch	
Iris Valve		Hatch Floor	
Iris Valve Floor		Hatch Ceiling	
Iris Valve Ceiling		Hatch Both	
Iris Valve Both		Fresher Unit	

One Square = 1.5 Metres

Carried craft are stacked two deep in hanger bay

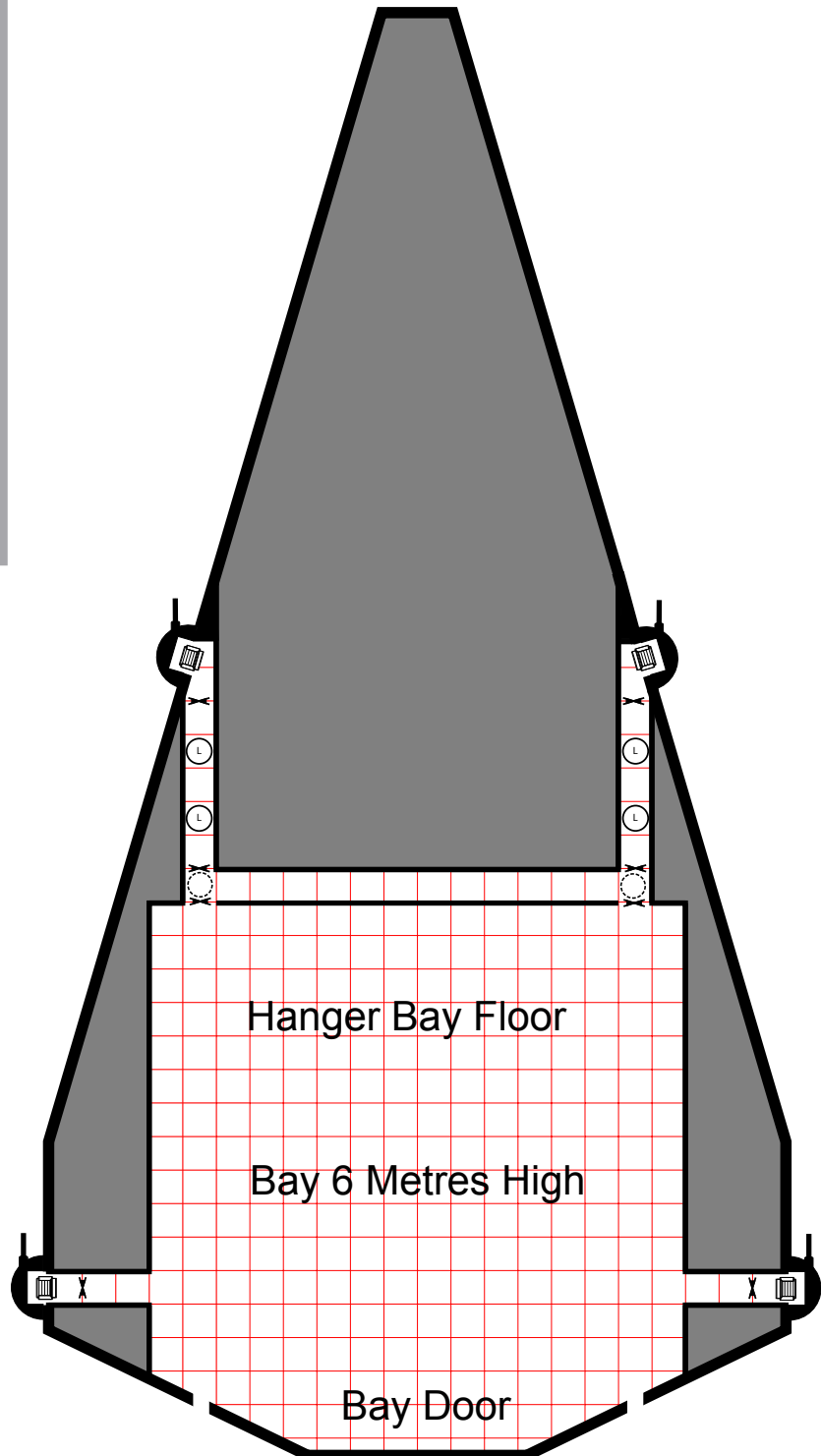
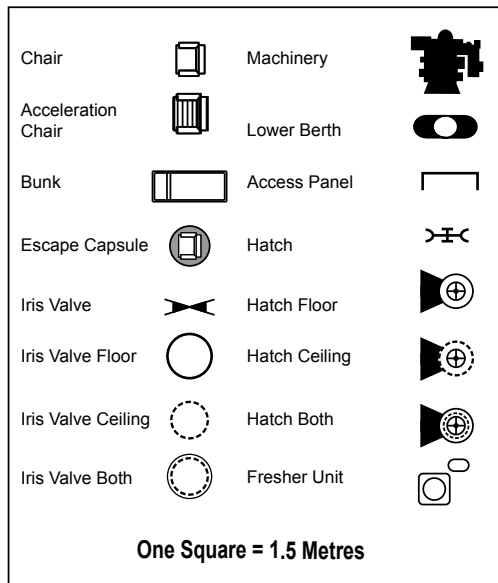


Sydkai Class

Detached Frigate

Level Five

Fuel/Hanger Deck 2





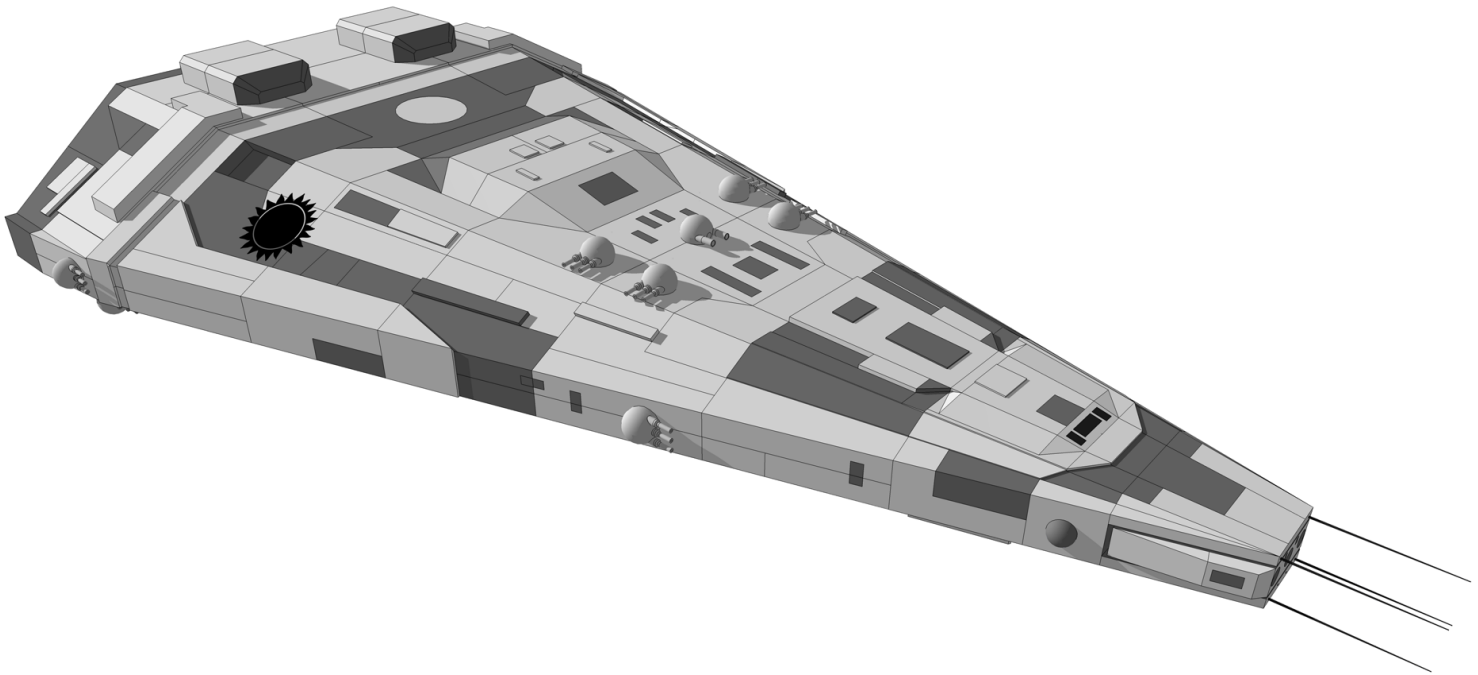
Designed, built and deployed locally at TL 15 shipyards, the *Sydkai*-class frigate is a detached long-term patrol gunboat. The Imperial Navy is typically tasked with protecting thinly settled and technologically underdeveloped systems along the frontier. However, existing resources have insufficient endurance and protecting a supply ship is a severe tactical handicap. Smaller patrol and escort craft such as the *Fiery*, *Gazelle* and *Lurushaar Kilaalum* cannot stand up to the increasingly well-armed corsair vessels. There is a need for a vessel tailored to piracy suppression, capable of operating away from base for extended periods, with enough firepower to meet the increasing threat. The *Sydkai*, designed by GSbAG in 1100, is capable of defeating two Vargr corsairs in ship-to-ship combat, supporting limited ground actions and of patrolling for at least two months without refuel or resupply.

The most effective tactical use of this vessel is to overwhelm corsairs in a surprise attack; since the ship is only lightly armoured, protracted battles with military vessels tend to result in significant

damage to the ship. Another common use of this vessel is to 'show the flag' by jumping into a system and immediately accelerating toward the mainworld. A typical corsair will tend to flee.

Variants: Modified second-hand models have been seen in colonial navies, distinct from Imperial patrols. The Missile Frigate option makes the following changes: energy weapons are replaced by missile and torpedo systems; a dozen small launch tubes replace the large launch tube to support 70 drop capsules. Advanced technology variants also exist, commissioned by wealthy governments and corporations for special operations. The Sidikur-class Detached Cruiser variant trades 150 tons of cargo space for nine more points of armour, for a total of 12 points of Bonded Superdense, at an additional MCr. 8.25.

Crew: The *Sydkai* typically has three pilots, two vehicle pilots, two navigators, four engineers, 20 gunners, three officers, one jump troop platoon (about 40 troops) and a frozen watch (14).





Brilliance-class Long Liner (MCR 414)

BRILLIANCE-CLASS LONG LINER (TL 13)			TONS	PRICE (MCR)
Hull	800	Hull Structure		96
		Streamlined		
		Self-Sealing		8
Armour	None			
Jump Drive N	Jump 4		70	130
Manoeuvre Drive G	Thrust 2		13	28
Power Plant	Rating 4		40	104
Bridge			20	3
Computer	Model/3 bis	Rating 15 (Rating 20 for Jump)		4
Electronics	Civilian		1	0.05
Weapons	Empty	8 hardpoints		
Fuel	372 tons	One Jump-4 – Four weeks of operation	372	
Cargo	42 tons		42	
Crew Staterooms	8		32	4
Passenger Staterooms	28		144	17.5
Luxuries		Luxuries for 16 passengers	8	0.8
Extras	Pinnacle		40	20
	Escape Pods	36 – One for each stateroom	19	3.8
Software	Manoeuvre/0			—
	Intellect			1
	Jump Control/4	Rating 20		0.4
	Library/0			—
	Expert/3	Pilot		0.1
	Expert/3	Astrogator		0.1
Maintenance Cost (monthly)				0.35
Life Support Cost (monthly)				0.064
Total Tonnage & Cost			800	414.25

Using an 800-ton hull, the *Brilliance-class* Long Liner is a corporate and government luxury passenger ship. The *Brilliance* requires a crew of eight: pilot, boat pilot, navigator, two engineers and three stewards with combined Steward skill levels of 8. The pinnacle is an added luxury for making side trips and for ferrying passengers remotely.

Long liners operate along the Xboat route, typically jumping as many hexes as possible. Scheduled flights will often skip stops in order to better connect more important worlds; however, stops at less important systems along the route can of course be chartered.

Passengers aboard a Brilliance liner are not idle while aboard. Just the opposite: the passengers' space is designed for planning meetings, breakout sessions, think-tanks and times of intense focus, problem-solving and even confrontation, compromise and deal-making. There is a lounge, several

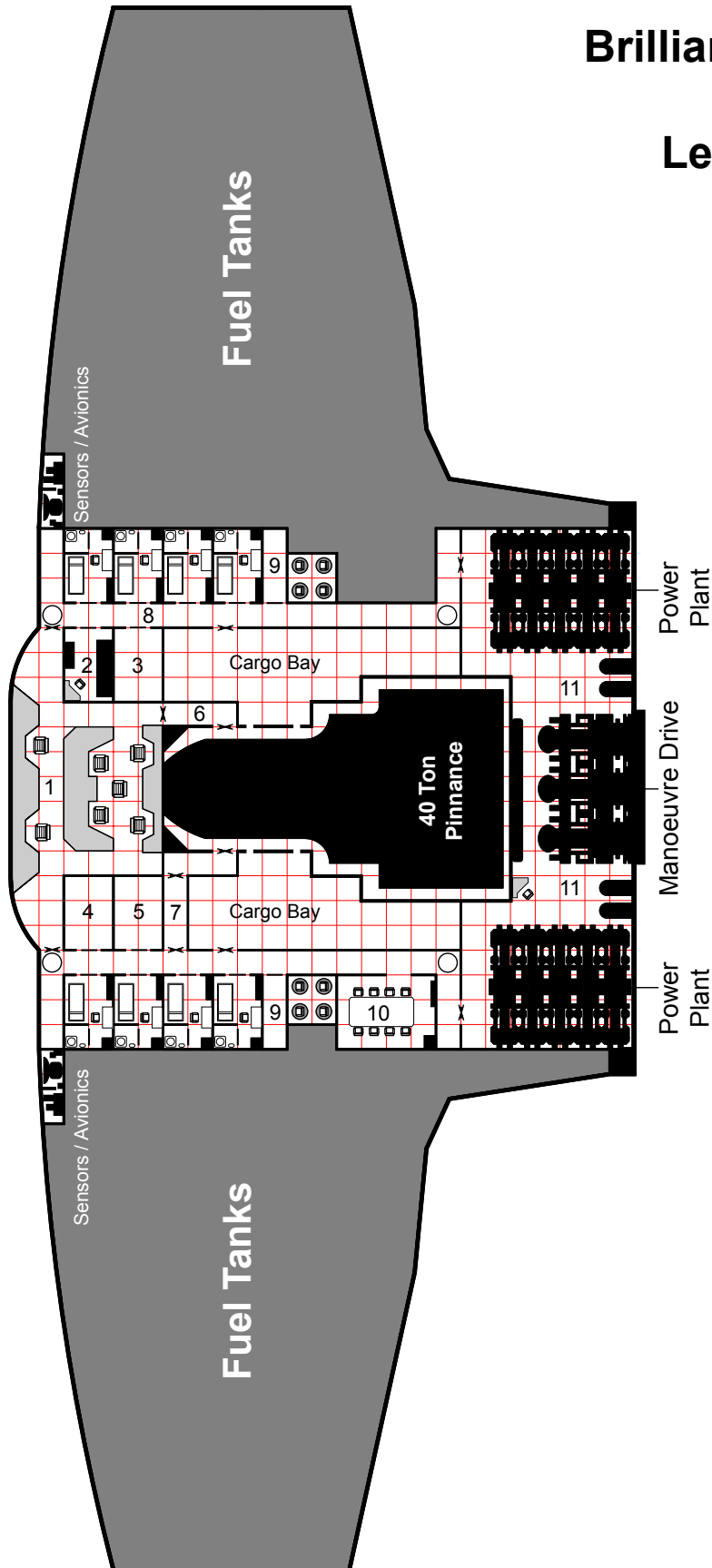
meeting rooms and a library. The four largest staterooms are double suites with attached offices. Twelve more staterooms are one-and-a-half suites and the remaining 12 are standard size.

To balance out these intense sessions of work, passengers are treated to excessive luxury. Stewards dote on guests, personalising each room to relax its occupant, preparing classical shugili-quality Vilani meals, selecting music and reading material to suit the guest's taste and organising various entertainments in the dining lounge, including booking guest lecturers on topics of interest, popular performers, star authors, discussion groups and workshops, games and so on. Luxury supplies of a bewildering variety are stocked in each stateroom.

Because these liners are for corporate and government use, costs are absorbed by the company or government. If a civilian had the opportunity to fly *Brilliance*, it would be because a friend or associate had an extra ticket.

Brilliance Class Long Liner

Level 1 Upper Deck



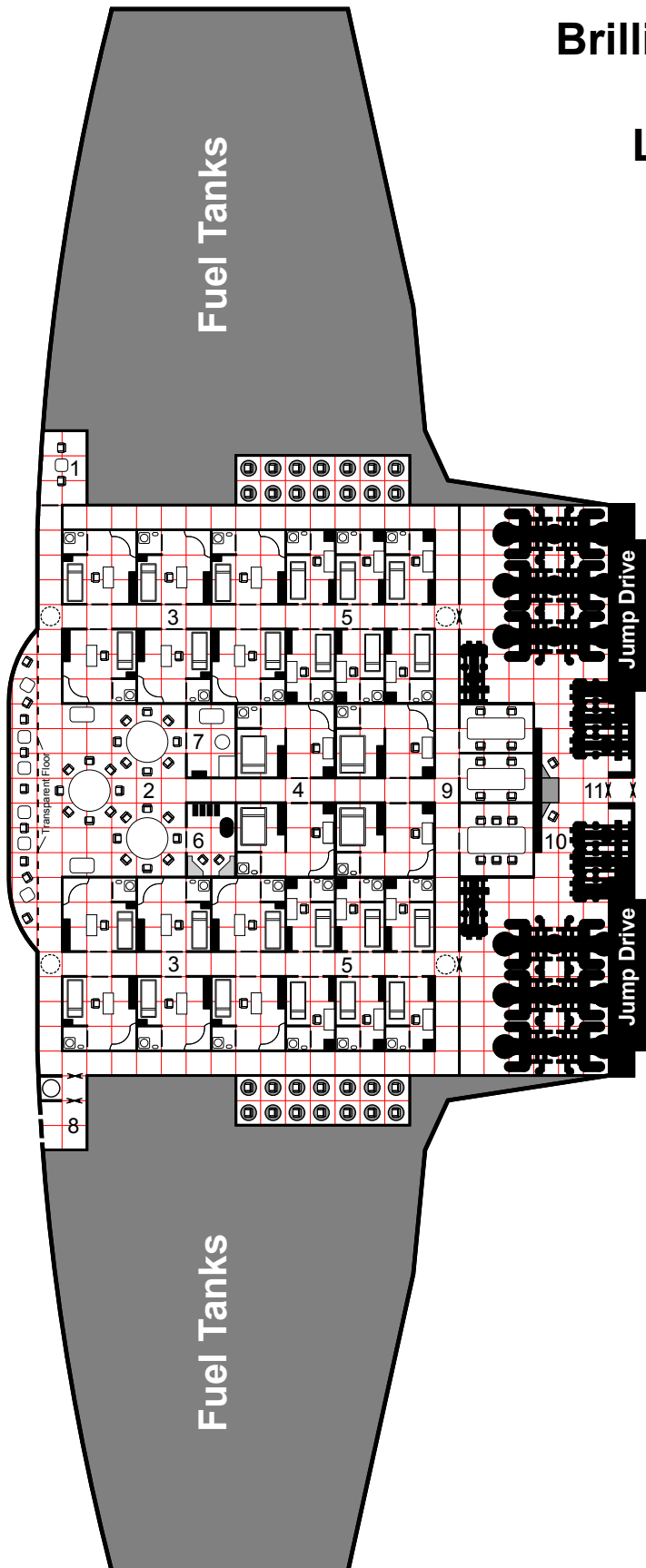
1. Bridge
2. Ship's Computer / Systems Control
3. Office / Utility Room
4. Medical Bay
5. Steward's / Captain's Office
6. Pinnacle Entrance (Crew)
7. Pinnacle Entrance (Passengers)
8. Crew Staterooms (8)
9. Ship's Locker
10. Crew Common Room
11. Main Engineering

Chair		Machinery	
Acceleration Chair		Lower Berth	
Bunk		Access Panel	
Escape Capsule		Hatch	
Iris Valve		Hatch Floor	
Iris Valve Floor		Hatch Ceiling	
Iris Valve Ceiling		Hatch Both	
Iris Valve Both		Fresher Unit	

One Square = 1.5 Metres

Brilliance Class Long Liner

Level 2 Lower Deck



1. Private Lounge
2. Lounge / Dining Area
3. Middle Staterooms (12)
4. Double Staterooms (4)
5. Standard Staterooms (12)
6. Galley
7. Library
8. Passenger Entrance / Exit
9. Meeting Rooms (3)
10. Jump Drive Control
11. Rear Airlock

Chair		Machinery	
Acceleration Chair		Lower Berth	
Bunk		Access Panel	
Escape Capsule		Hatch	
Iris Valve		Hatch Floor	
Iris Valve Floor		Hatch Ceiling	
Iris Valve Ceiling		Hatch Both	
Iris Valve Both		Fresher Unit	

One Square = 1.5 Metres



SOPHONTS

There are a number of 'minor races' in the Deneb sector, several of which are detailed here. Some of these have notes on Characteristics and a Life Events table. Use the Traveller Core Rulebook in conjunction with this text to generate these as Player Characters (or Non-Player Characters).

THE SHI'awei OF CHAOSHEO (0130)

The natives of Chaosheo (0130) are a race of aquatic sentients who live near geothermal vents in the sea floor. In appearance, they are bulky, bullet-shaped creatures with four evenly-spaced arms. The heat given off by the vents supports their lifecycle and affords an opportunity for rudimentary metalworking. Thus, the Shi'awei have been able to progress slowly to TL 1 despite the rigors of their environment.

IISS Sophont Files classify them as Ra-TBS-ANLN Swimmer/Divers. The Shi'awei evolved from carnivore killer stock and are one of the strongest and perhaps most intelligent sophonts known. However, they are not adapted to swimming long distances and only seem to learn with hands-on experience. They have a radial symmetry, with four arms ending in heavy vice-like grippers, each of which can inflict 2d6 crushing damage. Their bodies end in a pair of fin-like structures that propel them like cuttlefish or rays.

The Shi'awei body has an internal bony skeleton, a lymph-like circulatory fluid and are covered by a waterproof skin. They have two genders, with females slightly more numerous than the males. Males have a slightly lower strength but greater endurance. They have typical vision and sonar capabilities and have excellent chemical receptors and touch sensitivity. They reach adulthood at 14 standard years, begin physical aging at 30 years and begin mental aging at 54 years, with a life expectancy of 66 years. Their communication method is with consonantal clicks, which transmit well under water.

Their cultural symbols are relatively simple, with idols and statuary of Shi'awei mythological heroes cluttering their

population centres. Commonality ends there, however. The Shi'awei have widely varying cultures, each with different views on things such as religion, the rights a person ought to have and how to conduct oneself in social or business settings. A traveller may find curious, friendly Shi'awei in one area but at the next settlement will find a group of hostile killers who will eat anyone not of their clan. Usually the Shi'awei are not accepting of others, being unsure or suspicious of people from other communities and other worlds. Moreover, they are difficult for humans to understand, performing actions and saying things that often do not make sense to the average interstellar traveller.

Shi'awei are Feral, Aquatic and Large (3d6 Strength and Endurance and 1d6 Dexterity). They have a Fast Metabolism and No Fine Manipulators, but do have a Natural Weapon (grippers). Males have Weak Strength (-1) and Notable Endurance (+1).

THE YAFIZETHE OF KERNAL (0626)

The Yafizethe are a dual-gender badlands-inhabiting sophont people descended from local omnivore gatherer stock. They typically mass around 30 kilograms but have above average intelligence. Their training programs produce diplomats and negotiators of high skill, which are employed locally and in the surrounding interstellar neighbourhood. They have excellent vision, which includes the ability to see electrical fields.

They are bilaterally symmetric, with a head containing the brain and senses, two front pairs of long legs ending in graspers (comparable to a Hiver's graspers) and eight pairs of short 'walking' legs. The Yafizethe walk upright, with their front legs used to pick out a path among rough terrain when not carrying equipment. An exoskeleton protects their bodies.

Yafizethe are Small (3d6 Dexterity, 1d6 Strength and Endurance). They have Notable Intelligence and the special ability of seeing electrical fields.



YAFIZETHE LIFE EVENTS TABLE

Roll 2d6	Life Event
2	Sickness or injury.
3	Birth, death or some other transition.
4	Ending of a relationship.
5	Improvement of a relationship.
6	New relationship.
7	New contact. Roll 1d6: the new contact is 1–2: A Sigka from Askigaak. 3–4: A human from Sabine. 5: A human from Vincennes. 6: A human from Inar.
8	Betrayal.
9	Travel to another world in the subsector.
10	Good fortune.
11	Crime.
12	Roll 1d6 – involvement in: 1: A diplomatic border dispute. 2: A legal action filed against a megacorporation. 3: An appeal to the Imperial Navy. 4: A discovery in a backwater system. 5: A mercenary group, as their legal spokesperson. 6: An Imperial tribunal on Deneb.

THE SIGKA OF ASKIGAAK (0629)

Askigaak means ‘Home of the Sigka’. The Sigka are water-breathing, aquatic sophont grazers characterised as ‘having no sense of personal space’. Sigka are small, averaging 25 kilograms and are correspondingly weak. With their two pairs of flippers, however, they are natural born swimmers.

Sigka swim in vast colony groups, often numbering in the hundreds of thousands, through the great oceans of Askigaak, which average 6,000 metres in depth. It is estimated that there are two million of these colony groups scattered throughout Askigaak’s ocean. The reason for such vast numbers is the Sachupe: large, voracious predators that continually chase – and feed – on these colonies.

The Sigka swarm is the basic unit of community and all of their thoughts are shaped by this reality. Swarms fall into eight general cultural patterns, based on three beliefs. The first belief is their place in the world’s ecosystem. One group accepts their place in the world’s ecosystem, while the other challenges it. The second belief is in the individual’s value. One extreme claims complete supremacy of the swarm over the individual. The other extreme believes in an irreplaceable value in each member. The third belief is in community, where one end of the scale believes all things should be managed collectively by the swarm, while the other end believes that all things should be

managed by delegated sections. There are variations on these positions, as each pair of their core beliefs form a continuum.

Sigka are friendly toward outsiders and offworlders and their hospitality is well-established. The Scout team of the first contact mission, equipped with full underwater gear, were literally swept away to meet the elders of the largest community swarm, where they and their Sigka counterparts proceeded to establish a common communication language. One of the most important meetings of the first contact mission was the signing of a treaty with the Imperium, which the Sigka themselves drew up with enthusiasm. Askigaak quickly became an important world for the development of the Imperium in the Deneb and Spinward Marches sectors.

Approximately one percent of the Sigka’s life is spent on land, where colonies subordinate to various swarms live and work together. These colonies are industrious but until contact were limited in purpose to study, research and experimentation, with few products used directly by the underwater swarms. The IISS initially contacted the Sigka at land colony 312 but were promptly directed to the nearest large ocean swarm. While the Scouts communicated with the swarm, land colony 312 analysed their starship and within a year they had produced a prototype gravitic module. After a period of cultural upheaval, and with investment from Makhidkarun, the Sigka’s industry helped build up the Deneb and Spinward Marches sectors and today is an industrial powerhouse. Much of their industrial output is used on their own world, building a unique ocean habitat. A few thousand humans and other sophonts live and work with the Sigka on the surface, in their research labs and their factories.

THE SERPENTS OF JODE (0805)

[EXTINCT]

Xenoarchaeologists know little about these aliens, including what these people called themselves. This serpentoid people reached an early stellar level of technology and then bombed themselves to oblivion. By far the most information gleaned about them came from primitive colony buildings on their airless moon. They had six limbs. The front pair had graspers and the rear two pairs had razor-sharp talons. They may have had colour-changing skin and were well-suited to climbing, like a Terran snake crossed with a chameleon. A short-range delivery rocket still rests outside their primary moon colony dome, frozen in the moon’s vacuum.

THE CRENDUTHAAR OF GHATSOKIE (0902)

A minor race native to Ghatsokie (0902), the Crenduthaar – commonly rendered as ‘Philosopher Kings of Thaar’ – are large,



powerful and impressive. Frightening to many Humans when first encountered, they characteristically exhibit traits that many think incongruous in such nightmarish bodies: gentleness, kindness and a keen and penetrating intelligence.

Although they never developed space travel – indeed, they never developed any industry beyond their basic needs for food and shelter – the worsening political situation on their homeworld has led quite a few individual Crendu to leave and travel in the Imperium. A few have taken service as mercenaries or in the private armies of the rich and powerful.

The Crendu are the nomadic descendants of carnivore/pouncer stock. Massive, powerfully built, with scale-armoured hides evolved as protection from their star's frequent flares and nightmarish, gape-mouthed heads filled with double sets of razor-edged teeth, they can be terrifying if encountered unexpectedly. Despite their fearful appearance and toothy grins, today most Crendu are vegetarians, as the beasts they used to prey on are long since extinct, although they have been known to supplement their diet with small animals, which they prefer to eat live.

The Crendu are one of the larger of the known sapient species, with adults measuring some two and a half metres in length and massing up to 500 kilograms. Exothermic, bisexual and viviparous, they share many characteristics with Terran mammals. However, the young drink blood from special glands in both the male and female and their bodies are protected by scales rather than fur. Their forelegs have a ridge of modified scales forming a razor-edged blade called a slasher. This feature was evolved by ancient Crendu in the hunt, used to cut the tendons of large beasts on the run and cripple them. Although rarely used save in aggressive displays, they are nonetheless still formidable weapons.

Only a few tens of thousands of individual Crendu have actually left their homeworld, so encounters are not common. Fair-sized communities of expatriate Crendu exist on several worlds, including Pretoria (0406), Inar (1213), Antra (1808) and Deneb (1925) and on Regina (Spinward Marches 1910).

For millennia, the Crendu were masters of their world, with no natural enemies. Their fearsome appearance is an accident of nature, the product of natural selection in the creation of an efficient killing and eating machine. Over the past few thousand years, the Crendu have had to adapt to a change in their diet. More important, they met another predator species, the Vargr. The Vargr overwhelmed them with technology, and various Vargr governments have enslaved and occupied their homeworld ever since.

The Crendu are rational beings. Still, as a species, they possess several quirks that set their thinking apart from humans.

They dislike the dark. Not as strong a compulsion as the notorious K'kree claustrophobia, the Crendu live in an environment where the sun literally never sets. For them, the darkside of their world is a cold and forbidding place, a haunt of demons and vengeful gods, a place where the insane and the infirm go to die.

They like light. Their red sun is as bright to them as Sol is to the inhabitants of Terra and appears to be three times larger. In fact, their infrared vision lets them see quite well in the dark but the absence of a large, powerful light in the sky overhead is unnerving. They are more comfortable with lots of light – preferably centred in the red portion of the spectrum.

They are peaceful. With no natural enemies on their world, this race of predators long ago evolved elaborate forms of etiquette and ritual to sublimate the violet tendencies of pack-hunting carnivores. Typical Crendu seem rather long-winded to Humans – who in turn seem to them to always be in a hurry and unwilling to observe the niceties of properly cultured conversation. While trying at times, these differences in understanding are not usually a source of conflict. Crendu rarely get angry.

Peaceful they may be, but they do hate the Vargr. 'Domesticated' Crendu accept their lot as servants or employees of their Vargr masters; but the species as a whole has suffered at the Vargr's hands and every Crendu harbours a deep-seated hope that one day their world will be liberated from these invaders. 'Wild' Crendu simply eliminate any Vargr they catch, something that they consider less an act of vengeance than of pest control.

Crenduthaar are Large (3d6 Strength and Endurance, 1d6 Dexterity) and Feral, with Notable Intelligence. They have a Natural Weapon (slasher, damage as a blade).

CRENDUTHAAR LIFE EVENTS TABLE

Roll 2d6	Life Event
2	Injury received from a Vargr.
3	Birth, death or some other transition.
4	Ending of a relationship.
5	Improvement of a relationship.
6	New relationship.
7	New contact.
8	Betrayal.
9	Travel to another world in the subsector.
10	Good fortune.
11	Crime.
12	Meeting an Imperial factor.

THE GL'LU OF KUBISHUSH (0917)

The Gl'lu are sophonts native to Kubishush. Offworlders find them friendly and welcoming, with a culture that is familiar to Imperial citizens in many ways. Their art and music is accessible and understandable. Their languages are not



particularly difficult to learn and are adaptable to the human voice and ear. Their technology is locally produced but relies heavily on Imperial standards and produces finished goods for the Imperial market through General Products, Ling-Standard Products and Instellarms. Their industries originally imported Imperial production templates from General Products but they quickly adapted them into their own variant designs.

Getting around Kubishush presents the difficulties common to many homeworlds. It has a multitude of subcultures, each with its own language. Languages tend to be mutually unintelligible. Government is decentralised, with city-states governing provinces and smaller cities managing regions within a province. Each city-state has a different cultural history, with its own traditions, holidays and legal precedents. Civic pride and duty expresses itself in different ways, based on city traditions. In short, there is enough that is perplexing about Gl'lu culture that local interpreters are useful. Many native Gl'lu are employed by the Traveller's Aid Society (TAS) and IISS as translators for visitors.

They are descended from rough-terrain scavenger intimidators and resemble nightmarish insectoids. Their porous mottled skin, slimy appendages and periscope-like eyestalk make them look like a cross between a Terran octopus and a slug. Upon first encountering the race during the Grand Survey, scouts mistook them for a far-flung colony of Githiasko or genetically altered hivers.

Their body is asymmetric, with two sets of limbs. The front set consists of four legs that have evolved hands and the rear set consists of three stouter legs for stability and power. Gl'lu may operate equipment designed for human hands at a -1 penalty; similarly, humans may operate equipment designed for Gl'lu hands at a -1 penalty. A set of fangs inflicts a poisonous bite for 2d6 damage.

Oxidation of the ammonia in their native atmosphere drives their metabolism. They have a single gender and for all intents and purposes are hermaphroditic. They have typical Characteristics, with a different muscle structure (suffering a DM-1 on long-duration tasks) and a hands-on learning style (suffering a DM-3 on non-physical, education-based tasks). Gl'lu training begins at 18 standard years. Physical aging begins at 34 years and mental aging at 70 years. Their life expectancy is 94 years. Their hearing and sense of smell are excellent. Crowning their head are three antennae, which serve as eye stalks. Their vision is confined to infrared bands.

Gl'lu Starships

The Gl'lu have become a minor starfaring race. Thousands of Gl'lu traders can be found throughout the region. Their best-selling commodities include their high-grade materials and innovative environmental products. Their poorest-selling

commodities include a synthetic slime coating that grants the wearer protection from airborne corrosives.

The Gl'lu are accustomed to inhabiting small spaces and require only a fourth of the volume necessary to lodge the average human. Staterooms built to house up to eight Gl'lu displace only four tons.

Gl'lu starship design seems obsessed with backup systems and redundancy. All Gl'lu starships have two bridges and two manoeuvre drives, one on each end of the ship, negating the need for turnaround and retrofire. Ships built for planetary landing also employ two sets of landers and lifters as well.

To a human, this lack of concern for wasted space is inefficient and ludicrous. To a Gl'lu, however, humans are living on borrowed time in their poorly backed up ships.

Gl'lu have a Fast Metabolism, Atmospheric Requirements (Exotic) and a Natural Weapon (fangs).

GL'LU LIFE EVENTS TABLE

Roll 2d6	Life Event
2	Sickness or injury.
3	Birth, death or some other transition.
4	Ending of a relationship.
5	Improvement of a relationship.
6	New relationship.
7	New Contact. Roll 1d6 – the Contact is: 1–3: Another Gl'lu. 4–5: A Yafizethe. 6: A human.
8	Betrayal.
9	Travel to another world in the subsector.
10	Good fortune.
11	Crime.
12	Roll 1d6: 1–3: Interactions with an Imperial factor. 4–6: Representing the Gl'lu in a subsector-wide matter.

THE YAITLAT OF PERES (1221)

This race was named by the Nenlat, who first discovered them. The full name is Yaitlatboklimhun, meaning approximately 'the large slow people'. There are an estimated 10 million Yaitlat on Peres, although this number is uncertain. The Yaitlat are xenophobic. They intensely dislike and distrust all humans, due to their years of cruel mistreatment by the Humbolt clan and viciously attack humans on sight.

From the scanty records gathered over the centuries, it appears that settlements vary widely, with different leadership styles



and rituals. Behaviours appear to be recognizable but fall well outside Imperial norms; for example, picking up spears with which to skewer any human who approaches an encampment. Their art and music seem to be an even mix of abstract concepts and reality. However, no thorough examination of the Yaitlat culture has been completed.

Although they are hostile to humans, they are open to the Nenlat, who operate a small Imperial trading post on Peres. Any humans visiting Peres are advised to keep out of sight.

There are about 100 Yaitlat outcasts who work offworld, typically in Nenlat mercenary groups but will also tolerate human groups for a time.

Descended from wetlands herbivorous intermittents, they are larger and more ponderous than humans on average. They are bilaterally symmetric, but apparently headless, as the Yaitlat brain and senses are located in their torso. They have a pair of arms, each ending in two opposed groups of relatively inflexible digits, capable of clamping an object between them. They have two strong legs, plus a vestigial tail. Their body is protected by a segmented shell.

Adulthood is reached at 14 standard years. Physical aging begins at age 34. Mental aging begins at age 70. Their life expectancy is 78 standard years. They are strong and their Strength is generated as 2d6+1. Dexterity is 2d6-1 but they have a DM+1 on Dexterity for athletic tasks. Endurance is 2d6-2 but they have a DM+2 on Endurance for athletic tasks. Intelligence is 2d6-2, Education is 2d6-2 and Charisma is 2d6.

They are mechanically inclined sophonts; any one which receives any education of any kind at all can be considered to also have the skill Mechanic-0. They have all the standard senses, plus the ability to detect electrical fields. Their vision range is shifted so that they cannot detect blue frequencies; however, they can see the near infrared band.

They have four genders, labelled by the IISS for convenience as A, B, C and D. Gender A represents eight percent of the population and is born with Mathematics-0. Gender B represents 24% of the population and has Dexterity-1 and Intelligence+1. Gender C represents 38% of the population and has Strength-1, Dexterity+1, Endurance-1 and is born with a photographic memory. Gender D represents 30% of the population and has Strength-1 and Intelligence+1.

Yaitlat are Large (3d6 Strength, 2d6 Dexterity, 2d6 Endurance) with Weak Intelligence and Weak Education. They use Charisma instead of Social Standing.

YAITLAT LIFE EVENTS TABLE

Roll 2d6	Life Event
2	Sickness or injury.
3	Birth, death or some other transition.
4	Ending of a relationship.
5	Improvement of a relationship.
6-7	New Contact. Roll 2d6: 2-5: A new Yaitlat relationship. 6-7: Nenlat mercenary Contact. 8-9: Nenlat trader Contact. 10-11: Nenlat Imperial diplomat Contact. 12: Human Contact.
8	Betrayal.
9	Indirect experience with humans. Roll 1d6: 1-3: Opinion about humans worsens. 4-6: Opinion about humans improves.
10	Good fortune.
11	Crime.
12	Roll 2d6: 2-7: Acquires a piece of Imperial equipment. 8-9: Hired by a Nenlat mercenary group. 10: Acquires training in Imperial technology. 11: Finds an artefact, probably nonworking. 12: Learns something about the goals or present whereabouts of the Humbolt clan.

THE JONKEEREEN OF JONKEER (1324)

These natives of Jonkeer (1324) are the product of extensive geneering by the Imperial Ministry of Colonisation. The project's goal was the creation of a human subspecies perfectly suited to life in a hostile desert environment. Begun five centuries ago, the project has proven successful: over 400 million enhanced humans inhabit Jonkeer and millions more live on desert planets in the Imperium.

The average Jonkeereen is tall, thin and dark-skinned, much like human desert dwellers throughout space. Thorough modifications have moved the Jonkeereen far from the human norm, however. A combination of genetic engineering and adaptive surgery aided the first Jonkeereen; later generations bred true to the Ministry's specifications.

The Jonkeereen's adaptations are many. Protective membranes shield his eyes and ears from windblown sand. Changes to his metabolism allow survival on the scant resources of arid plains. A highly efficient perspiration system and a large body surface area work to cool him in temperatures often exceeding 50°C – far above human tolerance. His dark complexion shields him from the radiation of Jonkeer's lurid red sun.



While the Jonkeereen form has been altered, their culture has also changed. Their lifestyle is austere and many visitors find the local customs harsh. Both conservatism and cooperation are basic traits of the Jonkeerin mindset. Because they are no longer fully human, Jonkeereen are typically aloof, emotionally distant from their cousins. The local scout base is engaged in long-term observations of the Jonkeereen culture and its departure from human standards.

THE LURENT OF BORLUND (1406)

Borlund is the homeworld of the Lurent. Descended from omnivore gatherers, these sophonts look (to a human) like a genetic experiment gone awry. Their bulky, headless bodies are covered in a soft fur, ranging in colour from pale green to dark blue. Their two flexible legs are capable of raising their bodies up two metres and their two tentacles are another two metres long. The useless vestigial tail is often mistaken for an ear flap. Their mouths are lined with sharp teeth but they lack vocal chords. Their speech is composed of whistled tones and patterns that can be heard over long distances.

The Lurent are large, typically taking up as much space as six humans. Much of their interior is filled by air sacs and their 'skeleton' (if one can call it that) is made up of a mesh of hollow bones. On more than one occasion, human scientists have likened their skeleton to a geodesic sphere. Since most of their interior is light, the Lurent typically have the mass of an average human.

Their vision is shifted towards the infrared. They are able to see near IR, red and green colours but are blind to blues and the spectrum beyond blue. They have a better sense of smell than humans. They have two extra senses: the ability to sense electrical fields and the ability to sense life at a distance of about 50 metres.

Lurent education is based on a hands-on learning style, which means they do not learn in typical educational settings but can 'pick up' low levels of skill rapidly.

The native fauna on Borlund usually has three genders. The Lurent are no exception. The population is roughly divided into female (23%), male (42%) and neuter (35%). All Lurent are capable of hibernation on an as-needed basis.

Females have an inborn knowledge of mathematics. The female gives birth to litters of one to seven young, which it carries and nourishes in its cavernous interior pouch for two years. Young Lurent are very light and the mother tends to continue her working lifestyle whether or not she is carrying children. After

the first year, young Lurent are able to leave their mother's pouch for brief periods. Lurent become adults at 10 standard years, start to age at 30 years and live to about 70 years.

Male proto-Lurent early developed a talent for analysing electrical fields. As a result, modern Lurent males have an inborn knowledge of electronics, although their Endurance and Intelligence both suffer a -1 penalty. Neuter proto-Lurent tended to be scouts and hunters and as a result modern Lurent neuters have a Strength+1 and Dexterity+1, Endurance-1 and Education-1 and the special talent of a photographic memory.

Lurent have a vague claustrophobia when it comes to starships. They seem to have a racial or genetic need to live on 'natural rock'. If a Lurent ever travels as a passenger aboard a starship, he is likely to hibernate in his cabin for the duration of the trip.

Lurent are divided into tribes and clans. Each tribe has a migratory period where it travels abroad and a sedentary period where it returns to its homeland. Before contact, the Lurent built up their world to TL8 but did not initially explore their solar system due to their dislike of spacecraft. They solved this problem by building engines into Borlund's four planetoid moons, which did not seem to offend their racial need for 'natural rock'. They eventually built habitats into several hundred planetoids in their system and put them at Lagrange points. These planetoids range from 1 billion to 100 billion tons each and are home for 1 million to 100 million Lurent each.

Their genetic wanderlust makes the Lurent an ideal merchant species. After the Imperium began to trade with them, they outfitted many of these big planetoid ships with jump-1 drives. Their fleet of 250 wandering planetoid starships are scattered across the sector. The ships enter a target system, load and offload cargo at an orbital starport, then retreat to the Oort cloud to refuel. Starships of all sizes are welcome to dock with or land on the planetoids and trade. Some starships even contract with the Lurent to be carried along their winding trade route. Some Lurent ships buy a contract to carve up and process mineral-rich asteroids and bring the raw metals back to the mainworld. Sometimes the local industries pay the Lurent *not* to do this, because it would ruin local commodity prices.

Lurent are Large (3d6 Strength and Endurance, 1d6 Dexterity) with Weak Education due to a different learning style. All Lurent see near infrared, Red and Green, as well as electrical fields. They can also sense life at 50 metres. Females have Mathematics-1. Males have Electronics-1, Weak Endurance (-1) and Weak Intelligence (-1). Neuters have Notable Strength (+1), Notable Dexterity (+1), Weak Endurance (-1) and Weak Education (-1) and have the special talent of a photographic memory.



LURENT LIFE EVENTS TABLE

Roll 2d6	Life Event
2	Sickness or injury.
3	Birth, death or some other transition.
4	Ending of a relationship.
5	Improvement of a relationship.
6	New relationship.
7	New Contact. Roll 2d6 – the Contact is: 2–3: A Vargr. 4: A Yafizethe. 5: A Sigka. 6: A human. 7: A Lurent trader/diplomat. 8: A Crenduthaar. 9: A Nenlat. 10: A Souggvaez. 11: A megacorporate official. 12: A member of the Imperial Navy.
8	Betrayal.
9	Work and travel aboard a Lurent halo ship.
10	Good fortune.
11	Crime.
12	Roll 1d6: 1–2: Provides resource information to a corporation. 3–4: Finds a piece of Kurakhash technology. 5–6: Interactions with an Imperial factor.

THE NENLAT OF DENE (1925)

'The sophont of wisdom does not strive to test boundaries.'

— Nenlat proverb

Deneb (1925) is the current mainworld of the Nenlat, an amphibious sophont people. They evolved from wetland omnivore gatherer stock. forty-two billion Nenlat live there, with another 10 billion living abroad in other parts of the sector. Deneb has had a technological civilisation for thousands of years. Histories note that their entire solar system was industrialised and populated during the First Imperium. By the time of contact by the Third Imperium they were exploring star systems within an eight parsec radius of Deneb but had not established any colonies in those systems. Xenologists reason that the Denebians lack a colonising nature and are more interested in finding other sophonts. Nenlat and humans from Deneb have shown themselves to be adventuresome peoples.

The Nenlat can be encountered anywhere in the sector. They thrive on adventure and discovery and are technologically adept. Their industrial base in Deneb produces Nenlat-designed equipment. Nenlats can operate human-designed equipment at a –1 penalty; correspondingly, humans can operate Nenlat-designed equipment at a –1 penalty.

The earliest known Nenlat settlements on Deneb were domed cities just off the coast of the major landmasses. Researchers suggest that the Nenlat did not originate on Deneb but rather a world with a thicker atmosphere. Since Deneb is the only habitable world in the system, they may have migrated here from another system in the remote past. The short lifespan of Deneb's primary star would also seem to support this. Presumably, a thinning atmosphere drove Nenlat technological development.

Once established along the coastlines of Deneb, the population began to build massive, seafloor-anchored arcologies (locally called 'walls'), with a huge footprint (5 kilometres thick x 1,000 kilometres long x 50 kilometres high). The most interesting thing about these arcologies is the geoglyphs they create, which are visible from orbit. These glyphs depict heroes from several religions of the Denebians.

Denebian religions were influenced by the world's apparent rejection of land-life. The Knonak tradition suggests that a feud between Ocean gods turned air into water. The Nuthefa Edits state that sky spirits became too numerous and absorbed the atmosphere into their bodies. Gaezetretyere Theorems state that the world was losing its will to live. Air is a major theme in Denebian ritual and regardless of which religion a Deneb native follows, air is regarded as an important communal concept.

The Denebians' worldview is nearly incomprehensible to humanity. When the Imperium contacted them, they found an isolated, industrialised, technological sophont people who were willing to share their world – on their terms: humans must live separately from Denebian settlements and their settlements must be designed to the same standards as those of the native Denebians. Due to atmospheric differences, native Denebians allowed the human settlements to have a standard gas mix in their arcologies.

The Nenlat descend from wetland omnivore gatherers. They have notable Strength and their Endurance tends to underperform at extended tasks but they are better than average at short-duration tasks. Their habits and behaviours rely heavily on instinct, so they do not make good classroom learners. As a result, Nenlat cannot attend typical schools.

They have a tri-lateral symmetry, with a set of three strong arms, one of three weak arms, one of three legs and a set of three flippers. They stand upright, have leathery skin, a segmented shell and a stinger. Their stinger curves down their back from their neck, like a dorsal fin. Their manipulators are somewhat handlike. Their vision is better than humans but is shifted into the near ultraviolet spectrum. Their sense of hearing is excellent.



Adulthood begins at age 14. Their average life expectancy is 94 years. There are three Nenlat genders. Roll 1d6 to randomly determine the gender of a Nenlat:

- 1–2: Egg-Layer.
- 3–4: Activator.
- 5–6: Bearer.

The Nenlat caste system is skill-based. Caste develops during adolescence. Each Nenlat character rolls 1d6 at the beginning of Character Generation to determine caste and receives the indicated skill (or skills) at level 2. This is an inborn, instinctual skill. The six castes are:

Driver: Has the ability to hypnotise Denebian fauna. This caste was developed from an earlier genetic hunting instinct. The Deneb navy actively recruits from this caste.

Strategist: Has no sense of smell. This caste produces many leaders of Deneb.

Counsellor: This is a diplomatic caste. The Counsellor has the ability to persuade and calm others.

Carouse: This caste has intuition: an unreliable type of immediate precognition or clairvoyance. They are good at detecting danger close by, and are often used by police and armed forces.

Teacher: Learning is a challenge for Denebians; instinct is their main source of knowledge and skill. As a result, a Teacher has exceptional abilities related to learning.

Bureaucrat: Politics on Deneb often involve exhausting duels. Endurance is an esteemed attribute for Bureaucrats. Brains are not.

Nenlat are Amphibious (Aquatic), Armoured and have a Natural Weapon (stinger). They have Notable Strength and a Fast Metabolism.

The Activator gender has Weak Strength (–1) and Notable Dexterity (+1). The Bearer gender has Notable Strength (+1) and Weak Dexterity (–1).

The Driver caste has Weak Dexterity (–1) and the ability to hypnotise Denebian fauna.

The Strategist caste has Notable Intelligence and no sense of smell.

The Counsellor caste has Weak Dexterity (–1), Notable Endurance and Diplomat-1.

The Carouser caste has the psionic skill Tactical Awareness.

The Teacher caste has Notable Intelligence.

The Bureaucrat caste has Notable Endurance and Weak Intelligence.

NENLAT LIFE EVENTS TABLE

Roll 2d6	Life Event
2	Sickness or injury.
3	Birth, death or some other transition.
4	Ending of a relationship.
5	Improvement of a relationship.
6	New relationship.
7	New Contact. Roll 1d6 – the Contact is: 1–3: A Nenlat mercenary group. 4: A Yaitlat. 5–6: A human.
8	Betrayal.
9	Travel to another world in the subsector.
10	Good fortune.
11	Crime.
12	Roll 1d6: 1–5: Travels with a mercenary group. 6: Acts as intermediary for Yaitlat.

THE SOPHONTS OF BALZAC (1636) (EXTINCT)

The ruins on Balzac are a special case, due to a very early date of construction (–200,000) and a Tech Level beyond that capable of the Imperium. What was formerly thought to be a remnant Ancients settlement is now classified as coming from a presumably local sophont culture.

THE KIRISSUKYOYA OF GIIKUSU (2316)

The Kirissukyoya are a spacefaring race, which lost their technology in a global war around –2000 but were saved from extinction by Droyne from Zeen. Since joining the Imperium, Kirissukyoya have relearned much of their lost technology and participate to some degree in interstellar affairs within the subsector. Historians agree that their culture now is significantly less warlike than before.

They are descended from forest-dwelling hunters. They are very weak but otherwise have typical Characteristics. There is only one gender. Aging begins at 30 standard years; mental aging begins at 46 and the typical lifespan is 58 years. They possess an inborn understanding of mechanical processes (Mechanic-1) and Eidetic Hearing: the ability to remember and recall sounds perfectly.



The Kirissukyoya have trilateral symmetry, with three arms and three legs. They have a head, which contains their senses but their brains are located in their torso. Their arms end in graspers with sharp, retractable claws.

Kirissukyoya have Weak Strength and a Natural Weapon (claws). They have Mechanic-1 and Eidetic Hearing: the ability to remember and recall sounds perfectly.

THE SOUGGVUEZ OF TALON (2704)

Souggvuez is the Vargr name for the native intelligent lifeforms on the world of Talon.

Descended from carnivore pouncer stock, the Souggvuez are slightly larger than human-sized but more delicate of frame. They are covered in tough scales, which gives them a natural armour rating of 1 and have a predator's teeth for self-defence. Their skeleton is asymmetrical, with four arms, five front legs and three stronger back legs. Hands with double opposable thumbs make them typically more dexterous than humans. Their brain structure is tuned more towards practice than theory; as a result they tend to be less intelligent but better learners.

Their society is run by the Charisma of leaders, rather than Social Standing.

The Souggvuez have poor vision and no sense of smell; however they do have an inborn ability to detect electrical fields. They have a complicated system of five genders (roll 2d6 to randomly determine gender), with the following Characteristic modifiers:

- 2-4: Hatcher: Str-1, Dex+1, End-1, Edu+1
- 5: Designer: Dex+1, End-1
- 7: Hunter: Dex+1, Int-1
- 8-10: Worker: Int-1, Edu+1
- 11-12: Explorer: Dex+1, End-1, Int-1, Edu+1

Their young have a longer developmental period and on average they live longer than humans. Adulthood is reached at 30 years and physical aging begins at year 50. Mental aging begins at 98 years and the average lifespan is 110 years.

Souggvuez are Armoured and have a Natural Weapon (teeth). They have Notable Dexterity, Weak Intelligence and Notable Education. They have Charisma instead of Social Standing. Hatchers have Weak Strength (-1) and Endurance (-1) and Notable Dexterity (+1) and Education (+1).

Designers have Notable Dexterity (+1) and Weak Endurance (-1).

Hunters have Notable Dexterity (+1) and Weak Intelligence (-1).

Workers have Weak Intelligence (-1) and Notable Education (+1).

Explorers have Notable Dexterity (+1) and Education (+1) and weak Endurance (-1) and Intelligence (-1).

Roll 2d6	Life Event
2	Sickness or injury.
3	Birth, death or some other transition.
4	Ending of a relationship.
5	Improvement of a relationship.
6	New relationship. Roll 1d6: 1-3: Another Souggvuez. 4-6: A Vargr.
7	New Contact. Roll 1d6: 1-2: Another Souggvuez. 3-5: A Vargr. 6: A human Scout.
8	Betrayal.
9	Travel to another world in the subsector.
10	Good fortune.
11	Crime.
12	Roll 1d6: 1-2: Performs in Souggvuez 'Marathon'. 3-4: Works aboard a corsair. 5-6: Shifts allegiance to a different leader.

THE KURAKHASH OF NEWPENTON (2721) (EXTINCT)

The Kurakhash is the name given to a sophont people, presumed to be extinct, who established a small interstellar civilisation more than 50,000 years ago. Their empire, named Adalmaki, is dated from -57,000 to -15,000.

Adalmaki encompasses sites on Gampin (2820) and Newpenton (2721), two and three parsecs removed from the present-day subsector capital of Geniishir (2521). Newpenton's major site included a spaceport complex that would have risen about 500 metres above the plain at the time of the latest occupation. There is a smaller presence on Gampin, as well as the remains of a Rule of Man outpost. The Adalmaki colonies were abandoned long before the Ziru Sirka formed. A third system once existed in hex 2821, which may have formed a third colony in the group, or might have been the sophonts' homeworld.



The Kurakhash were bilaterally symmetric amphibians with an elongated snout. They walked upright, with a pair of arms and a pair of legs. They were slightly denser than typical sophonts, being somewhat shorter than average humans but massing approximately 92 kilograms. Their Strength was estimated to be 2d6+2, Dexterity 2d6-1 and Endurance 2d6-1, with otherwise typical Characteristics.

Vannid Bukhara, an Imperial Scholar focusing on ancient Denebian history, claims that primitive sophonts living in wildernesses on Newpenton are descendants of the Kurakhash.

These sophonts, along with a subset of plant and animal life, do not appear to have evolved on Newpenton but seem to be transplants from some other unidentified world.

OTHER SOPHONTS

Along with Imperial civilisation come a few sophonts from outside the Deneb sector. For example, Bwaps can be found at corporate offices throughout the sector. Worlds with compatible oceans may have a dolphin embassy, or even a small colony. And of course the Vargr are ever-present, especially in the coreward subsectors.



WORLDS OF DENEK SECTOR

Deneb sector is divided into four areas: a 'central' region containing rich and powerful duchies, 'border' subsectors running along the coreward edge of the sector, weak 'interface' subsectors bordering the Spinward Marches and a 'rift' region containing three relatively empty subsectors.

Minor races are noted in the UWP listings. Many are detailed in this book; however, some are left to the Referee's imagination. As always, the Referee may remove or add aliens as desired or needed.

PRETORIA SUBSECTOR

The Pretoria subsector is a vigorous, growing subsector near the spinward fringe of the Imperium. The subsector's major Xboat route connects the coreward subsectors of the Spinward Marches with the heart of the Deneb sector. The subsector capital, Pretoria (0406), is currently under Imperial Naval rule as a result of the Rachelean Revolts of a century ago.

ALIENS

A few Vargr worlds are here. Jode (0805) was the home of a long-extinct sophont people. An occasional Crenduthaar is likely to be seen in the starports of the Pretoria subsector. Lurent planetoid ships may be found in the Oort clouds of Marz (0201), Carthage (0202), Kretikaa (0209), Pretoria (0406) or Ash (0504).

RACHELE SOCIETY

A secret Vilani supremacist group founded on Pretoria by Zid Rachele in 992. Genocidal policies favoured by the group culminated in the attempted takeover of the Pretorian government in 1010. An attempt at nuclear blackmail backfired when 26,000 people (including 1,900 Rachelean commandos) were killed by a nuclear explosion after the Society seized Imperial scout facilities on Saki (0306). The Imperium as a rule does not interfere with local politics but their intervention was forced in order to protect Imperial assets.

The Imperium plans to relax martial law over the next 10 years, although some military analysts insist that the Rachele Society still exists; Zid Rachele himself disappeared in 1015 after escaping from the prison world Exile (1928) in the Usani subsector.

Jump Bridges

Pretoria operates two 'bridges', consisting of a group of ice asteroids and refuelling facilities, connecting the subsector capital with two jump-1 mains: one in hex 0405 and one in hex 0407. The facilities are also used by the Pretoria navy and occasionally by the Imperial navy.

These bridges give free traders and other commercial ships access to 33 worlds, including a class A freeport outside of Imperial territory (Taa 0701), two worlds in the Aramis subsector (Patinir 3207 and Lewis 3107) and two worlds in the Sabine subsector (Fennec 0311 and Suvfoto 0211).

MARZ (0201) A584985-A

Marz is a warm world with a surface gravity of 0.65 G and a pressure of 1.6 atmospheres. It has a year of 336 standard days; its actual day length is 20 hours. There are no moons. Its average temperature is 43 °C.

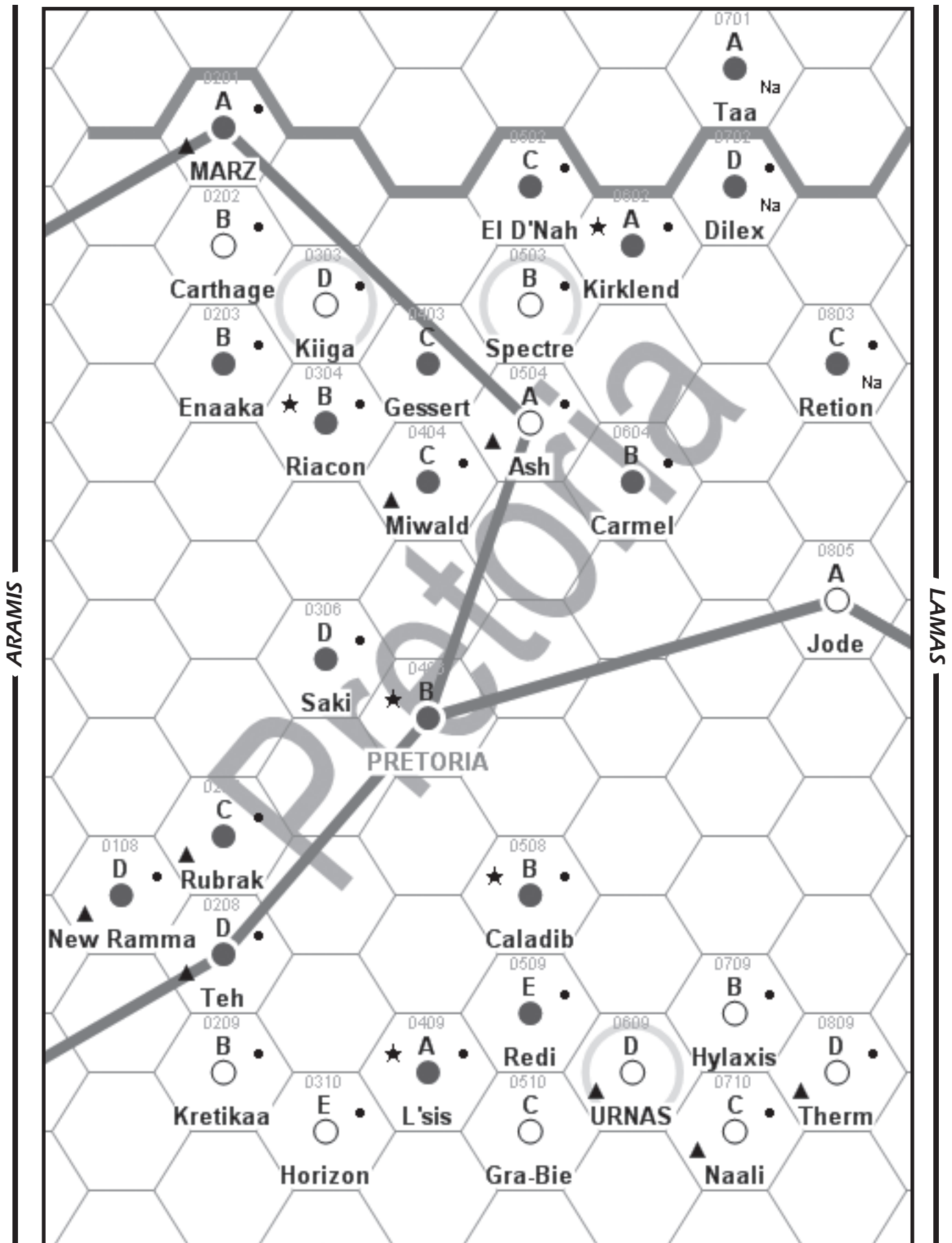
The population is about 40% human, 30% Vargr and 30% native sophonts. The natives are pejoratively called 'Martians'. They thrive in the hotter parts of the world, among the tall and spindly native forests. Human and Vargr alike live in the temperate and polar zones, in environmentally-controlled dome arcologies.

Imperial humans first settled Marz around 400, after the Vargr Campaigns were over. Various Vargr groups had been on Marz for some time before that but there is no scholarly consensus yet on when they first arrived or settled. Many Vargr gladly submitted to Imperial government, while some fled or put up a fight. Marz maintains a patrol squadron to manage 'the corsair problem' in neighbouring systems.

The government on Marz is a ponderous, multi-layered bureaucracy. The needs of the citizens are met, eventually. Justice is slowly meted out in relative fairness. Inefficiencies in world management are hidden by the wealth made by being a clearinghouse between the Imperium and the Vargr Extents.

Marz is the gateway for traffic between the Pretoria subsector and the Aramis Trace in the Aramis subsector. It is also a major trade centre for the Anfharsgo subsector, part of the Vargr Extents. Multi-kiloton freighters call on Farport Marz from both sides of the border. Business is conducted and cargo is

PRETORIA SUBSECTOR





Name	Hex	UWP	Base	Trade Codes	POL	GG	Data
New Ramma	0108	D565540-6	S	Ag Ga Ni	Im	G	703Im
Marz	0201	A584985-A	S	Ga Hi	Im	G	101Im
Carthage	0202	B3107B9-C		Ht Na	Im	G	724Im
Enaaka	0203	B777786-6		Ag Ga	Im	G	922Im
Rubrak	0207	C554511-7	S	Ag Ga Ni	Im	G	701Im
Teh	0208	D563136-5	S	Lo Lt	Im	G	802Im
Kretikaa	0209	B20057B-C		Ht Ni Va	Im	G	623Im
Kiiga	0303	D530624-7		De Na Ni Po	Im	G	A201Im
Riacon	0304	B666441-8	N	Ga Ni	Im	G	301Im
Saki	0306	D576642-6		Ag Ga Ni	Im	G	701Im
Horizon	0310	E310725-8		Na	Im	G	324Im
Gessert	0403	C554315-9		Ga Lo	Im		320Im
Miwald	0404	C53349B-A	S	Ni Po	Im	G	602Im
Pretoria	0406	B656967-C	N	Ga Hi Ht Cp Mr	Im		720Im
L'sis	0409	A764896-8	N	Ga Ri	Im	G	101Im
El D'Nah	0502	C549456-B		Ni	Im	G	502Im
Spectre	0503	B100654-A		Na Ni Va	Im	G	A802Im
Ash	0504	A540887-8	S	De Po	Im	G	201Im
Caladib	0508	B697222-9	N	Ga Lo	Im	G	301Im
Redi	0509	E575565-5		Ag Ga Lt Ni An Mr C:4	Im	G	712Im
Gra-Bie	0510	C43027B-9		De Lo Po J:8	Im		120Im
Kirklend	0602	A668443-A	N	Ga Ni	Im	G	423Im
Carmel	0604	B546441-9		Ga Ni	Im	G	302Im
Urnas	0609	D420974-A	S	De Hi In Na Po J:2	Im		A210Im
Taa	0701	A651643-9		Ni Po	Na		330Na
Dilex	0702	D626888-7		Vw	Na	G	902Na
Hylaxis	0709	B7B2354-A		Fl Lo	Im	G	522Im
Naali	0710	C61657A-8	S	Ic Ni	Im	G	324Im
Retion	0803	C558445-5		Ga Lt Ni Vw	Na	G	601Na
Jode	0805	A9A6683-B		Fl Ni V:1 (extinct minor)	Im		410Im
Therm	0809	D9B4489-9	S	Fl Ni	Im	G	313Im

bought and sold in large lots. Some megacorporate trade routes extend into Vargr territory. Typically, ships on extra-Imperial routes travel in escorted convoys. More often, however, trade is conducted at Marz's class A starport.

Extra-Imperial scout operations are also launched from Marz on a regular basis. Unlike within the Imperium, IISS survey ships outside of the Imperium are required to carry weapons and dedicated security personnel. There are rare exceptions but on the whole more scout ships are lost outside of the Imperium than inside.

Pretoria (0406) B656967-C

Pretoria is a medium-sized world with a gravity of 0.9 G. It has a year of 874 standard days; its actual day length is 23 hours. There are no moons. Its average temperature is 19 °C.

Settled by Imperials around 300, today the world is the administrative centre for the subsector plus a number of worlds in the Spinward Marches. Dubbed the Aramis Trace, these worlds are connected to Pretoria by way of the Xboat route through Marz (0201).

Although its starport is technically class A, the navy shut down the shipbuilding facilities after recent terrorist activity. Officials suspect that the Rachele Society may still have an active chapter on Pretoria and may have targeted the starport for sabotage. Therefore, the starport facilities are suspended until the Imperium performs a full inspection and re-certification. Meanwhile, megacorporations such as Tukera operate private class A facilities in the system.

Pretoria is a fully developed planet, with seven billion inhabitants. It is a cosmopolitan world, with a variety of sophont peoples,



although about 50% of the population is human. Most people live along the continental coastlines, where the atmosphere is denser.

Redi (0509) E575565-5

Redi is a cold, moonless world, near the outer edge of the system's habitable zone. It has a gravity of 0.65 G and an air pressure of 0.9 atmospheres. Its year length is 544 standard days and has a day length of 17 hours. Its average temperature is 8 °C.

The centre of business on Redi is a small cluster of cylindrical office buildings, ranging from 20 to 50 metres tall. Located midway between the world's two largest towns, these buildings are next to a long, multi-purpose airstrip. This airstrip serves local business traffic and is also the world's primitive starport. The office complex is devoted mainly to businesses on Redi, with barely a nod towards intermittent interstellar traffic.

two hundred and fifty kilometres away, where the plains give way to hilly country, lies a surface ruin, assumed to be from the Ancients. It is a single circular building, about 20 metres in circumference, with no visible surface markings. The building extends 10 metres above ground and 10 kilometres below and has a gently curved roof. The building is apparently completely empty.

Urnas (0609) D420974-A

Urnas is a cold, small desert planet one orbit outward from the habitable zone, with a diameter of 6,530 kilometres and a circumference of 20,510 kilometres. It has no surface water and its surface gravity is 0.55 G. It has a year of 420 standard days; its actual day length is eight hours. There are four moons. Average temperature is -13 °C, with a temperature change of -26 C per kilometre altitude.

With its high Tech Level and population, Urnas is a principal industrial centre of the Pretoria subsector. The system contains few large bodies but is rich in easily accessible industrial resources; Pretoria had a colony here and Imperial companies began operations as soon as the region was pacified. The population lives in orbital stations and underground chambers in an AU-wide band including Urnas, the Dorado belt and another rockball (Artico).

Sternmetal Horizons, LIC operates extensive facilities at Urnas. Ling-Standard Products (LSP) is also active here.

There are many different nations (all Imperial) but most people live in one of the two great powers. Theocratic Sulan is the largest with a population of 1.1 billion but technocratic Kasame Upu Uluriri with 0.7 billion has the edge in technology. The two have been locked in direct conflict and proxy wars for generations. Few see any hope of a resolution to the ideological conflict between them;

for centuries they have been competing to become the biggest, best and richest nation, encouraging large families, corporate investment and expansion. Many believe that the damage to already stretched economies caused by the destruction of the starport was the trigger for the current war.

Jode (0805) A9A6683-B

Jode is a large world on the main Imperial Xboat route in the subsector. Its surface gravity is 1.3 G. It has a year of 630 standard days; its actual day length is in fact 24 hours. There are four moons.

Six years after the Second Survey was published, Leavitt Labs, an oceanographic research firm based on Carthage/Pretoria, developed a new combat drug derived from the Jodian salalor. Jode's population has mushroomed since that time. Because of Jode's proximity to Vargr space, 10% of Jode's population is Vargr.

Most of the current population of four million live in the orbital complex or in sealed surface environments. Major export items include pharmaceuticals refined from sea creatures and minerals mined in the island archipelagos.

Although the concentration of chlorine (about 120 parts per million) is not high enough for the atmosphere to be corrosive, even short exposures without a mask will cause extreme irritation and permanent lung damage. Local plants and animals are inedible to humaniti (not always poisonous but certainly non-nutritious and horrible tasting).

Jode's only major island group, the Festral Archipelago, is all that remains of a sunken continent and the sentient land-dwelling sophonts that inhabited it. Nicknamed 'Serpents', no living member of this race survived the geological cataclysm estimated to have taken place one million years ago but archaeologists working underwater have discovered a large number of primitive artefacts. None of Jode's sea dwellers are sentient, although one has behaviour and communication patterns reminiscent of Terra's dolphins or Zurr's lasat and some others have well-developed manipulative members. Many of the Festrals also support sea birds and land creatures.

Jode has a Law Level of three, reflecting its 'boom town' status. It is not uncommon to see people wearing sidearms. Some harmless offworld compounds are highly toxic to Jode's indigenous animals and are also used defensively by the locals.

There is no downport: there is only an orbital starport. Jode Orbital contains the class A starport, the starship construction yard, Traveller's Aid Society facilities, the bulk of the pharmaceutical manufacturing facilities and a Vargr trading station.

Starship landings on Jode are hazardous because of the constant cloud cover. Gusts of yellowish clouds can reduce

Overheard while on Jode Orbital: a ton container of locally produced combat drug is missing and presumed to be headed for the black market.

visibility to zero in minutes. Pilots who are familiar with the atmospheric conditions and trained in instrument-only landings make regular shuttle runs.

LAMAS SUBSECTOR

Lamas subsector is a poor backwater with no Duke. Its coreward half is almost entirely made of non-aligned, non-Imperial and client state worlds. Many of these worlds eke out a living as commercial trade centres between the Imperium and Vargr empires coreward. Corsairs are more active here than other subsectors in the Deneb sector.

Aliens

Several Vargr worlds are here. The Crenduthaar homeworld is in the Ghatsokie (0902) system. The Lurent are from Borlund (1406); their planetoid ships may be present in the Oort clouds of Matsa (0903), Malkei (0907), Lengighdzuerz (1202) and Lamas (1309), as well as worlds across the rest of the sector and beyond.

Borlund (1406) E554AAA-9

Borlund is a medium-sized planet, with a diameter of 8,500 kilometres and a circumference of 26,700 kilometres. It has seas of water covering 37% of its surface and its surface gravity is 0.8 G. It has a year of 231 standard days; its actual day length is 19 hours. There is one moon. Average temperature is 14° C, with a temperature change of -7 °C per kilometre altitude.

Borlund has a population of 70 billion. It is a charismatic dictatorship and its laws prohibit all weapons. Its tech is equivalent to that of an early interstellar civilisation.

Borlund has dozens of starports peppering its surface; however, they are all little more than vast, reinforced landing grounds. The reason for this is that extrasystem trade is not done on the planet; all interstellar goods are traded aboard planetoid spacecraft, which can be found sharing the mainworld's orbit, orbiting the mainworld, orbiting its natural moon, or elsewhere in the system. Approaching orbit, players will see many of these planetoids at various altitudes above the homeworld; each planetoid in turn has external landing pads with subsidised merchants and freighters conducting business.

Many of the newer planetoids have jump drives and themselves engage in interstellar trade, carrying millions of people far from their home system, partly to fulfill their drive to wander for a period of time and return with riches to shower onto

their world. These wandering planetoid colonies emerge near a star system's Oort cloud, to refuel and negotiate trade agreements with potential clients. In some systems, for example those with very bright stars, the Lurent may remain in the outsystem for the duration of their stay; in these systems they are like a 'halo culture'. For a fee, these planetoids even ferry small starships across the sector. Some adventurous travellers lease space on these massive ships with nonjump spacecraft, making money without the need of a jump drive.

Borlund is a tectonically active world of volcanoes and warm seas. Its thin atmosphere is human-breathable due to the chemical reactions in most of the native plantlife, which aggressively seeks out and incorporates elements toxic to many lifeforms, including humans.

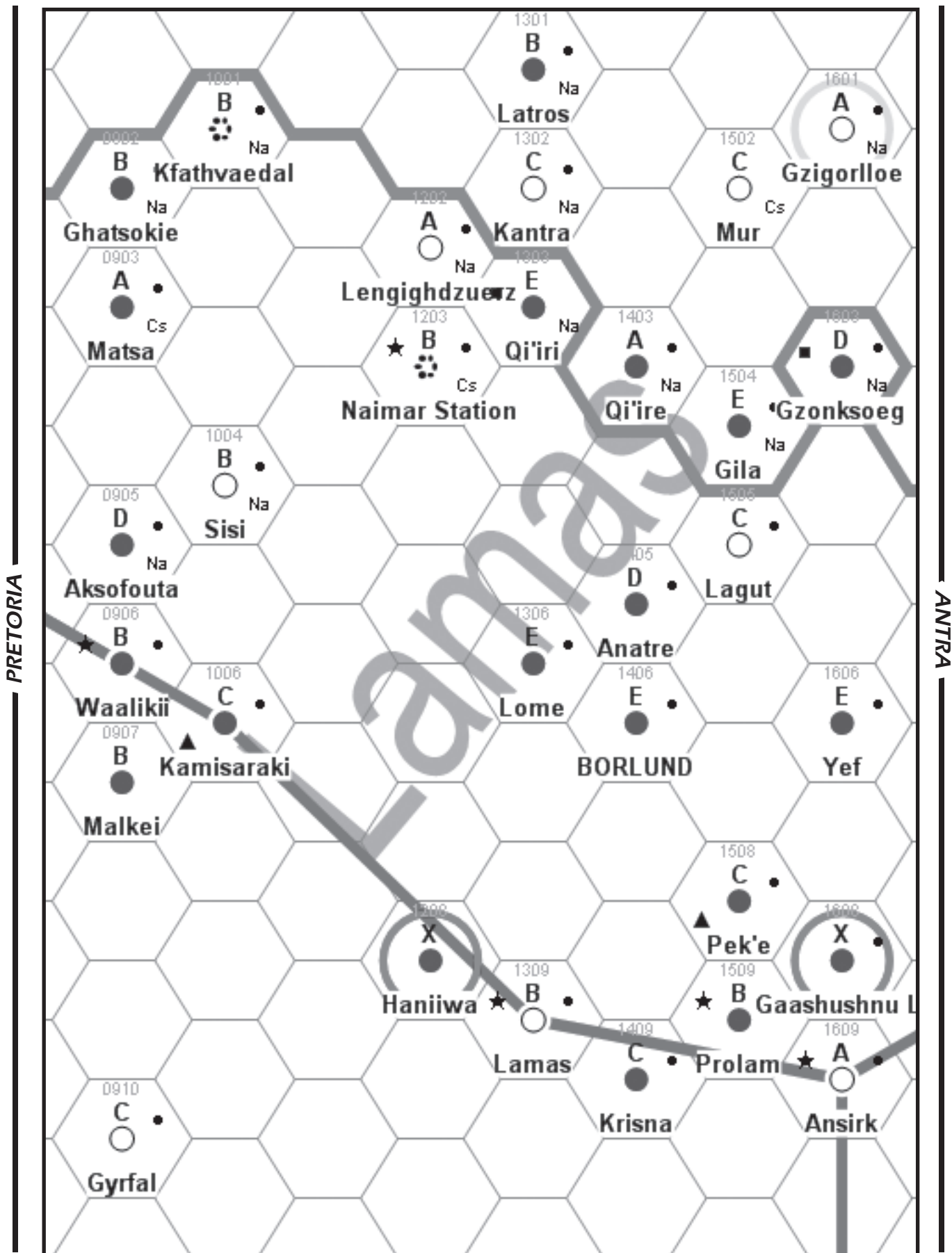
Geographic features include 'Mud Basin', a large boiling sea heated by a large volcanic vent, fed by multiple streams across a wide stretch of sloping plains; 'Teeth of Vurkij', a relatively young, jagged mountain range with peaks extending out of the atmosphere; one ocean with a startlingly deep trench in its centre; and several 1,000-kilometre-wide crescent seas, carved out of the ground by ancient meteor strikes.

The single true ocean is surrounded on three sides by volcanic-ridged land masses, with near-vertical walls of burnt rock rising out of the water. The fourth side starts as a black sand beach gradually giving way to low plains covered in springy ground cover. The plains end in a deep rift valley, which is the result of a 4,000 year old earthquake. On the other side of the rift is a high plateau, where the plains were gradually lifted up 1,000 kilometres over the last 200 million years. Here, the ground cover is spongy rather than springy.

Plant life on the cliffs and ridges evolved to compete for sunlight by clinging to near-vertical surfaces and growing outward in wide, flat shelves. Complicated root structures use enzyme catalysts to bore slowly into the living rock for holes to anchor the plants, leaching chemicals directly from the metabolised stone. New plants may require centuries to root. Once established, plants grow outward at an astonishing rate.

The sophonts of Borlund evolved in a milieu of competition for the high ground along the base of cliff-plant ledges. Low gravity combined with the efficient use of vertical space allowed the population to grow with few major interruptions by war or disease. The world population grew slowly, peaking in the billions before the first space elevator was built. The colonisation of their home system saw the population boom into the tens of billions as gigantic planetoids were gathered and moved into the habitable zone to drive industry, agriculture and engineering. Concentrated raiding by Vargr corsairs spurred the development of defensive technology and in time the Vargr learned to avoid

LAMAS SUBSECTOR





Name	Hex	UWP	Base	Trade Codes	POL	GG	Data
Ghatsokie	0902	BA8669D-8		Ag Ga Ni Ri V:2 (Crenduthaar)	Na	G	304Na
Matsa	0903	A434453-F		Ht Ni	Cs	G	102Cs
Aksofouta	0905	D55677A-4		Ag Ga Lt Vw	Na	G	612Na
Waalikii	0906	B525586-B	N	Ni	Im	G	834Im
Malkei	0907	B659866-8		O:0906	Im		610Im
Gyrfal	0910	C8B6545-9		FI Ni	Im	G	103Im
Kfathvaedal	1001	B000611-C		As Ht Na Ni Va Vw	Na	G	234Na
Sisi	1004	B8D3660-8		Ni Vw O:1001	Na	G	624Na
Kamisaraki	1006	C554467-9	S	Ga Ni O:1309	Im	G	703Im
Lengighdzuerz	1202	A300520-B		Ni Va Vw	Na	G	923Na
Naimar Station	1203	B000347-A	N	As Lo Va	Cs	G	922Cs
Haniiwa	1208	XA9A643-5		Lt Ni Wa	Im		R210Im
Latros	1301	B688227-B		Ga Lo	Na	G	501Na
Kantra	1302	C301698-9		Ic Na Ni Va	Na	G	622Na
Q'i'iri	1303	E554323-7	C	Ga Lo Vw	Na		410Na
Lome	1306	E42487B-8			Im	G	101Im
Lamas	1309	B7A8585-C	N	FI Ht Ni	Im	G	701Im
Q'i'ire	1403	A657377-A		Ga Lo	Na	G	402Na
Anatre	1405	D5788A7-6		Ga	Im	G	401Im
Borlund	1406	E554AAA-9		Ga Hi (Lurent)	Im	G	701Im
Krisna	1409	C84A651-A		Ni Wa	Im	G	812Im
Mur	1502	C100733-A		Na Va	Cs		120Cs
Gila	1504	E663674-6		Ni Ri	Na	G	201Na
Lagut	1505	C312555-B		Ic Ni	Im	G	932Im
Pek'e	1508	C541325-7	S	Lo Po	Im	G	412Im
Prolam	1509	B769436-A	N	Ni	Im	G	223Im
Gzigorlloe	1601	A311677-A		Ic Na Ni Vw	Na	G	A801Na
Gzonksoeg	1603	D567200-7	C	Ga Lo Vw	Na	G	401Na
Yef	1606	E543342-5		Lo Lt Po	Im	G	202Im
Gaashushnu Li	1608	X744255-5		Ga Lo Lt	Im	G	R404Im
Ansirk	1609	A100100-F	N	Ht Lo Va	Im	G	522Im

the Borlund system. In order to keep this memory fresh in the mind of the Vargr, mercenaries are occasionally hired in large numbers to visit local worlds known to harbour corsairs.

When the Imperium contacted the Lurent, they were a complete TL8 society. With trade and technology sharing they reached TL9 and mining planetoid bases were equipped with insystem jump drives for fast transport to the Oort cloud, where trade in ice and volatiles were already an important business. After a time, some non-mining planetoids were outfitted with jump drives and began to jump to neighbouring systems to trade their surpluses in heavy metals and exotic chemicals for Imperium-manufactured goods and water.

Borlund's 1,000 year plan is to increase the world's hydrographic rating to 50%, acquiring most of the extra water through trade.

However, this is not a strong mandate and planetoid colonies are granted wide latitude in trading. The main drive to trade is cultural (or perhaps genetic): greater honour is added to the colony that brings more and better riches back to the homeworld and colonies are listed in order of their honour.

Gzigorlloe (1601) A311677-A

A world of vast, cold plains and mineralised ice lakes, Gzigorlloe is a satellite of the gas giant Zukou. It has a diameter of 4,850 kilometres and a circumference of 15,230 kilometres and a tenuous oxygen atmosphere. Its ice lakes cover 10% of its surface and its surface gravity is 0.35 G. Zukou has a year of 487 standard days, while Gzigorlloe's day length is 17 standard hours long, tidally locked to its gas giant. Its average temperature is 8 °C.



Gzigorlloe is a Vargr world consisting of large estates. Each is a sprawling compound in the middle of nowhere, with a centre habitat, hydroponics plants, carniculture vats and a few small mine shafts scattered across the property. Each also has its own modest spaceport. There are no roads; transportation is either gravitic or all-terrain. The estates were former corsair dens for various non-aligned Vargr clans.

Back in the 1090s, some of these clans were perhaps too aggressive. As a result, a squadron of *Sydkai* cruisers carrying Imperial marine trainees came and eliminated the dens. To date, the corsairs have not re-established themselves. Today, the settlements wage intermittent gang warfare against each other. The strongest clan owns the starport. Naturally, the starport changes hands on a monthly basis.

Most of the settlements operate mines but none are large enough to support major development. The world's true wealth is as a corsair base. Even today, clan leaders are relatively wealthy. The current owner of the starport gets a cut of the profits from all mining concerns and the world maintains a small amount of honest trade on the interstellar market.

Ansirk (1609) A100100-F

Ansirk is a hot, small planet one orbit inward from the habitable zone, with a diameter of 1,600 kilometres and a circumference of 5,020 kilometres. Its surface gravity is 0.1 G. It has a year of 235 standard days; its actual day length is 21 hours. There are no moons. Average temperature is 40 °C during the day and -10 °C at night.

Ansirk has a transient population. It has no government structure and its laws are unrestrictive. Its tech is equivalent to the Third Imperium's best technology.

Ansirk Down is a clean, modern starport displacing approximately 5,000 tons. Routine operations of the starport are automated, from navigational buoys and fuel stations to maintenance and repair. A lone dormitory has rooms available for ship's crew and a single cafeteria of dubious quality serves food and has a small attached grocery. The starport's orbital component is a large array of orbital solar collectors, which power the main functions of the downport, while auxiliary power plants are on hand as backups or for special purposes. The starport is capable of building starships; typically it does not. Instead, Ansirk is dedicated to small craft; in particular, fighter craft design and pilot training.

Ansirk is a fragment of a planet. It was blown inward when its parent flew apart for reasons unknown and has an eccentric orbit well inside of the primary's habitable zone. The worldlet has no atmosphere or surface water; some ice pockets have been located and claimed as critical assets by the starport authority for life support and fuel use.

The world itself is clearly a chunk of a larger body, being rugged and non-regular like a planetoid but with the size of a small planet. Scientists estimate that in a few million years Ansirk's own gravity will conform it into a rough sphere. This fragment was chosen for the Downport because of rich and varied veins of useful metals and radioactives that were found on the surface, access to which is helped by the world's low gravity.

A larger fragment of the original world (size 5) lies on the other edge of the habitable zone; it has an insidious atmosphere, is not habitable and has been interdicted by the IISS.

Ansirk caters to pilots. Primarily a military station, it is operated under a civilian licence to train non-military personnel in small craft operations. The bulk of the training programs at Ansirk are for skilled personnel and focuses on operations under hazardous circumstances. Popular flight training programs include *Rampart* close operations, Gig and Armed Launch tactics and Fast Pinnacle training.

Rampart close operations requires fighter certification and military tactics, or equivalent experience. The program includes training in deployment, retrieval and dogfighting in lead and support wing roles, in nap-of-earth and capital hull proximate settings.

Gig and Armed Launch tactics requires small craft certification and military tactics, or equivalent experience. The program includes training in hostile hull-direct deployment and retrieval, nap-or-earth and capital hull surgical strike and infantry and spacecraft support roles.

Fast Pinnacle training requires smallcraft certification or equivalent experience. The program includes training in nap-of-earth hostile environment navigation, gravity-assist techniques, deployment and retrieval training and interplanetary stealth tactics.

Visitors, students and personnel are all assumed to be adults and responsible for their own behaviour. Problems are dealt with expeditiously and sometimes fairly: troublemakers have been known to be put on the surface without a vacc suit.

Ansirk is looking for test pilots for an experimental fighter program.

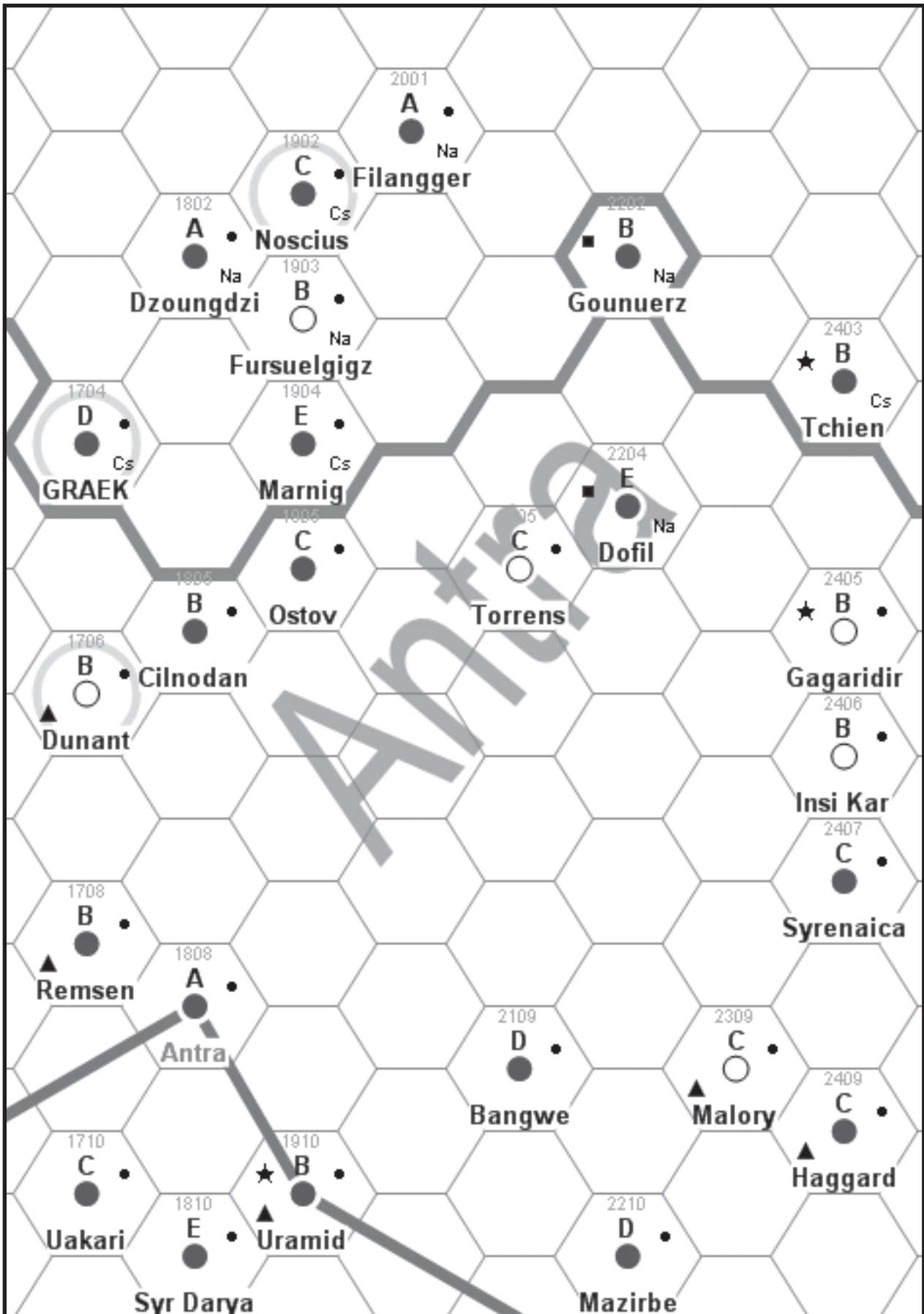
ANTRA SUBSECTOR

Antra subsector is divided into three parts. Spinward and rimward is the Duchy seat, with Antra (1808) and Uramid (1910) on the Xboat route. Coreward is the Vargr border, where corsairs and patrols skirmish. Finally there is the Gagaridir Trace, which is a group of six (or seven) worlds in between two miniature rifts of space. Some semblance of law and order is detectable

ANTRA SUBSECTOR

LAMAS

MILLION





Name	Hex	UWP	Base	Trade Codes	POL	GG	Data
Graek	1704	D7879C7-4		Ga Hi Lt Vw	Cs	G	A101Cs
Dunant	1706	B311320-D	S	Ht Ic Lo	Im	G	A523Im
Remsen	1708	B788676-9	S	Ag Ga Ni Ri C:7	Im	G	524Im
Uakari	1710	C5348AA-6			Im	G	912Im
Dzoungdzi	1802	A557353-E		Ga Ht Lo Vw	Na	G	624Na
Cilnodan	1805	B542221-9		Lo Po	Im	G	632Im
Antra	1808	A53789C-D		Ht Cp	Im	G	501Im
Syr Darya	1810	E55769C-5		Ag Ga Lt Ni	Im	G	922Im
Noscius	1902	C422201-8		Lo Po	Cs	G	A511Cs
Fursuelgigz	1903	B200787-8		Na Va Vw	Na	G	901Na
Marnig	1904	E541101-5		Lo Lt Po Vw	Cs	G	301Cs
Ostov	1905	C768532-6		Ag Ga Ni	Im	G	422Im
Uramid	1910	B545568-A	A	Ag Ga Ni O:1808	Im	G	621Im
Filangger	2001	A76A654-C		Ht Ni Ri Wa Vw	Na	G	823Na
Torrens	2105	C100238-C		Ht Lo Va	Im	G	104Im
Bangwe	2109	D78A302-A		Lo Wa	Im	G	112Im
Gounuerz	2202	B435330-A	C	Lo Vw	Na		510Na
Dofil	2204	E59368B-5	C	Lt Ni Vw	Na		710Na
Mazirbe	2210	D5537A6-4		Lt Po	Im	G	124Im
Malory	2309	C420774-7	S	De Na Po J:9	Im	G	223Im
Tchien	2403	B696266-A	N	Ga Lo Mr	Cs		610Cs
Gagaridir	2405	B420310-A	N	De Lo Po	Im	G	201Im
Insi Kar	2406	B311454-B		Ic Ni	Im	G	624Im
Syrenaica	2407	C669464-9		Ni O:2406	Im	G	503Im
Haggard	2409	C777224-6	S	Ga Lo	Im	G	613Im

but poor astrographics coupled with a Vargr border and strong neighbours means the subsector faces continual challenges.

ALIENS

Several Vargr worlds are here. Lurent planetoid ships may be present in the Oort clouds of Remsen, Antra or Filangger.

Antra (1808) A53789C-D

Antra is a medium-sized planet, with a diameter of 8,540 kilometres and a circumference of 26,820 kilometres. Its surface gravity is 0.6 G. Bathed under the dull cerise glow of an M0 star, it has a year of 46 standard days; its day length is 19 hours. There are three moons; all of them are small captured asteroids. Average temperature is 29 °C, with a temperature change of −7 °C per kilometre altitude.

Antra has a population in the hundreds of millions. It is an impersonal bureaucracy and its laws are highly restrictive in all areas of civilian life. Its tech is equivalent to that of an above-average interstellar civilisation.

It is a busy port of call, known for its works of art, tourism and vast uranium mines. Antra's Worldroof is one of the Seven Wonders of the Imperium and a must-see for any tourist of

the Deneb Sector. Still, caution is called for when among the xenophobic Antrans, for the beautiful towers that support the famed Worldroof have nasty cultural foundations.

Passengers watching the world from an approaching ship note that the world looks as if it were mostly encased in glass. Ships arriving at the highport, which is attached to Antra by a 50 kilometre space elevator, can see the Worldroof in all its glory. Covering 80% of the world to a level of two kilometres, it is composed of a mosaic of hexagonal glasslike cells suspended in the air by 1,700 supports. Each support is a group of seven towers, six of which are support towers and one of which is either an industrial or residential tower.

The system of supports and cells forms a partial shield around the inhabited portion of Antra. At the centre of this system is Weather Control, which is a powerful computer installation that regulates the temperature and resulting winds to artificially increase the air pressure underneath the Worldroof to nearly 1 atmosphere. Weather Control is itself an automated system with a degree of flexibility that approaches intelligence. In a sense, it can be considered one gigantic robot with many senses: it performs maintenance on itself by direct control of a fleet of repair drones. Daily oversight by Antran engineers ensures proper operations.



Worldroof is an intricate operation but well within Antra's level of technology, engineering and manufacturing. Its rich veins of radioactives ensured its prime position in the subsector and Ling Standard brought in sufficient infrastructure to make planetary-scale engineering possible. Having a relatively cool and stable primary was an important factor in allowing the project to go ahead, of course.

Support towers directly attach to and support the roof. They conduct electrical energy collected by the glasslike cells into the world's power grid. They also generate energy with turbines, harnessing the 200–300 kilometre per hour winds created near the ceiling, which are a consequence of the engineers' moderation of the night-time temperature lows. Craft are not permitted to fly within the atmosphere of Antra. To do so would be suicide. Similarly, no ship ever lands on Antra. The winds are as fickle as they are fast, continually shifting as temperatures are equalised between Nightside and Lightside. All transport to orbit is by way of a space elevator to the highport.

Industrial towers have a few thousand inhabitants.

Residential towers each house several hundred thousand people.

It is easy to spot newcomers to Antra: they are looking up at the immense hexagonal grid over them. Throughout most of the year, the skies are clear and cloudless, faintly traced over with tiny hexagons. At night, the traceries usually take on a faint red glow. However, during the two week Festival of the Red Blaze (just 'Festival' to Antrans), a locally selected artist arranges for fantastic patterns to light up the sky. Festival often includes commissioned sound effects and wind patterns for the artist to work with, generated by the Weather Control. While ticket prices to Antra do not officially change, a noticeable cost in bribes and favours skyrockets as the time for Festival nears. Festival serves not only as the premiere social event of the subsector but as one of the few events of sector-wide reputation, Antra during Festival is guaranteed to be a place of media attention and a location where 'things happen'.

'NOTHING PERSONAL'

Despite being a sector-wide tourist attraction and despite their vigorous level of trade with the rest of the Imperium, Antrans are xenophobic. They detest offworlders, who do not fit into their cultural traditions. In the upper classes, this loathing is expressed by biting wit and cruel mockery. Lower class Antrans, however, take a more direct stance by treating visitors as witless fools, shouting down any attempt to state an opinion, or giving uppity travellers a light beating. Rape and violent deaths await the unwary traveller who leaves the tourist-centric parts of the world. Largely, however, the culture seeks to humiliate rather than destroy.

Trader captains should beware; friction is inevitable. Trade and liaison tasks are one level more difficult and a profound task failure will result in shunning at best and probably violence. A typical phrase heard here among visitors is 'it's nothing personal', meaning the Antrans' desire to wound the outsider's pride is culturally instilled. To some savvy merchants, this hatred can be turned into an advantage, if handled rightly and with finesse. Megacorporate factors, on the other hand, are skilled enough and have sufficient leverage to fight head-to-head with Antran industrial representatives.

VISITING WORKERS

Antra maintains a tight control on its population, including the half-million immigrants, most of which are from Uakari. The Antrans loathe these people, of course and consider themselves to be magnanimous in the extreme in granting favour to such witless, low-tech thugs. They are not permitted to bring any family members and measures are taken to insure that none bear children. Immigrant workers are paid 10 times the amount they earn back home; however, unrest is common in the shantytowns, which are clustered around the industrial towers rather than the Antran habitats. Many or most of the immigrants openly hate the Antrans.

Visiting workers – the official term for immigrants – are hired in one to three work terms of four years each. Antra sees about 1,200 workers entering or leaving Antra weekly. Golden Star Liners, a transport company owned by the Antra government, operates a half-dozen no-frills 'sleeper ships' fulltime to support these numbers of people. Each ship is a 1,000 ton freighter with most of the cargo space filled with low berths. Each ship can hold more than 200 people, most of whom sleep through their voyage and are delivered to the shanty towns in Antra before being awakened.

The shanty towns, on the outer fringes of the protective Worldroof, are typically pressurised tents connected by chains of fabric tunnels. Inside live the people who operate and maintain the equipment that keeps Antra alive. Many work on the towers and trusses of the worldroof itself. Someone will die on the job tomorrow, when his safety line snaps; Antrans do not waste grav belts on 'trash', because men are cheaper than grav belts.

Far more deaths occur due to the unsanitary living conditions amongst the immigrants. Not only is medical care lacking but industrial toxins steadily build up in the workers' bodies. Eventually these conditions will blind, kill or drive mad the immigrant worker.

Proper law enforcement is also lacking here. As a result, conflict is resolved through violence. Strong men become gang leaders, beautiful women become property and foolish men die at the hand of an improvised blade.



RELIGION

Still a tourist attraction today are the Black Lines – inexplicable, artificial lines and curves, kilometres wide, etched out of the bedrock of the world surface by unknown forces. The unguessably ancient patterns are still visible from low orbit and have resisted all attempts at translation. Most local religions incorporate these lines into their dogmas. The largest local religion, the Blessed Antra Way, insists that the lines were made from a civilisation predating the Ancients, in order to pass on to the Antrans the blessings of the universe.

Also present in most Antran religions is the Promethean dogma, which asserts that evolution has a purpose and that purpose is to guide humanity to ever greater power and knowledge. Of course, this dogma implies that the True Antrans represent the pinnacle of human evolution at each era in time. One Promethean religion, the Black Liners, believe that some Antrans have already ascended to a higher state and that previous Antran sophonts transcended beyond the material universe millions of years ago. To them, the path to ascendancy, typified by the ancient Black Line formations on the surface of Antra itself, is a well-trod path. Moreover, they believe that this path is guided by an overarching, nearly personal force. The Black Liners are divided on the matter of death. The Mainliners believe that giving to all things their appropriate respect will stay in a spiritual limbo after death, waiting until the last human dies or ascends; at that time, those in limbo ascend to their brethren. To the Heroic division, limbo is only granted to those of heroic or inspired character and deeds. To the Unity division, however, death is simply a change of state from the material world to a spiritual plane where all souls are united. To the Progressive division, death is a final annihilation: only those who ascend may escape death and few indeed achieve that goal. These denominations often fight among themselves.

Regardless of the particular flavour of belief, all Antran religions are dismissive of religions from other worlds.

Remsen (1708) B788676-9

Remsen is a medium-sized planet, with a diameter of 10,950 kilometres and a circumference of 34,400 kilometres. It has an air pressure of 2 atmospheres at sea level. It has seas of water covering 80% of its surface and its surface gravity is 1.15 G. It has a year of 488 standard days; its actual day length is 26 hours. There are two moons. Average temperature is 18 °C, with a temperature change of –3 °C per kilometre altitude.

Remsen has a population in the millions. It has many regional governments and its laws forbid most firearms. Its tech is equivalent to that of an early interstellar civilisation.

Remsen's Startown is divided into a factory district and the city proper. The factory district is overrun at night-time with various crime syndicates, which run drugs, prostitution rings and

operate black markets. It is possible that one or more of these syndicates also has offworld contact with slavers. The factory district is also the location of the Sacred Light Medical Centre, a large hospital complex run by a consortium of local and offworld religious interests.

The main city district itself consists of old housing zones, offices and various services. A stay of more than one or two nights makes it clear to the visitor that the city is overrun by gang activity. People are hustled by day and mugged by night. The quiet but earnest hum of laser weaponry sounds out from dusk until dawn.

The governor of Startown, Lakash Igillik, lacks the resources to rule effectively. It may be that he is simply too busy embezzling funds for his early retirement. Perhaps he is simply too caught up in running his own gang activities to notice the problems. Either way, corruption in Startown is endemic. The unwary traveller may find himself embroiled in both sides of a criminal territorial dispute.

MILLION SUBSECTOR

A few strong worlds survive here, including Talon (2704), Fel (2904) and Taproban (3008). The subsector is managed by the Duchy of Atsah.

ALIENS

Several Vargr worlds are here. The Souggvuez are sophonts native to Talon. Lurent planetoid ships may be present in the Oort clouds of Talon (2704), Gabrael (2807) or Fel (2904).

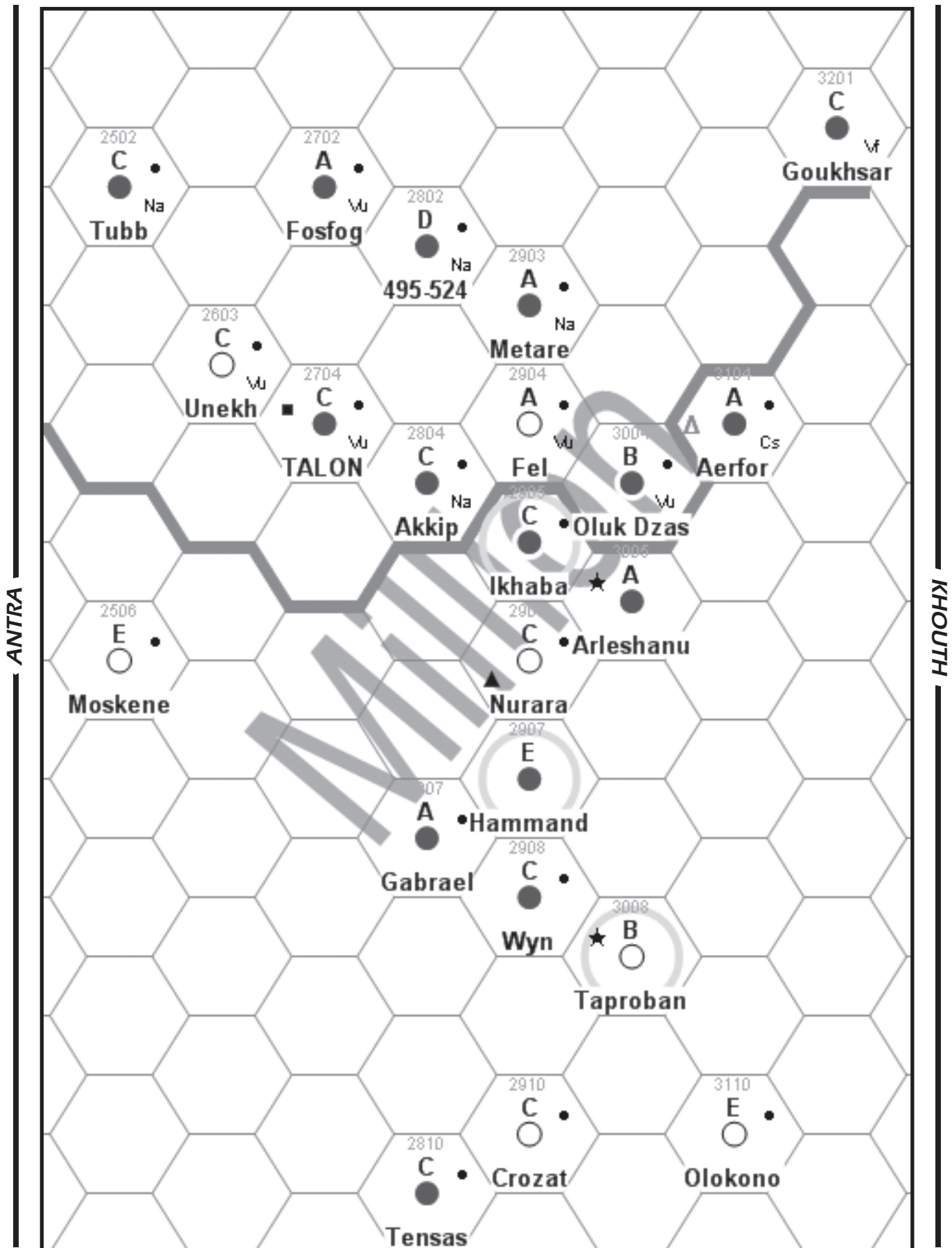
Talon (2704) C543976-A

Talon is a cold, medium-sized world on the outer edge of the habitable zone, with a diameter of 8,010 kilometres and a circumference of 25,160 kilometres. It has a year of 297 standard days; its actual day length is 19 hours. There are no moons. The average temperature is –12 °C.

Talon is the homeworld of about 500 million Souggvuez, a marshland-dwelling sophont people. It is now also home to 1.5 billion Vargr. The Souggvuez had developed an atomic-era culture until –300, when they were contacted by Vargr clans fleeing a failed coup in Tuglikki. Being charisma-based themselves, the somewhat quieter Souggvuez grew to appreciate the gregarious Vargr and over the intervening 1,400 years the two groups eventually knit themselves into a world culture.

The world's laws forbid the ownership and open carriage of most firearms. As with other Vargr worlds, these laws are more like guidelines than actual, enforceable rules. However, visitors are strictly policed and really are prohibited from carrying guns.

MILLION SUBSECTOR





Name	Hex	UWP	Base	Trade Codes	POL	GG	Data
Tubb	2502	C89A799-9		Wa	Na	G	701Na
Moskene	2506	E200101-A		Lo Va	Im	G	603Im
UneKh	2603	C20088B-7		Na Va Vw	Vu	G	502Vu
Fosfog	2702	A57559C-9		Ag Ga Ni Vw	Vu	G	114Vu
Talon	2704	C543976-A	C	Hi In Po Vw (Souggvuez)	Vu	G	224Vu
495-524	2802	D785300-4		Ga Lo Lt An	Na	G	422Na
Akkip	2804	C5426B7-8		Ni Po	Na	G	522Na
Gabrael	2807	A573646-C		Ht Ni V:3	Im	G	424Im
Tensas	2810	C556550-6		Ag Ga Ni	Im	G	504Im
Metare	2903	A42465A-E		Ht Ni	Na	G	801Na
Fel	2904	A7A7898-A		Fl Vw	Vu	G	622Vu
Ikhaba	2905	C675512-8		Ag Ga Ni	Im	G	A933Im
Nurara	2906	C5A5422-A	S	Fl Ni	Im	G	604Im
Hammand	2907	E736132-6		Lo	Im		A120Im
Wyn	2908	C546444-5		Ga Lt Ni	Im	G	701Im
Crozat	2910	C410424-7		Ni	Im	G	404Im
Oluk Dzas	3004	B563521-7		Ni Vw	Vu	G	814Vu
Arleshanu	3005	A562333-D	N	Ht Lo	Im		420Im
Taproban	3008	B8A8787-B	N	Fl	Im		A720Im
Aerfor	3104	A584520-D		Ag Ga Ht Ni RsD	Cs	G	534Cs
Olokono	3110	E6A5211-8		Fl Lo	Im	G	801Im
Goukhsar	3201	C563224-5		Lo Lt Vw	Vf		310Vf

Today Talon is an important world with significant influence on the governments of other worlds in the subsector. Its power is both economic and political, with a skilled force of ambassadors, agents and merchant corporations. Its military strength is supplied from Fel, together with which it maintains control of a small Vargr-controlled federation of worlds called the United Followers of Augurgh (UFA).

It has many regional governments. Early on, the Vargr clans saw utility in Souggvuez's independent states, since they themselves had no central leader among them. The world still has a dozen sovereign states, with varying ratios of Vargr to Souggvuez, and a number of coordinating agencies to foster cooperation without surrendering sovereignty. The states themselves are mainly the result of geophysical reality, although each nation has its own guiding ideology. Wars are therefore fought over policy and control of seats on coordinating agencies, rather than territory.

As a result of this mixing of two charismatic sophont peoples, the Vargr clans of Talon seem to have a broader view of leadership than other Vargr and the various states manage the other worlds of the UFA with cunning wisdom. The division of their world's power, however, has a downside. Everything is done by committee, including interstellar affairs. When disagreements reach an impasse, the only recourse is war. Armies mobilise. Squadrons attack each other locally and abroad, chaos breaks out and corsairs pick the bones until things get ironed out. So Talon ends up with a cyclical pattern of growth and skirmishing,

development and war and whether relations are great, tense, or murderous, the effect is felt in all directions.

495-524 (2802) D785300-4

495-524 is a medium-sized planet with a diameter of 10,990 kilometres and a circumference of 34,520 kilometres. It has a year of 618 standard days; its day length is 18 hours. There are three moons. Its average temperature is a comfortable 19 °C.

There are always a small number of Vargr and human prospectors here, wandering through several potentially lucrative geologic areas. There are no permanent settlements, save for the single-room outbuilding and airstrip that comprises the starport.

495-524 is known for its Ancient ruins. Six hexagonal tunnels of an unknown alloy, embedded halfway up and 100 metres into a cliffside. The alloy is unbreakable; however the tunnels are sheared off cleanly a few metres past the cliff.

Each tunnel used is divided into rooms by doors, long frozen in the open position. Each room is unlit, save one; some have what might have once been holodisplays. There were rumours of artefacts found by the first explorers.

One room, near the back of one tunnel, is partially operational. Light emanates dimly off its surfaces and one holodisplay is



still transmitting an image. Two Vargr bodies, apparently from the first exploration team, can be seen from this holodisplay, although the location displayed is unknown.

Gabrael (2807) A573646-C

Gabrael is a medium-sized planet with a diameter of 7,750 kilometres and a circumference of 24,340 kilometres. Its surface gravity is 0.65 G. It has a year of 198 standard days; its actual day length is 28 hours. There is one moon. Average temperature is 18 °C, with a temperature change of -7 °C per kilometre altitude.

Gabrael has a population in the millions. It is a representative democracy and its laws forbid most firearms. Its tech is equivalent to that of an average interstellar civilisation.

Twenty kilometres from the starport, connected by gravitic lift rail, is Gabrael's startown. It consists of a warehouse district, an urban core and a corporate centre. Startown is where most starport-related business is transacted.

The warehouse district is filled with dingy buildings and seedy bars. Large shipments come in and out of this section of town, regardless of the time of day. Most of the goods are stored for transhipment to another part of the sector.

The city's core is a mix of gleaming habitats, offices, museums, shops and the like. It has a modest amount of tourist traffic during the day and local traffic at night. The planet's prestigious Esali College is located here.

The corporate centre is a mix of efficient, low buildings and gravitic office parks. One of the more notable gravitic buildings is the Knaegu Ghouk, a Vargr trading company local to the Million subsector.

Fel (2904) A7A7898-A

Fel is a medium-sized satellite of a gas giant, with a diameter of 11,210 kilometres and a circumference of 35,210 kilometres. It has a dense ammonia-based atmosphere and a pressure of 1.9 atmospheres at sea level. It has ammonia seas covering 70% of its surface and its surface gravity is 1.1 G. Its primary has a year of 83 standard days and Fel's orbital period around it is about 16 days. Fel is tidally locked with its gas giant. Its average temperature is 29 °C.

Fel's population consists of 600 million Vargr and a handful of humans. It is a 'supply' world for the United Followers of Augurgh (UFA), a Vargr federation of five worlds bordering the Imperium.

Minerals and metals saturate the seas, practically waiting to be scooped up and used. What is more, Fel is one parsec away from Imperial worlds. As a result, mining and

refining are two of the world's core industries, along with the production of standard-quality TLA equipment. In a few decades the IISS might grant them an 'Industrial' trade code.

Fel produces its own machinery and is largely self-sufficient, although it imports a large quantity of foodstuffs. Fel's corporations do a steady business with Imperial systems and corporations. The world is also a key supplier of finished materials to Talon, the capital world of the UFA. For these reasons, it has a class A starport with an obvious orientation towards bulk trade: its facilities are utilitarian and in good working order, its floor crew are competent and hard-working and its administration is trim and efficient.

Fel also builds starships. The world has its own defence fleet and builds escorts, corvettes, gunships and cruisers for the UFA as well. Primarily, however, it builds Jump-1 and Jump-2 freighters, which the UFA uses to ferry finished goods between member worlds and across the border to Million, Khouth and Atsah subsectors. The shipyards are capable of producing starships of any size, although its capacity is capped at 100,000 tons total per year.

This is not the Imperium. The Vargr Frontier really is lawless, even in the UFA. Patrol duty is dangerous, in the same way that delivering goods by armoured truck to a bank is dangerous: desperate people will kill for wealth. Fel uses the Vargr's drive to hunt productively: to grant Letters of Marque to civilians, specifically to hunt corsairs. This is also a convenient way of creating a makeshift militia; when another world turns hostile, the government issues Letters against ships coming from that world. At times it may be difficult to distinguish a privateer from a pirate but Fel's government is typically pragmatic about such things.

The world's landmasses are dotted with a multitude of clan-based colonies of wildly varying size, established around either mines, refineries or factory complexes. They typically live in generous underground warrens, topped by pressurised domes. Their living quarters would be considered claustrophobic to humaniti but the park and garden domes are idyllic in their beauty.

Yeast vats produce food that is nourishing but frustrating for the Vargr. For recreation, their drive to hunt is satisfied in two ways. First, each settlement and city has one or more stocked wild game preserves, with trees, gullies, ponds, bracken and the like, where Vargr may hunt large dangerous food animals in teams to let off steam. Second, Vargr hunting packs may obtain a license to hunt outdoors, in pressure suits, where native plant and animal life, both inedible, tend to be more dangerous than the indoor variety. Licenses for indoor hunting are expensive and the activity is considered more a game of leisure for politicians and wealthy older Vargr. Outdoor hunting permits, on the other hand, are affordable and plentiful and the activity is considered to be 'real' hunting. For a non-Vargr to be invited to either is an honour.



The clans are united under a world government that, on its face, appears to be a non-charismatic, non-corporate bureaucracy. However, being a Vargr government, there is a charisma-based and occasionally violent senate, usually elected by inter-clan duels, which debates matters at great length and with some bloodshed and as one Scout reported, 'generally makes a lot of entertaining noise'. Thus the clans believe they have a valid vote and yet in reality they have to deal with bureaus to get anything done. For example, the Office of the Assayer deals with mining claims, the Office of Vehicles regulates wheeled, tracked and gravitic craft licensing, the Office of Environmental Integrity handles life support claims and so on.

Of course, the wise Vargr understands that there is not a lot of accountability of the Offices to the senate, no matter how loudly the clan representatives growl and bark. The IISS understands this too, which is why the world government is coded as it is. Those few non-Vargr who live in the 'domed jungle' may cast a cynical eye on the Vargr's double-minded government..

Laws frame another subtle issue. According to official laws for the world, no bladed weapons are allowed outside of one's own residence. In reality, the laws are more like guidelines: many citizens are armed out of habit. However, local police are a bit more suspicious of off-worlders. Visiting ship crews will find the laws in strict effect – for them. Hence the IISS Law Level code is true, for all visitors, even if not for citizens.

Ikhaha (2905) C675512-8

Ikhaha is a medium-sized planet with a diameter of 9,400 kilometres and a circumference of 29,530 kilometres. It has a surface gravity of 0.9 G. It has a year of 97 standard days; its actual day length is 23 hours. There is one moon. Its average temperature is 19 °C.

Ikhaha has a mostly transient population, primarily prospectors hoping to find vast wealth under the world's surface. It is a corporate state owned by Ling Standard Products, and its laws forbid portable energy weapons. The starport and its associated startown are located next to Lake Ushaar, whose waters are used for refuelling starships. Startown itself is a modest affair, little more than a couple rows of housing and shops for starport personnel.

SABINE SUBSECTOR

Sabine subsector is astrographically divided into two regions. The first region has high technology and is fully integrated into the Imperium, containing a complicated Xboat nexus and two worlds, Magash (0316) and Thengin (0518), of major importance to the entire sector. They connect Rhylanor, a major military-industrial world in the Spinward Marches, with industrial powerhouses and vast shipyards in Vincennes and Usani subsectors. Megacorporate trade governs the major worlds;

in particular, local divisions of Makhidkarun and Ling Standard Products own controlling stakes in industrial production, consumer goods, durable medical equipment and medical research.

The second region is informally known as the Sabine Backwater and includes a cluster of worlds near the border of the Spinward Marches and Deneb, located more or less in between the major worlds of Rhylanor, Mora and Magash. Most of these worlds are low population worlds and are largely forgotten by the Imperium. Economic activity in this region mainly has three forms: political graft, corporate irresponsibility and thuggery. Governments frequently resort to low levels of military force to resolve differences, regional corporations exploit entire worlds and privateers are common and untrustworthy.

Magash and Thengin were settled first. When the Xboat route was laid down, they were logical choices for hubs. Colonisation of the Backwater was started somewhat later, generally with insufficient support. Feeble and underfunded terraforming schemes left many worlds with forbidding, dry environments or unsatisfactory atmospheres. Continued indifference from the major worlds resulted in the Sabine Minor Uprising of 720, where the worlds fought a series of losing battles in a bid for independence. The major worlds smashed the rebellion, subdued the Backwater and incorporated remaining elements of the resistance movement back into the Imperium. 'Unity Day' is still a mandatory holiday in the Backwater.

Mora, Rhylanor, Magash and Thengin oversee the Backwater; however, most of the systems are only marginally useful and therefore have little actual oversight. As a result, settlers, refugees and dissidents have relative freedom but lack the amenities of the high-tech civilisation that exists on the major worlds.

ALIENS

Lurent planetoid ships may be present in the Oort clouds of Magash, Sui'tang (0417), Ara Pacis (0419), Thengin or Rhinom (0717).

Vanzeti (0218) C52A531-C

Vanzeti is a double star system in the Sabine Backwater. The companion system, labelled Vanzeti B, is 5,000 AU from the primary.

'Taj Jetayosha runs a local refitter's shop on Vanzeti. He can swap out a jump-1 or jump-2 drive for a good rate – they're used drives and may be a little rough around the edges, but they're not too bad. He's also got maneuver drives, lasers, missile launchers, sandcasters...'

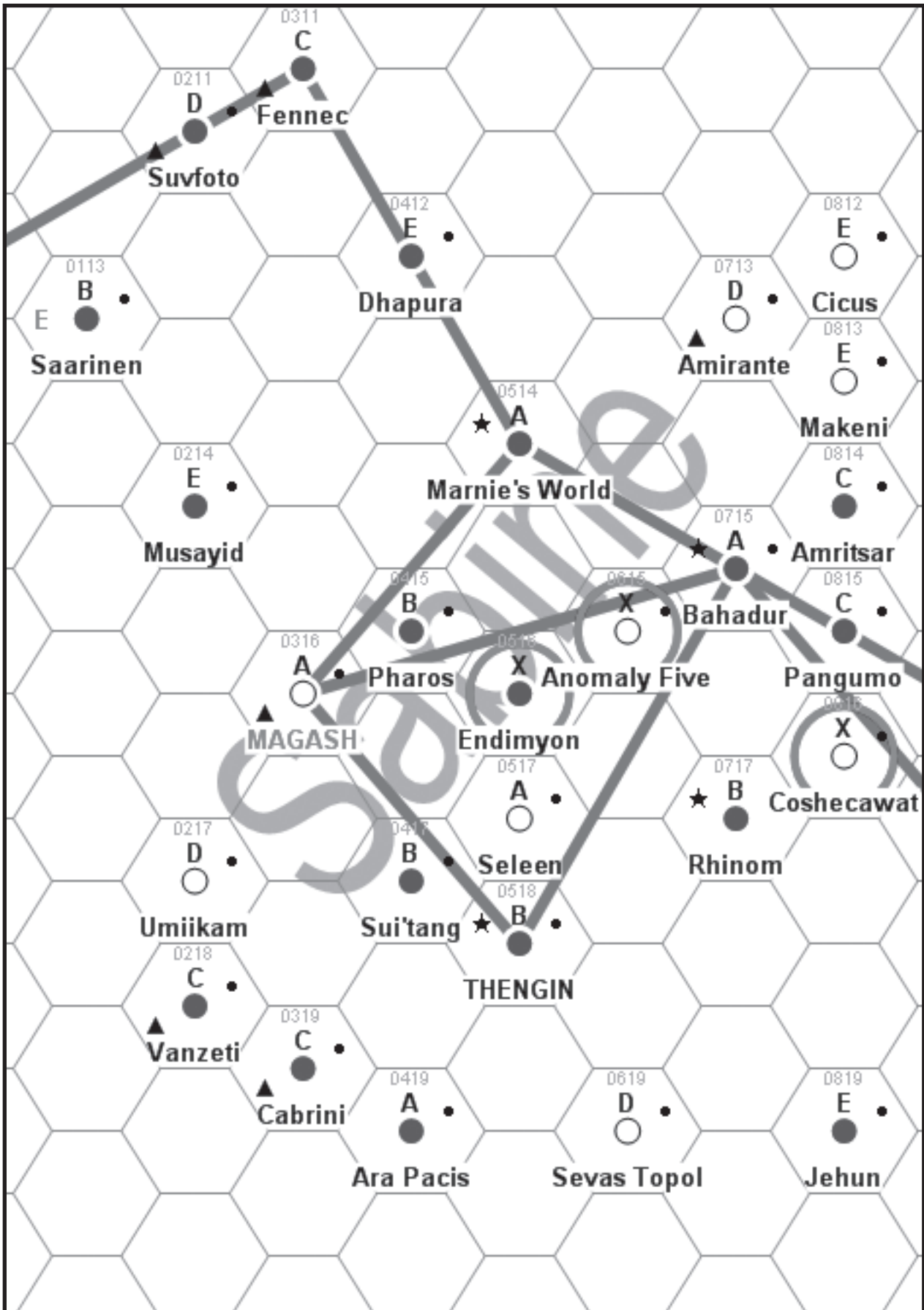
— Admiral Aramais P. Lee, ret, *In The Sabine Backwater*.

SABINE SUBSECTOR

PRETORIA

RHYLANOR

INAR



STAR LANE



Name	Hex	UWP	Base	Trade Codes	POL	GG	Data
Saarinen	0113	B566212-8		Ga Lo RsE	Im	G	513Im
Suvfoto	0211	D95488A-6	S	Ga	Im	G	304Im
Musayid	0214	E5448AE-5		Ga Lt	Im	G	514Im
Umiikam	0217	DAA6300-8		Fl Lo	Im	G	401Im
Vanzeti	0218	C52A531-C	S	Ht Ni Wa	Im	G	401Im
Fennec	0311	C556833-8	S	Ga	Im		520Im
Magash	0316	A400976-F	S	Hi Ht In Na Va Cp	Im	G	824Im
Cabrini	0319	C565510-6	S	Ag Ga Ni	Im	G	123Im
Dhapura	0412	E579758-7			Im	G	512Im
Pharos	0415	B593477-8		Ni	Im	G	612Im
Sui'tang	0417	B552864-A		Po O:0316	Im	G	415Im
Ara Pacis	0419	A437678-B		Ni	Im	G	601Im
Marnie's World	0514	AA9A324-B	N	Lo Wa	Im		510Im
Endimyon	0516	X555434-1		Ga Lt Ni	Im	G	R523Im
Seleen	0517	A310467-E		Ht Ni O:0316	Im	G	704Im
Thengin	0518	B567998-C	N	Ga Hi Ht	Im	G	305Im
Anomaly Five	0615	X100000-0		Ba Lt Va	Im	G	R023Im
Sevas Topol	0619	D9C4256-9		Fl Lo	Im	G	923Im
Amirante	0713	D310899-7	S	Na	Im	G	602Im
Bahadur	0715	A426230-E	N	Ht Lo	Im	G	102Im
Rhinom	0717	B7768AB-8	N	Ga	Im	G	601Im
Cicus	0812	E310330-7		Lo	Im	G	621Im
Makeni	0813	E100542-8		Ni Va	Im	G	302Im
Amritsar	0814	C897535-8		Ag Ga Ni An	Im	G	413Im
Pangumo	0815	C55259B-9		Ni Po	Im	G	301Im
Coshecawat	0816	X100641-7		Na Ni Va	Im	G	R313Im
Jehun	0819	E66766A-6		Ag Ga Ni Ri O:0917	Im	G	901Im

Zac Chacco produced the papers with a flourish. 'Biron's Fate, the fastest ship in the sector, is now legit.'

Sir Madduc glanced at the papers, from a distance. 'Stock drives?'

Zac looked offended. 'Tyeyo jump drives, Sir. Hand-built, from Zeen. And the SunLancers are superior-quality insystem engines. Very reliable.'

'And the ship's papers are legit?'

'I said the ship is legit. Don't go asking about the papers.'

Vanzeti is a medium-sized water planet with a diameter of 7,620 kilometre and a circumference of 23,930 kilometre. The world's surface gravity is 0.75 G and its ocean has an average depth of 6,200 metres. It has a year of 90 standard days; its actual day length is 10 hours. There are four small moons. The average temperature is 12 °C.

Its low gravity coupled with the very thin atmosphere results in very fast winds, whipping up out of nowhere fast. Meanwhile, having four moons means complex and sometimes extreme tides. Finally, a relatively cool 12 °C with the low pressure results in huge, perpetual fogs moving across the globe as the oceans continue to outgas slowly into the atmosphere and out into space over the millennia.

Because of all this, Vanzeti sees occasional 'hurricanes' in the form of atmospheric walls of water that make terrestrial storms seem like a lover blowing in one's ear. And since there is virtually no land to slow them down, they just keep building and building. Luckily, the thinness of atmosphere also means those hurricanes are not as devastating as they are inconvenient. For all practical purposes, any aircraft in the air for more than an hour will be overtaken by one of these storms and thrown into the sea, and due to the fog visibility is nearly zero.

The system has a mostly transient population. It is organised as a self-perpetuating oligarchy and its laws forbid carrying



body pistols, explosives and poison gas. Most of the population arrives due to some level of desperation: people either are broke, or unemployed, or fleeing from law enforcement. For many, Vanzeti is the last hope before despair, for it is possible to make a living on Vanzeti, if one has the right skills.

The people live on three separate chains of islands and the submerged reef-colonies around them. The most populated island chain happens to be named the Vanzeti Range.

Vanzeti has the highest Tech Level of the Sabine Backwater but this is not due to any capacity for production. Its starport is a solid class C, capable of making repairs – quite extensive ones, in fact. Its specialty is in taking ‘surplus’ starships, breaking them down for parts and reassembling them according to custom orders. Because it does not build its own components or perform new starship construction, Vanzeti is technically not a shipbuilding system.

Vanzeti is run by an established criminal organisation. People wanting to buy a custom starship there typically need prior connections with the organisation. This may mean proving their good intentions to conduct business; many people have found themselves entangled with the world’s seedier affairs in this way. After that, business is carried out much like in any small corporation. The starships available are built from standard, common hulls, stripped down and rebuilt to fit certain armour, manoeuvre, jump and armament targets. The components available are only those found in common starship designs (for example, the components found in this book, the Traveller Core rulebook and *Traders & Gunboats*). In other words, if a buyer needs a particular drive installed in a hull, he has to find the ship in the Vanzeti ‘junkyard orbit’, which has that drive.

Hull displacements always available include 100, 200, 300, 400, 600, 800 and 1,000 tons. Jump drive models A, B, C, D, F, J, M and Q are usually available. Manoeuvre drive models A, C, E, H, M and Q are usually available. Power plants A, B, C, F, H, J, M and Q are usually available. Common starships built include blockade runners (low jump, high manoeuvre), racing yacht/smugglers (high jump and manoeuvre, no armour), packet couriers (high jump and armour, low manoeuvre), Q-ships (low jump and manoeuvre, high armour) and corsairs (blockade runners armed to the hilt).

Vanzeti history began with Magash (0316), an early Imperial colony of the Sabine subsector. Corsairs were recorded as coming from Vanzeti as late as 330. Since Vanzeti was on an early route to the fast-growing world of Mora (3124), the Imperial navy dealt the corsairs a death blow in the Battle of Nakhaudan. Ling Standard Products (LSP) was given a temporary base on the world, which in time changed hands as the subsector became safer and more settled.

By 450 the world was owned by a small subsector trade conglomerate, Merat Holdings, which went bankrupt around the same time the Octagon Society was folding under financial scandals of its own. Merat’s modest base of operations was abandoned, until occupied by Chacco and Senn Refitters LIC (‘Chaser’), a small repair business with probable criminal contacts. From there, Vanzeti grew into a small but steady concern as a backwater maintenance centre.

Chaser Corporation, LIC is headed up by a huge, square-shouldered human who calls himself Ishimkarun (‘the Shadow Emperor’). He provides the ‘vision’ for the company, while his executives, most of which are relatives, directly manage different departments of the business. Each executive is quite competent in his field; for example, Mokhas Ashishko, known as ‘Uncle Moss’, is highly skilled in Imperial legal codes, while Raphil Senn, referred to simply as ‘Doc’, received his Engineering degree at the prestigious HRD Polytechnic School of Engineering and Sciences and personally flew a self-built grav flyer in the Vincennes Orbital Cup Races in 1090.

Because the world is in the backwater of the subsector, security is tight. Not only does Vanzeti have four renovated patrol cruisers of its own but it also has its own mercenary company; occasionally Chacco Corporate Security Limited even loans out a platoon for security missions to neighbouring subsectors. These mercenaries are equipped at TL12 and each squad has two battledressed troops with PGMP-12s for support. In addition, each platoon also has a TL12 grav tank. A platoon and its equipment can be carried in the belly of a custom cutter.

Ara Pacis (0419) A437678-B

Ara Pacis is a small planet, with a diameter of 6,100 kilometres and a circumference of 19,160 kilometres. Its surface gravity is 0.45 G. It has a year of 91 standard days; its day length is 11 hours. There are three moons. Average temperature is 14 °C, with a temperature change of –8 °C per kilometre altitude.

The oceans teem with life. Aggressive sea monsters patrol the oceans. Tentacled beasts build complicated seafloor warrens. Kelp forests provide a cheap means of food production. The world surface has plant life and some primitive animals.

After its system survey by the IISS, the first group of people arrived here in 450 from Magash. Ara Pacis today is a balkanised Imperial world whose six million people represent a wide variety of cultural norms. They engage in trade, interacting with the interstellar community, but have a low interstellar Tech Level. The Class A starport builds production runs of small starships for Thengin (0518) that the starport on Seleen (0517) chooses not to fill.

Several small cities are spread out on Ara Pacis. The traveller will find that each settlement is different. Tarepe is a self-sufficient arcology on the Thebu Plain, near the downport. Bisethi is a



cluster of portable modular habitats near the forested hills of Daghegu. Nicoli, on the other hand, is lasered out of rock faces on the Rowe Archipelago. A dozen others are similarly varied.

Each city is, or was, a mining colony. For whatever reason, mining on Ara Pacis does not scale up well. Therefore, the mines are small and scattered. Each is owned by a different concern and each settlement is sovereign.

Today, the cluster of small states struggle against each other for control of the sole Class A starport. One of these is the province of Tunareja, nestled on the floor of a deep rift valley, where the atmosphere is just thick enough to breathe. Established in 470 by Ling-Standard Products, the atmosphere in the valley was tainted over time by mining equipment. When LSP pulled out of its venture in the 800s, the community suffered economic collapse and never fully recovered. By their estimation, controlling the starport is the surest way to revive their community.

The Law Level represents that of Tarepe. Other settlements will have different Law Levels.

Great damage can be done by drills to pressurised buildings. As a result, mining equipment is tightly regulated. Disasters have happened in the past.

Magash (0316) A400976-F

Magash is a small planet, with a diameter of 6,420 kilometre and a circumference of 20,160 kilometre. It has no atmosphere, no surface water and its surface gravity is 0.4 G. It has a year of 857 standard days; its day length is 28 hours. There is one moon. It orbits at approximately 2 AU from an F8 main sequence star named Rajata and a close K7 companion star named Argyros. The Magash system contains two separate asteroid belts and four gas giants.

Magash's most visible feature as seen from space is the Jade Wash, a vast, rich plain of copper oxide compounds stretching from the northern to the southern hemisphere on one side of the planet's vast airless plains.

The eight billion citizens of Magash live in twelve independent arcologies, carved into natural caverns under the world's surface. No accurate census has ever been taken of the sophonts living outside of these settlements.

STARPORT

Magash Down Starport is located in Irahiiir Cavern. There is no true extrality line. The starport is located in a series of underground chambers that are connected to the rest of the Irahiiir facilities through three mass transit tunnels. Custom controls are primarily centred on these gateways. Berthing fees

typically cover air tax costs for starship crews. Visitors pay an exit tax, based upon the length of their stay in the arcology.

Due to the balkanised nature of Magash and its lack of surface transportation there are a number of private spaceports located at the various arcologies. Most use freestanding berths on the planet's surface and have the facilities to refuel starships, although they lack true repair capabilities. Magash Down's berths are all underground, with sealed facilities. This makes freight handling and repair work much more convenient at the Imperial port than at its commercial rivals. Magash Down handles 20 times the freight of all other planetside ports combined. The port is capable of handling both orbital shuttles and suborbital transports from other arcologies.

Magash Startown is a rather tame version of the typical port town, heavily patrolled by both Irahiiir Security and Ducal Home Guard forces.

Magash Highport is a large modern facility. As well as commercial and private berthing it contains two shipyards and a Scout Base. A large number of shuttles serve the port. The shipyards are capable of building starships and system craft. Magash Shipbuilding and Spacedock Company and Geschichtkreis Sternschiffbau AG (GSbAG) share administrative and design facilities but have separate workshops and construction berths.

LOCAL GOVERNMENTS

Magash is a Balkanised world. Although the Duchess of Sabine sits as ruler of the Diisarirga Arcology each of the other arcologies are independent. The Irk Compact ensures recognition by the Imperium and sovereignty for each of the 12 arcologies. Part of the original Compact between Neriki Irk and Ashirahikag was the concept of the Free Zone. The Compact held that all surface areas greater than five miles from the boundaries above the caverns themselves would be Free Zones, unclaimed and out of the jurisdiction of either of the groups. As more settlements were developed this became the standard. Surface areas directly above the habitats are considered as territorial areas. Areas more than five miles outside these borders are 'free.' No planetary government is responsible for their administration. Land cannot be claimed on the surface, except to build under it and even then, squatters' holes are not normally recognised.

These free territories have attracted an unknown number of freebooters, squatters and vac rats. Travel for the unarmed can be dangerous. Outside the habitats, with no entity to enforce restrictions, the Law Level is essentially zero. As only groups of cavern troops and freebooters normally wander the surface, visitors to Magash are not likely to experience this. Most local governments are not anxious to add to the freebooter arsenal, so visitors are not generally allowed to bring weapons from



offworld through the arcologies to the Free Zone. Any visitor who must travel the surface is encouraged to hire local guides who have the proper clearance to be well armed.

Transportation on Magash between the arcologies is primarily by suborbital shuttle. A small amount of surface transport does occur. Such caravans are usually heavily armed and are primarily necessary to supply the few official scientific and mining stations isolated from the arcologies.

IMPORTS AND EXPORTS

Most members of the working classes eat a diet consisting primarily of synthetically produced foods, with a few locally grown greens. The upper middle class and aristocracy eat a diet heavily dependent on imports, although even they will still supplement that with locally made synthetic and green house produced victuals.

Magash is a regional exporter of TL12 technology. The GSbAG shipyard specialises in small production runs of luxury and custom vessels, many one of a kind. The co-located Magash Shipbuilding & Spacedock Company builds limited production runs of more common vessels. Magash has recently entered the chemical export market, providing advanced organic compounds throughout the subsector. Also well known are the spacesuits, life support systems and other vacuum environment service devices that are produced in several of the arcologies.

Another main export is mercenaries, especially profor (protected forces) troops. To support the trade the arcologies have also developed a thriving arms industry. MMC (Magash Maximus Corporation) specialises in military hardware, emergency medical equipment and mercenary units. Their specialty also includes fielding advisors, rescue support and medical personnel. Among these groups are Silvan's Troopers, (a profor mercenary unit,) Diisarirga Medtechs and Sabine Emergency Transport. Like MS&S, MMC is a wholly owned endeavour of the Diisarirga family, with corporate offices and training facilities on Magash and sales offices on worlds in both the Spinward Marches and Deneb Sectors.

LIFE IN A CAVERN ARCOLOGY

Irahiir is fairly typical of Magash's large underground habitats. The surface above the arcology holds a number of visible support structures. Service buildings consist of hangar and dock facilities for vehicles used on the planet's surface. Personnel airlocks allow access to outside for maintenance crews and the few individuals who visit the vacuum environment. Farm domes help provide food for the arcology and enhance life-support. These domes take up most of the surface areas above all of the Magash arcologies. Located among the farm domes, the penthouse residences of the upper class allow the rich a view of the surface of Magash and the very important Imperial space beyond.

Below the penthouses, the upper levels of the arcology contain the commercial and residential areas. These consist of stores, offices and apartments. Living arrangements range from large multi-level suites for the rich to computerised condo apartments for the middle class. Below these levels, the working class residents live in small single or multi-room warrens rented month by month. Beneath and in some cases, interspersed with these living areas, are the factories that produce the TL12 devices so valued elsewhere in the sector. Below the factory levels are the mines, where ice and valuable metals are dug out of the surface of Magash.

Many nonhuman sophonts live on Magash. There are large Vargr enclaves located around the Docks Down in Irahiir. Shiranadiizugash is the most cosmopolitan arcology, with half of its 500 million inhabitants being non-human sophonts.

HISTORY

Magash was colonised in 298. The first colonists were immigrants from Berora, another balkanised airless world in Deneb's Atsah Subsector. The readily available ice pockets found by the initial settlers in Ashirahikag caverns allowed the colonists, who were outfitted at TL10, to begin construction on Magash's first underground arcology. For the next several decades the colonists were a relatively isolated stopover on the route to the Spinward Marches. Magash became part of a jump 3 route to Rhylanor subsector during the Vargr Campaigns.

In 348, the year the Vargr Campaigns ended, Neriki Irk built a second mining arcology on Magash. Irk, a detached duty Scout, made a fortune in mining the Dekha asteroid belt but was pushed out by Sternmetal Horizons in 340. Irk came for copper, which was prevalent beneath the planet's famous Jade Wash, as well as the many rare earth metals available on the planet, including lanthanum, hafnium and iridium.

Irk built in the Irahiir Caverns, named for the original Scout ship which surveyed the planet. The IISS recognised the arcology as one of two independent and sovereign governing bodies with membership in the Imperium. It was an agreement that would set the course for the future development on Magash.

In 600, manufacturing centres were built by Baron Nene Naagaasir Diisarirga, the youngest son of the sitting count. Following the Irk Compact originally reached between Ashirahikag and Irahiir, the Diisarirga caverns were recognised as sovereign.

The first subsector capital was established on Magash in 630.

Thengin (0518) B567998-C

Thengin is a medium-sized planet with a surface gravity of 0.65 G. It has a year of 313 standard days; its day length is 17 hours. There are three moons. Its average temperature is 19 °C.



Thengin is a strategic world. The Imperial colony and naval base were established by GSbAG in the early 300s to support the Vargr Campaigns. A naval fuel depot was built around the nearest gas giant at about the same time. The settlers quickly built a self-sufficient industrialised colony.

In many ways Thengin is a nice world to live on. Its air is breathable by humans, the gravity is low and there is plenty of water. The rapid industrialisation by GSbAG created an atmospheric taint by 450. However, the subsector admiral at the time was from Thengin and applied pressure on the corporation and the Imperium. As a result, GSbAG had cleaned up their mess by 520. Some scientists speculate that today the air is more human-breathable than before the Imperium settled.

Thengin is a powerful world. Economically, it is one of the largest producers in the sector. It is also politically influential, capable of getting its way more often than not. It is also the military hub of the Duchy of Sabine.

Anomaly Five (0615) X100000-0

Anomaly Five is a small moon, with a diameter of 1,490 kilometres and a circumference of 4,680 kilometres. It has no surface water and its surface gravity is 0.15 G. It orbits a large rockball planet at a distance of 300,000 kilometres; the planet has a year of 481 standard days.

A scout team first discovered the enigma hidden here in the early 400s. While helping to compile the First Survey, Lidia Besant's geological team detected the enormous mass concentrations that lurk deep beneath the moon's surface.

The phenomenon would have been strange enough if the small satellite had had a molten core. These masses, however, lay within a ball of cold, inactive rock. The geological knowledge of the day offered no explanation and Besant put the moon on the Scout Service's list of survey anomalies.

Today, more than 700 years later, geologists still cannot explain the presence of these mass concentrations, which have been the subject of much speculation. The popular media have always been quick to point the finger at the super-technological Ancients. The Imperial Navy favoured a slightly more scientific hypothesis, however – one which identified the masses as deposits of superheavy elements – and consequently interdicted the system in 690. The Navy consistently denies reports of any secret research being conducted in system.

Amritsar (0814) C897535-8

Amritsar is a warm world, with an air pressure of 2.3 atmospheres and a gravity of 1.35 G. It has a year of 1,442 standard days; its actual day length is 23 hours. There is one moon.

The starport is built atop a high plateau, where the air is a more reasonable 1.8 atmospheres. The starport is primarily industrial, importing raw materials and exporting finished goods for the subsector. Business grinds to a halt after the second work shift and the factories lie still until the next morning. Shadier forms of business are conducted during the night shift.

There are six Ancient ruin sites in various remote locations on Amritsar. Each are identical in configuration: a ring of broken crystal pylons three metres tall surrounding a central, open plaza. The function of the plaza is unknown. None show any energy signatures and two of the sites are in poor condition.

INAR SUBSECTOR

The Duchy of Inar is the most powerful state in the Deneb sector, with influence significantly better than the next strongest power (an honour traded between Atsah and Vincennes). Inar owes this strength mainly to three worlds: Starn, Liiri and Kubishush.

These three powerhouses in Inar are not only strong but are also close together in location. Starn is an industrial centre in an asteroid belt and all three worlds are on the Xboat route. Thus they typically work together in a coordinated way; their politics can be messy but are never bloody, since if they devour each other then Vincennes would pick their bones. Naturally, this is why Vincennes has hidden agents planted in Inar's courts to drive wedges between these three most important worlds.

Inar shares a border with Vincennes; in the past, these two powers were briefly united in an alliance that threatened to wreck the entire sector. Today, Inar has an adversarial relationship with Duke Vincennes. It fights numerous petty border squabbles with Vincennes and Pretoria and has agents in these same duchies. It tries to influence Magash and Star lane and controls key members of the Duchy of Antra.

ALIENS

The Gl'lu are native to Kubishush. Lurent planetoid ships may be present in the oort clouds of Kubishush, Liiri, Inar or Starn. Lurent ships are not permitted to travel to Depot.

Otomisi (0914) B5A5577-C

Otomisi is a medium-sized far satellite, with a diameter of 8,240 kilometres and a circumference of 25,880 kilometres. Its air pressure is two atmospheres, with an exotic gas mixture. It has non-water seas covering 50% of its surface and its surface gravity is 0.8 G. Its parent gas giant has a year of 319 standard days; Otomisi's day length is 19 hours. Its average temperature is 15 °C, with a temperature change of –4 °C per kilometre altitude.

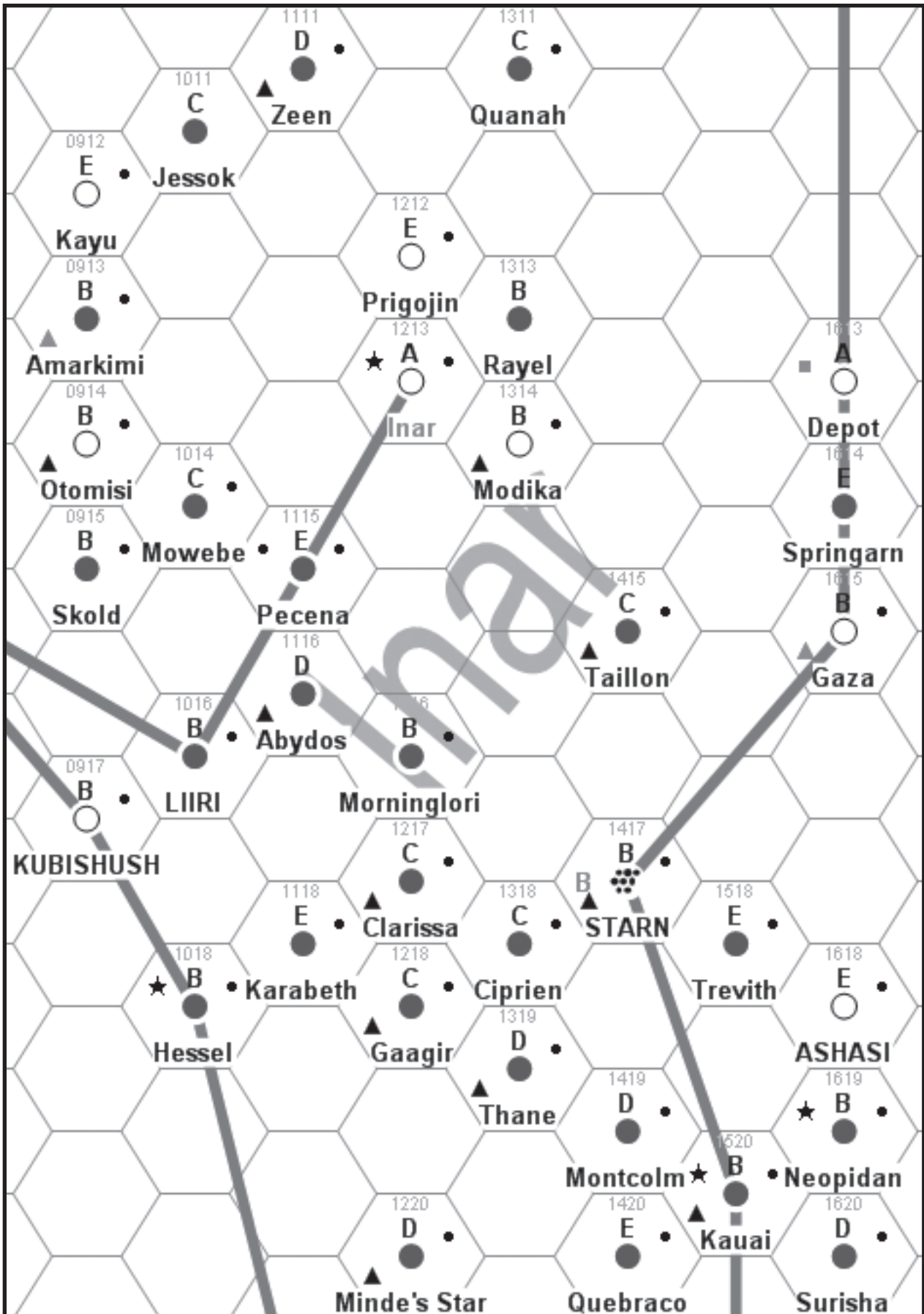
This world lies just outside of the habitable zone, on a jump-1 main. It is a late colony, established after the Vargr Campaigns.

INAR SUBSECTOR

LAMAS

SABINE

DUNMAG



VINCENNES



Name	Hex	UWP	Base	Trade Routes	POL	GG	Data
Kayu	0912	E9B75A8-8		FI Ni	Im	G	412Im
Amarkimi	0913	B546410-A	W	Ga Ni	Im	G	902Im
Otomisi	0914	B5A5577-C	S	FI Ht Ni	Im	G	403Im
Skold	0915	B764323-A		Ga Lo C:2	Im	G	124Im
Kubishush	0917	B8B69AA-D		FI Hi Ht (G'l'u)	Im	G	901Im
Jessok	1011	C623510-A		Ni Po	Im		920Im
Mowebe	1014	C748551-A		Ag Ga Ni	Im	G	601Im
Liiri	1016	B542998-C		Hi Ht In Po	Im	G	401Im
Hessel	1018	B658100-C	N	Ga Ht Lo	Im	G	801Im
Zeen	1111	D6536B6-6	S	Ni Po Dw	Im	G	301Im
Pecena	1115	E547000-0	0	Ba Ga Lt	Im	G	022Im
Abydos	1116	D435666-8	S	Ni O:1016	Im		410Im
Karabeth	1118	E663468-7		Ni O:1016	Im	G	102Im
Prigojin	1212	E100440-8		Ni Va	Im	G	903Im
Inar	1213	A310736-E	N	Ht Na Cp	Im	G	903Im
Morninglori	1216	B544585-7		Ag Ga Ni	Im	G	113Im
Clarissa	1217	C536422-A	S	Ni	Im	G	514Im
Gaagir	1218	C86A358-A	S	Lo Wa	Im	G	601Im
Minde's Star	1220	D435452-A	S	Ni	Im	G	303Im
Quanah	1311	C567474-6		Ga Ni	Im	G	123Im
Rayel	1313	B693632-8		Ni	Im		410Im
Modika	1314	B550413-8	S	De Ni Po J:0	Im	G	503Im
Ciprien	1318	C553310-7		Lo Po	Im	G	821Im
Thane	1319	D585430-7	S	Ga Ni	Im	G	421Im
Taillon	1415	C78A668-9	S	Ni Ri Wa O:1213	Im	G	701Im
Starn	1417	B000996-F	S	As Hi Ht In Na Va RsB	Im	G	732Im
Montcolm	1419	D675212-7		Ga Lo	Im	G	122Im
Quebraco	1420	E78A568-5		Lt Ni Wa O:1417	Im	G	824Im
Trevith	1518	E673347-5		Lo Lt	Im	G	422Im
Kauai	1520	BA89537-B	A	Ni	Im	G	924Im
Depot	1613	A100664-F	D	Ht Na Ni Va Mr	Im		220Im
Springarn	1614	E564320-5		Ga Lo Lt D:6	Im		510Im
Gaza	1615	B430656-B	W	De Na Ni Po	Im	G	723Im
Ashasi	1618	E9D5AA8-B		Hi	Im	G	621Im
Neopidan	1619	BA9A547-9	N	Ni Wa	Im	G	724Im
Surisha	1620	D682232-3		Lo Lt	Im	G	201Im

The oceans have several components that are, in certain latitudes, right at their phase change temperature. Still heavier than air, these compounds flow into coastal valleys like fog, turning localised areas of the atmosphere into an insidious soup for short periods of time. As the day goes on the fogs disperse, then re-precipitate as a smelly dewfall at sundown, returning to the oceans and lakes until the next sunrise.

Areas of the planet outside this zone either do not get hot enough to cause the fogs or are warm enough that they are dispersed permanently into the atmosphere and effectively dealt with by standard protective gear. The foggy valleys,

however, transition to a class C atmosphere for a few hours every day. The Scout Service first put a base here to study the effects, as atmospheres with non-water phase shifts are rarely so accessible. The study eventually gave way to a testing and training facility for protective gear and those who wear it.

The presence of volatile liquids and chemicals make this a useful place for medicine, but also chemistry research, materials development, refining and export.

It is classified as a 'gas and chemicals' world. Freighters stop by here, as well as plenty of independent merchants and free



traders. Since it is a horrible place, there are plenty of Scouts, experts as well as rookies.

The balkanisation here is due to various corporate facilities engaged in distillation, research and production of exotic chemicals.

There are eight corporate colonies on Otomisi; the starport is owned by Alidur, a colony of 90,000 which was planted by Ling Standard Products in 930. Its two neighbours, Vothyc (population 70,000) and Hestora (population 60,000) are operated by Delgado and Tukera, respectively. Khagar, one of the smaller colonies with 10,000 people, was started in 1090 by the local mercenary group Khagarkisu, which was given land in exchange for a strike mission during the Fourth Frontier War period.

At least one of these colonies appear to be a weapons research facility at first (or second) glance, as they are working 'with' the Scouts (while doing most of the work) on terraforming techniques for exotic worlds that involve high energy applications. Despite the lucrative businesses in exotic chemicals that could be established here, the Scouts make it known to potential colonist organisations that their work could scrub the planet of its atmosphere 'tomorrow, or not'. This has tended to keep the population low so far and the groups who do move in have all built their communities to withstand a literal End of the World.

Kubishush (0917) B8B69AA-D

Kubishush is a cold, medium-sized close satellite orbiting a small gas giant, Oolvig Jena. It has a dense, corrosive nitrogen atmosphere of mostly nitrogen with traces of water, nitrogen oxides and carbon dioxide. Ammonia seas cover 60% of its surface and its surface gravity is 1.05 G. It orbits Oolvig Jena once every 46 days, with a day length of 19 hours; Oolvig Jena orbits the system's primary star, L'gnng Uuvon. Its year is about 3,411 days, or nine years, 126 days. The average temperature of Kubishush is -40 °C.

Kubishush, or Unan Olov as it is known to its natives, is one of the more hostile places one may visit in the Imperium. The native minor race, the Gl'lu, are friendly enough but the buckling terrestrial surface and corrosive nitrogen-rich, ammonia-tainted atmosphere of the planet tend to make even a routine stopover an adventure.

FUEL AND WILDERNESS HAZARDS

Kubishush's turbulent atmosphere, dense over-ocean grav traffic and high number of floating cities make skimming its ammonia oceans a dangerous task, effectively eliminating them as wilderness refuelling sites as well. In addition, no other planets in the system have any hydrosphere whatsoever. In order to compensate traders for the lack of viable wilderness refuelling sites, the Gl'lu sell imported fuel at their orbital and

planetary starports for approximately 50 percent of the normal price.

GEOLOGY

To get to know Kubishush, one need only get to know the Gl'lu. The Gl'lu have, at least to human perceptions, formed an entire civilisation based on planetary cataclysms. Their world, a roiling hell by the standards of any of the major races, is so subject to natural catastrophes that its entire sentient culture is based upon surviving its earthquakes, storms and volcanic explosions.

Kubishush is highly unstable. Constant earthquakes and aftershocks rock regions along the planet's dozens of major fault lines. Kubishush is known to have 13 to 16 continents at any given moment, with occasional continental separations and convergences increasing or decreasing the number from time to time. Immense mountain ranges crisscross the planet's continents like a web. Every decade or so, a quake, storm or volcanic eruption hits that is so severe it warrants the title of Yulangngol, or 'Great Cataclysm'.

Minor and major catastrophes are so commonplace on Kubishush that they have been integrated into the Gl'lu culture. Many Gl'lu religious groups hail these events as signs from otherworldly deities. Secular Gl'lu groups look at these natural disasters as opportunities to prove Gl'lu prowess in the areas of environmental and disaster recovery technology.

CHARISMATIC DICTATORSHIP

The Gl'lu Sananes is the planetary ruler. The Sananes is chosen by a council of 17 elders ('Unaga') and rule from early adolescence until about the age of 32 human years. The 17 lifetime seats are eagerly sought by elite Gl'lu. Humans visiting Kubishush during gerontocrat selections have described the process as a 'game where small opaque glass spheres are hurled at each other'.

The Unaga have floating cities with gravitic capabilities to lift them into the upper reaches of Kubishush's atmosphere during earthquakes or harsh storms. The low-common technology rating generally reflects the technology of the land-based Gl'lu, or Kilig Gunati, who comprise the majority of the population.

The Gl'lu have a surplus of 'elite' citizens. One might think that the Kilig Gunati would resent this arrangement. Surprisingly enough, they do not. Gl'lu accept their fate. Because of a natural propensity for lending a helping hand to fellow Gl'lu, the Unaga are known to do whatever they can to help the Kilig Gunati through the turmoil of natural disasters.

Unaga factions are surprisingly paternal and territorial over the groupings of Kilig Gunati they protect and are not likely to assist a rival faction with disaster relief. Parcels of Kilig Gunati territory are unofficially under the protection of individual Unaga factions



that report to the Sananes. So it is that the ambiguous traits of racial extensiveness and internecine competition meet in Gl'lu society.

ARCHITECTURE AND CITIES

Gl'lu architecture is as safe, sound and durable as one is likely to find. The most common shape for Gl'lu buildings is a flattened sphere with an interior 'rolling sphere'. During large quakes, the rolling sphere within rotates on its transverse axis, thereby protecting the inhabited interior structure from toppling onto its side.

Following punishing earthquakes and storms, Gl'lu corporate buildings and housing complexes are frequently found intact hundreds of metres from their original locations. Their inhabitants may be frightened and perhaps bruised but most often protected by the strength of the building hull.

Because of the frequent movement of buildings, due to both natural and unnatural sources, the planet has no true cities. Regions have unofficial names but due to the ever-changing nature of the landscape, the convention of naming geographic regions is almost unknown on Kubishush. Rather than cities, then, there are just changing regions dotted with hundreds or thousands of flattened spheres, with nothing but dry rocky land in between.

ORIGIN THEORIES

Many archaeologists who have explored the ancient ruins of Kubishush postulate that the Gl'lu are actually natives of the system gas giant's largest satellite, Oolvig Naseena. The authors of this theory believe that the Gl'lu successfully achieved non-jump spaceflight in approximately -3200 and colonised Kubishush some time after. The similar atmospheric content of Kubishush and the Oolvig Naseena highlands bears this out. Many physiological and historical aspects of the Gl'lu indicate that the race is not actually native to Kubishush. For example, the high strength of Gl'lu limbs and skeletal structure indicate that they evolved on a world with higher gravity and perhaps a less dense atmosphere than that of Kubishush.

Other evidence rests in Kubishush's fossil record. Not only is there no natural life on Kubishush but there is no indication that life ever existed on the planet. The world's instability makes excavation a risky proposition at best, however and most scientists admit that extensive enough digs have not yet been made.

The Gl'lu claim Oolvig Naseena as sacred ground, not to be desecrated by travellers wanting to skim for fuel. A considerable fleet of Gl'lu SDBs enforces this holy law, infraction of which is punishable by death. Gl'lu SDBs do not board ships; instead, they efficiently destroy them or blast them into Oolvig Naseena's unforgiving gravity well.

Zeen (1111) D6536B6-6

Zeen is a hot, medium-sized droyne world one orbit inward from the habitable zone, with a diameter of 9,640 kilometres and a circumference of 30,280 kilometres. It has a year of 251 days. There is one moon. Average temperature is 34 °C, with a temperature change of -7 °C per kilometre altitude.

Settlements are scattered across Zeen's continents. The average droyne town here operates at TL6.

Two tectonic plates cause earthquakes and large-scale volcanic eruptions, resulting in the recent destruction of Zeen's primary starport and much of their primary city's infrastructure. The three million Droyme on Zeen are busily making stopgap repairs and sending out orders for new construction but can only work in between upheavals. The secondary D-class starport serves as the main facility now.

A Droyme faction, the Eprotstisk, has used the current wave of natural disasters to highlight the incompetence of the current government and petition for a change.

There are some rumours that the Eprotstisk is actually a front for the Tyuisel, a more radical group, who conspire to overthrow the government completely.

If the Tyuisel truly hope to rebel against the world government, they will first have to get past the Aydih Nusalm, which are a sort of secret service and praetorian guard combined into one unit. It is their business to know the operations of the various clans on Zeen and to internally manage potential dissent expeditiously and quietly if possible.

Pecena (1115) E547000-0

Pecena is a hot, medium-sized planet on the inner edge of the habitable zone, with a diameter of 8,000 kilometres and a circumference of 25,130 kilometres. Its surface gravity is 0.7 G. It has a year of 112 standard days; its day length is 27 hours. There are five moons. Its average temperature is 30 °C, with a temperature change of -6 °C per kilometre altitude.

Pecena is uninhabited. This world is an official reserve world for the Duke of Inar. Regular patrols ensure that trespassers are kept to a minimum, although wilderness refuelling is allowed at either of the gas giants.

The official starport is a bare slab, built on a limestone rise overlooking the scenic Usuma River. A transponder broadcasts a safe path to the river for wilderness refuelling. It also explains that this world is a subsector preserve under the protection of the Duchy of Inar.



The sky is a brilliant blue with a tinge of violet, due to the primary star, which looks huge during the day. The plains march off to the horizon, greenish-yellow with thistle-studded shrubs. In the far distance the eye can pick out extremely tall, sharp peaks, shadowed in haze. The air is filled with fliers, ranging from small, fast things massing a kilogram to giant winged monsters.

The thistles are not only painful, they are also treacherous. First, the shrubs grow over the ground, hiding small pits and fissures that could twist an ankle. Second, the shrubs provide cover for native herbivore herds, which stampede when startled and can trample the unwary. Third, the shrubs are also the hunting ground for a local predator with sharp teeth and a nasty temper.

Following the river upstream for 100 kilometres leads to the verge of a forest. What look like impossibly tall versions of the thistle bushes tower over the plains in dense knots, giving way to a wall of trees. Downstream, the river merges with the Siida River in a rush of white water. It then widens out and finally reaches the lowlands, wandering in lazy ribbons. It ends in a marshland estuary which opens to the Lintula Sea.

Inar (1213) A310736-E

Inar is a small desert planet, with a diameter of 4,790 kilometres and a circumference of 15,040 kilometres. It has only a trace atmosphere and its surface gravity is 0.2 G. It has a year of 88 standard days; it is tidally locked to its primary, so there is no true day and night. There are no moons. Its average temperature ranges from -200 °C (dark face) to +117 °C (bright face).

With a population of 90 million, Inar is an administrative capital only, on a miserable rock of a world. The people live in an extensive network of subterranean developments. The world's low gravity provides a fairly easy lift from ground-based mining, refining and finishing to orbital construction yards.

It is common knowledge that the ruling oligarchy has been looking for a precedent to unseat Duke Inar. Led by Sir Kreg Ganzir, the former Admiral of Inar's Imperial Navy, they hope to invest one of their own in the Duke's seat. Sir Kreg is well known as a daring and charismatic leader, with significant contacts still in the Navy.

In other words, the capital world of the subsector and seat of the Duchy of Inar is threatened from within. This is a grave issue, because Inar is the strongest Duchy of the sector.

Morninglori (1216) B544585-7

Morninglori is a medium-sized close satellite of a gas giant. Its surface gravity is 0.65 G. Its gas giant has a year of 453 standard days.

'Inar had some Naval contract shenanigans during the Solomani Rim War. That's why you'll sometimes see some distinctive hull designs coming out of Inar's yards. Oh and because of the ducal seat, the rivalries between the yards are going to be lucrative -- for small, independent contractors hired for infiltration, intelligence and sabotage, that is.'

'Given the ongoing friction between the Navy and the Dukes, contracts come and go, waver between local yards and yards elsewhere in the sector and generally are not ever going to be a sure thing for long. The Duke's Office, the Naval Contracts Factor and the Yards all spar constantly; the favour of the Duke may sit well with the Navy this week, or it may sink your proposal beyond redemption.'

'Got a good idea? Take it to the Duke of Inar. He might make you wealthy and important, but you'll want to have the return ticket paid for already. Just in case.'

— Advice from Admiral Aramais P. Lee, Retired

The sky is a deep aqua laced with thin white clouds. The surface is covered with either fertile green fields and forests, or dark blue oceans. There are two continents. The largest is Delhilha. The other continent, Termiala, is unexplored.

It is a peaceful agricultural world, with five main settlements linked by maglev rail to Gloridun downport. All settlements are located on the largest continent. The local military keep the peace with aircraft and tracked AFVs.

Inhabitants of Morninglori adjust to its short rotation period by staying awake for two days and sleeping for one. Most businesses are manned at most hours by workers from one shift or another; however, any given person may be unavailable even in the midst of a daylight period.

Minde's Star (1220) D435452-A

Minde's Star is a cold, small planet on the outer edge of the habitable zone. Its surface gravity is 0.45 G. It has a year of 154 standard days; its day length is 16 hours. There is one moon.

The outpost at Minde's Star was established in 269 by Scout Service astronomers. It is located on the system's outermost world. Today, station personnel number over 30,000.

The system's main item of interest – and its namesake – is the primary, a red flare star. Astronomer Jefersen Minde discovered that the primary varies dramatically in brilliance. In one recorded fluctuation its luminosity increased 60-fold in 30 seconds. The IISS named the system for him when the observatory was built.



The star's fluctuations are sudden and non-cyclical. Nevertheless, forecasting precision has improved due to the body of data recorded over the outpost's lifetime.

Ashasi (1618) E9D5AA8-B

Ashasi is a cold, large close satellite of a gas giant one orbit outward from the habitable zone, with a diameter of 14,500 kilometres and a circumference of 45,550 kilometres. It has a dense, corrosive atmosphere composed of a carbon dioxide mix and a pressure of 2.40 atm. It has ammonia seas covering 50% of its surface and its surface gravity is 1.5 G. Its gas giant has a year of 346 standard days.

Ashasi's capital city, Kuurzaka, owns a hectare of marked, scarred bedrock that serves as the world's chief starport. Kuurzaka's main sections include a warehouse district, industrial centres, the Old City, the business district and large numbers of arcologies. The great Siraba General Hospital is sandwiched between warehousing and industrial districts.

The Old City has a bewildering maze of housing and arcologies from all eras and styles, as well as civic attractions including the classically-built Dazekir Amphitheatre. Right next to the amphitheatre is the urbane Central Akhisa University. Not a kilometre away from both rest housing projects with endemic organised crime problems.

The business district is a tall forest of sleek towers, used by local companies and megacorporate factors alike. Though not much interstellar traffic goes on on Ashasi, still megacorporations do not shun getting a piece of local profits.

Beyond the Ladakmi Arcology lies the Exurban Offices, a complex of single story office buildings. The companies in the Exurbans are of two varieties: struggling start-ups and very successful small businesses. In the surrounding countryside, nestled between medical specialists and premium consumer centres, rest the estates of wealthy corporate executives. Near the centre of the Exurban Offices lives the elite (but huge) Ashasi Planetary Technical College.

DUNMAG SUBSECTOR

Dunmag bears the scars of the Bad War. The Humbolt family, concerned that Atsah subsector's fleets were using Dunmag as stepping-stones to the Inar and Vincennes subsectors, did a lot of damage to several worlds in the subsector. One need look no further for evidence of crimes against the Imperium.

The Bad War resulted in several worlds being made unsuitable for human habitation, such as Andalia (1714), Twinian (2013) and Pagamin (2412).

Sargasso

Hex 1816 is designated as a Sargasso Hex – a hex of near-empty space, which for some reason has become a resting place for inoperational starships and protoplanetary debris. Research suggests that two epistellar gas giants catastrophically collided in this hex, creating a nebular mass of planetoids, ice and dust a light year long, half a light year wide and a million kilometres deep. The resulting cloud is just massive enough to occasionally pull a starship out of jump. Over time, hundreds of ships have been stranded here, some Imperial, some Vargr, a few First and Second Imperium and some from the other sophont peoples.

ALIENS

The Kirissukyoya live on Giikusu (2316). Lurent planetoid ships may be present in the Oort clouds of Petrarch (1712), Orenberg (2011) or Namidshur (2019).

Andalia (1714) C87A447-7

Andalia is a medium-sized water planet. Its atmospheric taint is a result of a biological agent planted in the early 600s. Andalia's oceans have an average depth of 12,600 metres and its surface gravity is 1.4 G. It has a year of 370 standard days; its actual day length is 17 hours. There are two moons. Its average temperature is 23 °C.

The Amber Zone classification is for some of the wilderness areas, which are still infested with biological hazards left over from when the Humbolts destroyed agricultural land in the early 600s. The taint in the air is another residual effect of the Humbolts' biowarfare against Andalia, which harboured an Atsah base at the time.

The population today hunts an imported food beast for export to luxury markets. The Maladig is a tusked, annoying, dangerous, but tasty large animal which has infested the land around Andalia's starport and surrounding settlements.

Twinian (2013) C40447B-7

Twinian is an airless rock with extensive ice sheets. Its surface gravity is 0.8 G. It has a year of 297 standard days; its actual day length is 13 hours. There are two moons.

Before 628 it was a verdant world with a human population in the millions, most of whom came from the Atsah subsector. However, its atmosphere was blown away by orbital nuclear bombardment during the Bad War. It is unclear whether the Humbolt faction or the Atsah faction actually fired the fatal salvos. What is clear is that the action eradicated all life on the planet.

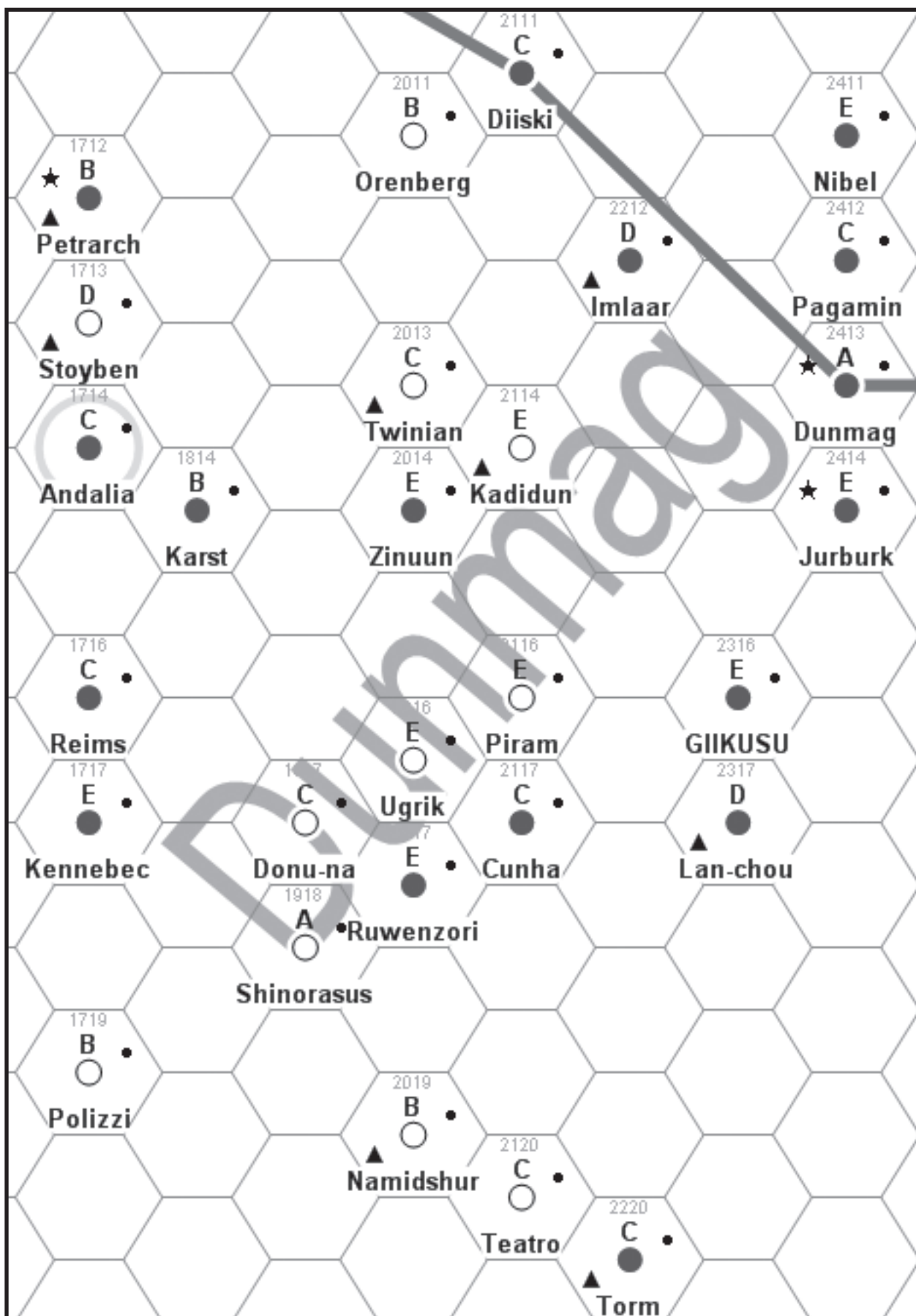
Today, the planet has a small number of independent campsites, little more than portable pressurised domes. Some of the people here are archaeologists and xenobotanists studying the frozen

DUNMAG SUBSECTOR

ANTRA

INAR

ATSAH



USANI



Name	Hex	UWP	Base	Trade Codes	POL	GG	Data
Petrarch	1712	B554853-8	A	Ga	Im		210Im
Stoyben	1713	D31356A-8	S	Ic Ni O:1615	Im	G	211Im
Andalia	1714	C87A447-7		Ni Wa	Im	G	A903Im
Reims	1716	C624779-7			Im	G	601Im
Kennebec	1717	E978552-6		Ag Ga Ni	Im	G	523Im
Polizzi	1719	B402532-D		Ht Ic Ni Va	Im	G	823Im
Karst	1814	B87679B-6		Ag Ga C:2	Im	G	133Im
Donu-na	1917	C560850-9		De Ri	Im	G	525Im
Shinorasus	1918	A410200-E		Ht Lo	Im	G	203Im
Orenberg	2011	B430678-C		De Ht Na Ni Po J:8	Im	G	201Im
Twinian	2013	C40447B-7	S	Ic Ni Va	Im	G	702Im
Zinuun	2014	E4367BA-6			Im	G	911Im
Ugrik	2016	E300000-0		Ba Lt Va	Im	G	021Im
Ruwenzori	2017	E749000-0		Ba Lt	Im	G	003Im
Namidshur	2019	B3106A9-C	S	Ht Na Ni	Im	G	215Im
Diiski	2111	C66A200-8		Lo Wa	Im	G	812Im
Kadidun	2114	E5A2000-0	S	Ba Fl Lt	Im		020Im
Piram	2116	E311777-7		Ic Na	Im	G	611Im
Cunha	2117	C62677C-7			Im	G	324Im
Teatro	2120	C8A78CA-8		Fl	Im	G	903Im
Imlaar	2212	D677551-6	S	Ag Ga Ni	Im	G	423Im
Torm	2220	C556445-9	S	Ga Ni	Im	G	134Im
Giikusu	2316	E647ABC-A		Ga Hi In (Kirissukyoya)	Im	G	105Im
Lan-chou	2317	D855788-6	S	Ag Ga	Im		120Im
Nibel	2411	E688303-4		Ga Lo Lt	Im	G	701Im
Pagamin	2412	C571114-8		Lo	Im	G	502Im
Dunmag	2413	A427138-C	N	Ht Lo	Im	G	201Im
Jurburk	2414	E554000-0	N	Ba Ga Lt	Im	G	002Im

remains on the world surface. Others are simply looters, looking for valuable items left among the dead in the ruined cities.

Giikusu (2316) E647ABC-A

Giikusu is a rich industrial world and the home of the Kirissukyoya. It has a year of 300 days and a day length of 41 hours.

The Kirissukyoya had achieved TL7 by –2000, when they nearly destroyed their world in a global war. The population steadily declined, finally dipping below one million in –1500. Facing extinction, they appealed to the droyne, who had visited them periodically to trade.

The droyne built 10 domed, pressurised cities for the population, administered broad-spectrum medication and installed biological controls to stabilise the atmosphere. By –400 small populations were able to live outside of the domed cities and by –100 the world was fully recovered. At that point

the Kirissukyoya population began growing back to its previous levels.

Their technological growth had been stunted for hundreds of years by Vargr raiders. For whatever reason, the droyne never gave them high technology, so the Kirissukyoya had to fight for themselves. Until the 100s, the Vargr were always stronger.

Imperial scouts came to Giikusu around year 120. For another 100 years they covertly worked with the Kirissukyoya to develop their technology, in exchange for joining the Imperium when the time was right. By 180 the Giikusu natives had begun to build jump-capable starships and overwhelmed the technologically superior Vargr with sheer numbers.

Before the Vargr Campaigns began, the Kirissukyoya had driven their Vargr foes several parsecs spinward. By the time the Campaigns started, Giikusu was accepted into the Imperium.



Pagamin (2412) C571114-8

Pagamin is a medium-sized planet with a surface gravity of 0.85 G. It has a year of 253 standard days; its day length is 27 hours. There are three moons. The average temperature is 3.5 °C.

The starport is located near a shallow, brackish lake; it is one of the few remaining sources of water on the planet. There is no adjacent town: the world's population is scattered in a few small wildcatting operations. Prospectors have come to Pagamin for centuries but have never found any wealth here.

Pagamin serves to remind the sector about what happens when the Imperial Rules of War are absent.

When colonised shortly after the Vargr Campaigns, Pagamin had 40% of its surface covered by seas. It was quickly established as an agricultural world and became a wealthy port. In the 500s it was under the influence of the Duchy of Atsah, which established a military fuel depot there. Seen as an advance base for Atsah aggression, the Humbolts of the Duchy of Vincennes increased pressure on the systems in Dunmag subsector, including Pagamin.

Finally in the Bad War of the 620s, the Humbolts destroyed the military base there. Pagamin's seas were baked away by their orbital bombardment. Most of the ecology and human population died that year. Pagamin will never recover.

Shinorasus (1918) A410200-E

Shinorasus is a small desert planet, with a diameter of 6,540 kilometres and a circumference of 20,540 kilometres. Its surface gravity is 0.45 G. It has a year of 664 standard days; its actual day length is 18 hours. There are four moons. The average temperature is 6 °C.

The inhabitants of Shinorasus came from Namidshur (2019) because of their discontent with its high Law Level. Many were inventors, technicians and artisans. They agreed to have little formal government. Their sealed surface estates are supplied with water and oxygen released from the world's crust. Fuel, repairs and starships constructed at Shinorasus' starport are known for high quality and astronomical cost. Offworld visitors are not encouraged to stay for more than a few weeks.

Shinorasus' orbital starport is home to as many people as are on the surface. Half of them maintain the tiny but high-tech class A orbital port. The other half are scientists studying the planet itself. It used to have a significant air pressure, until one of its moons was knocked out of orbit by Humbolt mass-drivers. Passing in a very close orbit, it dragged the atmosphere out to space with it, killing thousands of the original colonists. The surface water boiled away, leaving behind a nearly dead planet. A few native life forms struggle to survive, which makes for a unique research opportunity for Imperial xenobiologists. The

science team is led by Sir Dannas Guderaan, a professor from the prestigious Dudigiigir University on Usani, who has been visiting Shinorasus for five weeks out of every year in order to study its dwindling biosphere. He and his team work in two groups. One group spends a week on the surface, in a rented habitat serving as a base camp. The other group stays at the starport, using orbital sensors on loan from the University. Each week the two groups trade places. A University-owned 10-ton launch ferries them between the surface and orbit. It is intelligent enough to fly itself on the routine circuit, although for nonstandard destinations or operations a human pilot is required.

The orbital port, nicknamed Shinport, looks deceptively low-tech. It is a delicate-looking torus, rotating around a stationary axis to simulate a 0.8G gravity. Its axis maintains zero-G to aid docking and ship maintenance but its low technology appearance ends there. Next to the docks is the Defence Control Station, a generous bridge where point-defence repulsor banks are operated to keep large chunks of moon and planetoid debris from slamming into the station. The docks themselves have 12 sets of clamps capable of holding craft displacing up to 2,000 tons and there are four entry/exit bay doors. Here repulsor bays are used in ingenious fashion, operating in pairs as energy-based airlocks that allow ships to enter and leave the docking bay without the need for bay doors. In case of power plant failure, bay doors are present and will close quickly and unfailingly.

'Above' the docks is the shipyard. It is very small, with one bay capable of building hulls up to 400 tons. Its single repair bay can hold a ship up to 2,000 tons. Attached to the shipyard is a fully automated manufacturing centre capable of building everything except weapons. All items are produced at TL14 only and require one month per megacredit cost to build a component. The manufacturing is done to order by a specialised set of manufacturing robots. Raw materials are gathered from orbital debris by a 10 ton robotic mining craft. The miner can be stored in a 20 ton robotic lander, in order to gather material from the planet surface.

Parallel to the structural spokes of the torus are gravitic transport lines, which whisk individuals between the docks and the First Floor in seconds. Sophisticated control systems prevent collisions in ingenious and often inscrutable fashion: two people approaching from opposite directions along the same transport tube inexplicably fail to collide.

Visitors tend to be perplexed by the station's smooth operation.

Imlaar (2212) D677551-6

Imlaar is a cold, medium-sized planet on the outer edge of the habitable zone, with a diameter of 9,880 kilometres and a circumference of 31,030 kilometres. Its surface gravity is 0.85



G. It has a year of 532 standard days. There are two moons. Its average temperature is 1 °C. The system has two planetoid belts, three gas giants and three planets.

While the primary star is a G-class, a K-class star orbits it at a distance of five astronomical units. As a result, Imlaar has two different 'day' lengths. The length of its 'primary day' is 29 hours. On the other hand, the length of its 'secondary day' – with the dimmer, cooler K star – is closer to 300 standard hours long.

Imlaar was an early colony world of Giikusu which died back after the homeworld's loss of technology. Today Giikusu has re-established its colony here and as a result Imlaar is a breadbasket for the region.

ATSAH SUBSECTOR

This cross-roads subsector was formed quickly out of the Atsak Federation, a Vargr federation centred on the world Atsah. At about the time the Imperial ambassador arrived at Atsah, the federation was in the midst of collapse. After a show of appropriate military strength and cunning, each world was ceded to a separate Vargr clan warlord, with the exception of Atsah, which was claimed for the 'Imperial' warlord, the Emperor, who ruled by proxy through his Duke. Due to the free-handed dealings by this skilled diplomat, resource-rich worlds are not directly controlled by the Imperium; this caused Arbella to voice her discontent at the solution when she ordered the Xboat route to enter Deneb by way of the Imperial world Sherad and instead granting Atsah one branch, giving the other branch to Segan, the homeworld of a rival clan.

Allegiances in these Vargr states shift constantly, as Charismatic Politics is in full swing on 11 worlds. Imperial presence and a leavening of human populations keep it to a dull roar but each time a world's government changes, its status within the Imperium does as well. Pacification and occupation has been tried but the Imperium, in the form of the Navy and Scout Service, have concluded that pacification leads to unification, which is potentially a far larger problem than a dozen squabbling neighbours. So the Scouts and Navy maintain significant 'gunboat diplomatic' presence in the region, duly update worlds' political leanings as often as possible and let the pot bubble without boiling over.

The current Duke of Atsah, a Vargr named Douzkhoskaegag, has the rare privilege of being the warlord of the Adadh Clan, which makes Atadl his personal fief, while also being the brother-in-law of the warlord of the Segae Clan, whose fief is Segan. Thus the Duke of Atsah can muster the strength of the three most powerful worlds in the Atsah subsector – a fact that has not escaped the notice of Inar and Vincennes.

Atsah maintains a bridge on a single, very large ice asteroid (size 'S') in hex 2814. This links 10 worlds in the Dunmag and Atsah subsectors with a jump-1 main which begins in trailing Atsah and runs throughout the Ian and Khouth subsectors in the Corridor sector. In total this main contains 21 systems in the Deneb sector and another 20 worlds in the Corridor sector.

The public reason for this bridge is to promote jump-1 merchant traffic in the subsector. An unstated but generally understood reason is to permit jump-1 access to Dunmag, the capital world of Dunmag subsector. This allows Atsah to exert influence on Dunmag with relatively cheap jump ships. In contrast, Inar not only needs a minimum of jump-2 but it also has a greater distance to cover: 14 parsecs instead of Atsah's seven.

ALIEN

Several worlds here have a significant Vargr presence. The transplanted Segani live on Segan (2717). Lurent planetoid ships may be present in the oort clouds of Kiirindor, Berora, Segan, Doho, Atsah, Atadl, Zerderu and Sherad.

Atsah (2913) A656750-D

Atsah is a lightly settled but cosmopolitan world. 80% of the population is Vargr. Most of the rest are human. It has a year of 236 standard days and a day length of 11 hours. There are no moons. The orbital starport is high quality, with hotels and casinos designed for ambassadors and megacorporate business conferences.

The downport is expensively designed to look rustic. Walls are simulated mud-brick. Aekhu-Vargr ceremonial artefacts are on display in various starport museum nooks. The hiring hall looks as though it was originally a slave auction block. However, even that is a design element, calculated for effect.

The capital of the subsector and the Duchy seat, the world's number one employer is the subsector government. Every one of the 70 million inhabitants is part of the government. The world is a great producer of that unusual commodity of civilisation: red tape.

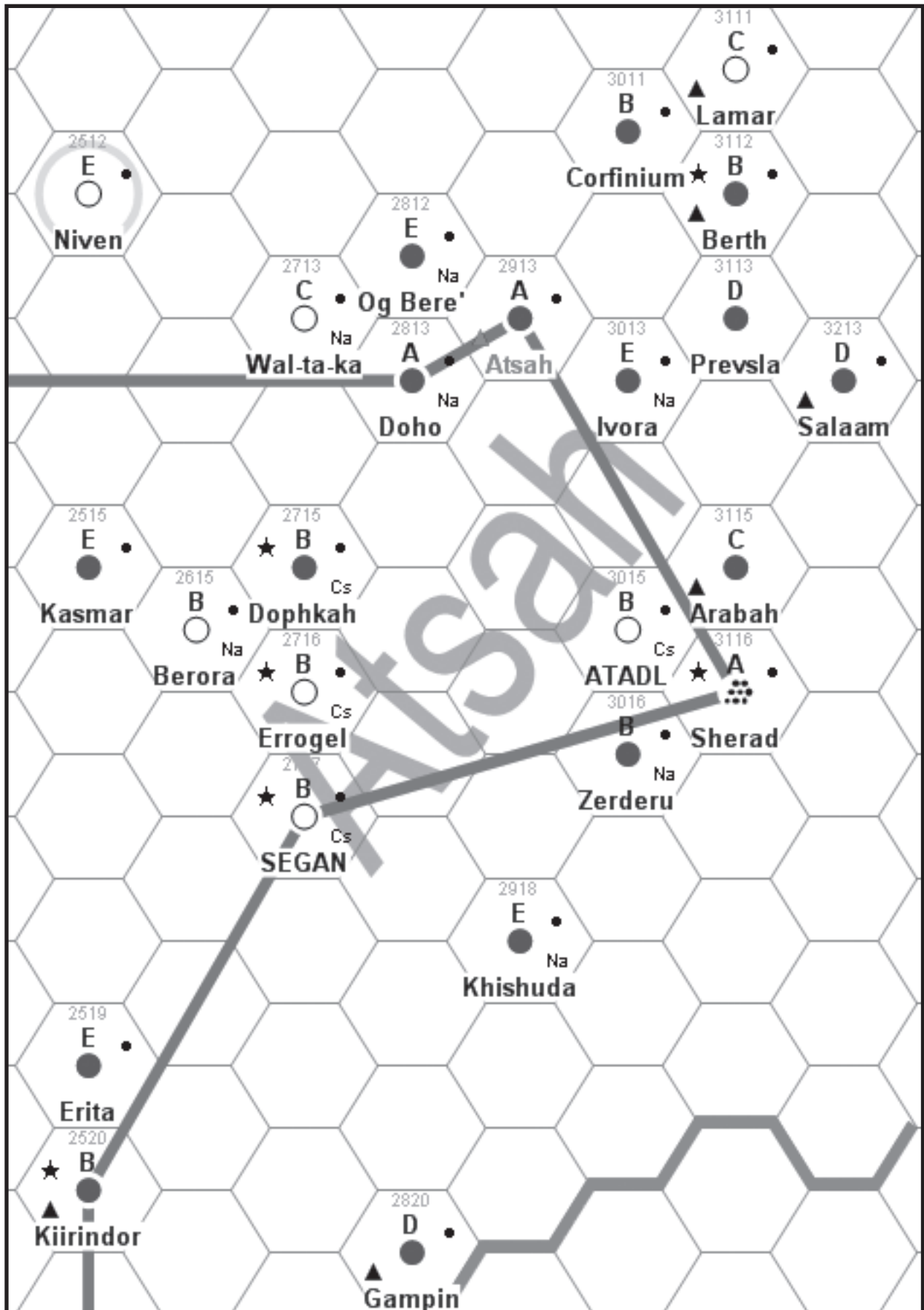
Atsah has had a jump-capable civilisation since before the founding of the Third Imperium. In year zero Vargr warlords already had built a civilisation on Atsah, which was then called Khotsaka. Atsah is a temperate world, with low gravity and Vargr-edible fauna. So the most hospitable world became the capital of a pocket empire.

ATSAH SUBSECTOR

MILLION

DUNMAG

IAN



GENIISHIR



Name	Hex	UWP	Base	Trade Codes	POL	GG	Data
Niven	2512	E9C4237-9		FI Lo	Im	G	A534Im
Kasmar	2515	E631754-8		Na Po	Im	G	101Im
Erita	2519	E99A575-8		Ni Wa	Im	G	113Im
Kiirindor	2520	B546666-A	A	Ag Ga Ni O:2521	Im		310Im
Berora	2615	B100672-D		Ht Na Ni Va	Na	G	822Na
Wal-ta-ka	2713	C560431-9		De Ni	Na	G	601Na
Dophkah	2715	B647777-8	N	Ag Ga	Cs	G	324Cs
Errogel	2716	B550554-A	N	De Ni Po	Cs	G	724Cs
Segan	2717	B5509AB-C	N	De Hi Ht Po (Segani)	Cs	G	504Cs
Og Bere'	2812	E564000-0		Ba Ga Lt	Na	G	023Na
Doho	2813	A696444-C		Ga Ht Ni	Na	G	621Na
Gampin	2820	D668644-6	S	Ag Ga Ni Ri	Im	G	533Im
Atsah	2913	A656750-D	W	Ag Ga Ht Cp	Im	G	723Im
Khishuda	2918	E856000-0		Ba Ga Lt	Na	G	001Na
Corfinium	3011	B543634-8		Ni Po	Im	G	522Im
Ivora	3013	E999533-5		Lt Ni	Na	G	401Na
Atadl	3015	B3109C7-E		Hi Ht In Na	Cs	G	201Cs
Zerderu	3016	B541685-A		Ni Po	Na	G	401Na
Lamar	3111	C410410-7	S	Ni	Im	G	223Im
Berth	3112	B547345-B	A	Ga Lo	Im	G	901Im
Prevsla	3113	D543300-8		Lo Po	Im		410Im
Arabah	3115	C877233-5	S	Ga Lo Lt	Im		820Im
Sherad	3116	A000447-F	N	As Ht Ni Va	Im	G	923Im
Salaam	3213	D576300-5	S	Ga Lo Lt	Im	G	222Im

The Atsah Federation was in the midst of collapse when the Imperial ambassador and Tukera factor Shekhagimu arrived. In short order he had brought most of the subsector into the Imperium and laid a foundation for the conquest of the sector.

Atadl (3015) B3109C7-E

Atadl is a small, cold, desert planet with a trace atmosphere, no surface water and light gravity. It has a year of 266 standard days; its day length is eight hours. There are four moons.

Atadl is a Vargr world with a population in the billions. It is a charismatic oligarchy and its laws forbid most firearms, including shotguns. The starport is located near a deep well for refuelling starships; however, fuel prices are exorbitantly high, generally 10 times the typical price per ton.

Startown is located 80 kilometres from the starport via gravitic lift rail. It consists of a large section of warehouses, industrial blocks and a central city. The rail system connects startown with the Outer Ring: an arc of satellite communities of small business centres, including the large regional Outhak Hospital.

The central city area boasts ten kilometre-high gravitically-stabilised arcologies, stadiums for sports and entertainment and training institutes and colleges. Similarly, the Outer Ring has

theatres and arenas, training centres and Kunlluvagr University but it also has some very wealthy neighbourhoods.

Segan (2717) B5509AB-C

Segan is a hot, medium-sized desert planet one orbit inward from the habitable zone, with a diameter of 7,990 kilometres and a circumference of 25,100 kilometres. It has no surface water and its surface gravity is 0.8 G. It has a year of 892 standard days; its day length is in fact 24 hours. There are two moons. The average temperature is 45 °C.

Segan Downport is a busy trade centre, with continual traffic running between Kiirindor and Sherad along the Xboat route. About 30% of the population are Vargr. Some 400 million humans are found in cosmopolitan cities, clustered near the starport. The remainder of the population are a local sophont people, referred to as Segani.

Extensive surveys of this world show that Segan was originally a toxic hellworld. At some time in the remote past, the world was terraformed by unknown entities and a desert ecosystem was transplanted here from an unidentified homeworld. This includes the Segani, an aggressive sophont group adapted to desert climates, who dominated the system until conquered and absorbed into the Atsah Federation and later the Imperium. The



Segani's history is peppered with world wars and dark ages stretching across millennia, interspersed with periods of peace, trade and economic development.

At their peak in -400, the Segani reached TL10. However, they never developed the jump drive. Even today they shun interstellar travel, because the sensation of travelling in jumpspace tends to drive them insane. The handful which do travel buy low passage.

Kiirindor (2520) B546666-A

Kiirindor is a medium-sized planet, with a diameter of 8,410 kilometres and a circumference of 26,420 kilometres. It has a surface gravity of 0.65 G. It has a year of 322 standard days; its day length is 19 hours. There are no moons. Its average temperature is 28 °C.

Kiirindor's atmosphere is tainted with excess carbon dioxide, which warms it pleasantly but makes breathing difficult. The inhabitants cultivate much greenery in and around their homes to offset this. The planet was colonised from Erita (2519) over the past 200 years and is scheduled for complete independence any time now.

STAR LANE SUBSECTOR

Star lane has no Duke, which means worlds largely have to fend for themselves. Mora keeps the peace on the spinward side. The Duke of Vincennes, on the other hand, likes to think of Star lane subsector as an extension of his Duchy.

The subsector is therefore split into three sections. One section is the independent County of Askigaak. The Count has Marquises in Chaosheo (0130), Rimkuku (0228) and Barbary (0327). The County spreads along the rimward border and reaches toward the centre of the subsector.

Askigaak (0629) and Kernal (0626) together form a considerable force. Count Askigaak fields its fleet of *Gimaxnaa-class* ship squadrons in a defensive strategy; the world is nowhere near powerful enough to best a Duchy in battle; however, the strongest worlds in Star lane are far enough from powers in Vincennes, Sabine and Inar to allow local control of the county. With the technologically adept Sikga of Askigaak and the politics savvy Yafizethe of Kernal, the county is the strongest non-human alliance in the sector.

The second section of Star lane subsector is in the coreward, spinward corner. Mater Nova (0221) is relatively isolated, has a bit of power and has a martial culture. It is therefore able to maintain its own independence from county or Duchy. Its influence can be felt for a few parsecs around it.

The third section is the trailing edge of the subsector. These worlds are dominated by Vincennes subsector and in all but

MINOR PLOT HOOKS

Daumier (0223) – Zach Deshar has some second-hand jump drives and some military surplus drop tanks, as well.

Tlaza (0824) – 'Laddie' Ladalnan Xonhar has some small manoeuvre drives but the real prize is a prototype black globe generator. He will not part with it... except that he needs a package picked up from Maelstrom/Geniishir and brought to him.

name are treated as part of the Duchy of Vincennes. The Duchy often clashes with the County of Askigaak over Kernal (0626).

ALIENS

Star lane is home to no less than three sophont peoples: the Shi'awei of Chaosheo, the Yafizethe of Kernal and the Sigka of Askigaak. Lurent planetoid ships may be present in the oort clouds of Mater Nova, Daumier, Kernal and Askigaak.

Chaosheo (0130) E87A788-5

Chaosheo is a cold, medium-sized water planet on the outer edge of the habitable zone, with a diameter of 12,880 kilometres and a circumference of 40,460 kilometres. Its ocean has an average depth of 5,700 metres and its surface gravity is 1.05 G. It has a year of 324 standard days; its actual day length is 30 hours. There is one moon. Its average temperature is 11 °C.

Chaosheo is home of the Shi'awei, a feral aquatic species.

The Scout Service had long been aware of the Shi'awei but had judged them unready for contact and interdicted the system. The interdiction was broken in 1073 when the Areal Transport starliner Ishgarlu misjumped and crashed in Chaosheo's oceans. Scout observers watched as the Shi'awei explored the wreck, encountering several live humans in the process. The Scouts were forced to step in.

Since then, a simple landing facility has been built and Chaosheo's travel code upgraded from Red to Amber. Trade with the Shi'awei is limited. Contact is typically handled by the Scout service xeno-experts.

Kernal (0626) B566786-7

Kernal is a medium-sized planet, with a diameter of 7,460 kilometres and a circumference of 23,430 kilometres. It has seas of water covering 60% of its surface and its surface gravity is 0.5 G. It has a year of 377 standard days; its day length is 18 hours. There are two moons. The average temperature is 17 °C.

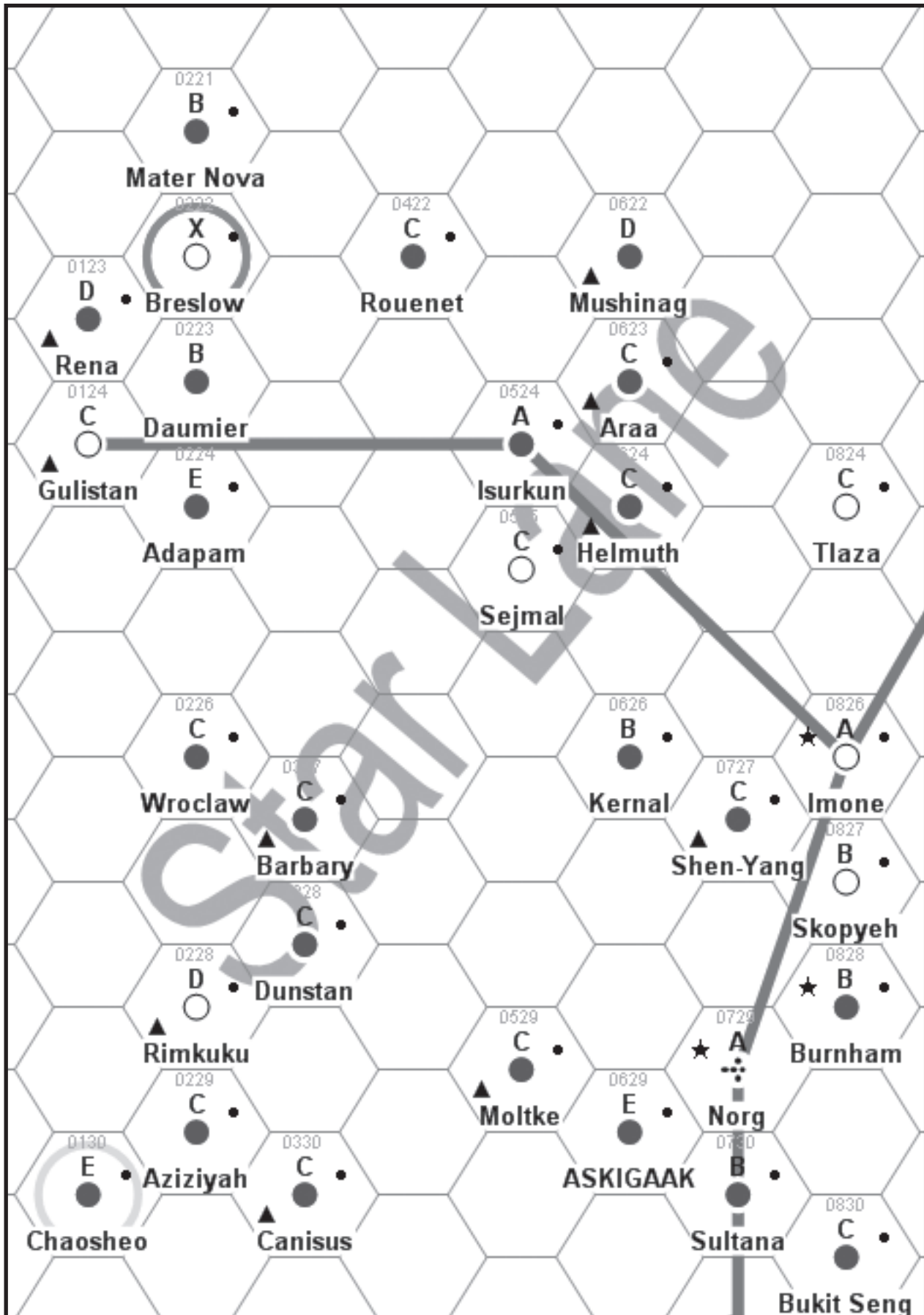
Startown has a population of approximately three million humans. The world itself has a population of 29 million local sophonts. It is a civil service bureaucracy and its laws forbid

STAR LANE SUBSECTOR

SABINE

MORA

VINCENNES



GULF



Name	Hex	UWP	Base	Trade Codes	POL	GG	Data
Rena	0123	D596211-7	S	Ga Lo	Im	G	403Im
Gulistan	0124	CAB5358-8	S	FI Lo	Im		820Im
Chaosheo	0130	E87A788-5		Lt Wa (Shi'awei)	Im	G	A625Im
Mater Nova	0221	B575744-9		Ag Ga	Im	G	314Im
Breslow	0222	X540510-5		De Lt Ni Po	Im	G	R902Im
Daumier	0223	B88A452-E		Ht Ni Wa	Im		510Im
Adapam	0224	E796442-7		Ga Ni	Im	G	822Im
Wroclaw	0226	C5667BF-7		Ag Ga Ri	Im	G	823Im
Rimkuku	0228	D9A8872-8	S	FI	Im	G	324Im
Aziziyah	0229	C86A475-B		Ni Wa	Im	G	624Im
Barbary	0327	C5717CF-5	S	Lt	Im	G	813Im
Dunstan	0328	C649220-8		Lo	Im	G	523Im
Canisus	0330	C4317BA-8	S	Na Po	Im	G	901Im
Rouenet	0422	C562201-A		Lo	Im	G	705Im
Isurkun	0524	A541334-A		Lo Po	Im	G	721Im
Sejmal	0525	C310643-A		Na Ni C:0	Im	G	534Im
Moltke	0529	C646110-8	S	Ga Lo	Im	G	204Im
Mushinag	0622	D575556-8	S	Ag Ga Ni	Im		520Im
Araa	0623	C566254-A	S	Ga Lo	Im	G	522Im
Helmuth	0624	C846203-8	S	Ga Lo	Im	G	922Im
Kernal	0626	B566786-7		Ag Ga Ri (Yafizethe)	Im	G	323Im
Askigaak	0629	E549AA8-B		Hi In (Sigka)	Im	G	901Im
Shen-Yang	0727	C665520-5	S	Ag Ga Lt Ni	Im	G	502Im
Norg	0729	A000114-D	N	As Ht Lo Va	Im		720Im
Sultana	0730	B649414-9		Ni	Im	G	521Im
Tlaza	0824	C303100-A		Ic Lo Va	Im	G	913Im
Imone	0826	A9C4555-F	N	FI Ht Ni	Im	G	613Im
Skopyeh	0827	B500534-C		Ht Ni Va	Im	G	902Im
Burnham	0828	B664379-8	N	Ga Lo	Im	G	501Im
Bukit Seng	0830	C542334-8		Lo Po	Im	G	404Im

most firearms. Its tech is equivalent to the semiconductor age. The world is a wealthy breadbasket world, shipping luxury foods to the Deneb and Spinward Marches sectors. Except for interstellar workers, the population is made up of the Zethe (from the full name for themselves, Yafizethe).

The Zethe have recently completed the consolidation of their world from a number of competing states. Official contact with the Republic of Saaldi by the IISS in 400 resulted in rapid diplomatic progress. However, a lack of easily exploitable natural resources insulated the world's people from megacorporate investment or exploitation, leaving the world more or less on its own. In the 600s, however, the Sigka from Askigaak were sending out their newly-built starships into the subsector and hammered out a minor trade agreement with the Kaajsu Kingdom, a rival of the Saaldi. With occasional tactical help from the Askigaak outworlders, Kaajsu began a slow expansion that resulted in its first planetary conquest

in 720. However, at the time it had a low technological level, which fuelled a number of civil wars. One notable incident in this era was 846, when 50 members of the ruling nobility of two powerful states voluntarily, physically sacrificed themselves on a stone altar to unify their nations. This unprecedented act exploited a legal loophole in the complex Rules of Peace and forced key nations to set aside their differences. By 1060 Kernal had a world-spanning communications system, helping support a single, global government. So far the world has avoided additional major wars, though minor, regional conflicts flare up as city-states fight for resources or try to settle old scores.

The long process of reconquest resulted in a class of skilled diplomats, negotiators and lawyers, collectively called peacemakers, whose skills are useful on the interstellar scene. In particular, many of these peacemakers are employed by the Sigka to negotiate among the Dukes Mora, Vincennes, Inar and Sabine.



Askigaak (0629) E549AA8-B

Askigaak is a medium-sized planet, with a diameter of 7,800 kilometres and a circumference of 24,500 kilometres. It has seas of water covering 92% of its surface and its surface gravity is 0.45 G. It has a year of 119 standard days; its actual day length is 28 hours. There is one moon. The average temperature is 23 °C.

Askigaak has a population in the tens of billions. It is a charismatic dictatorship and its laws control long bladed weapons and forbid open possession. Its tech is equivalent to that of an average interstellar civilisation.

Askigaak is home to an aquatic sophont people known as the Sigka. Sigka swim in large colony groups, often numbering in the hundreds of thousands, through the oceans of Askigaak, which average 6,000 metres in depth. It is estimated that there are two *millions* of these colony groups scattered throughout Askigaak's ocean. The reason for such vast numbers is the Sachupe: large, voracious predators which continually chase – and feed – on these colonies.

VINCENNES SUBSECTOR

The colonisation of Vincennes subsector began in the 140s. In recognition of its position as a nexus of regional activity and technological innovation, Vincennes was made the subsector capital in 243, when District 192 was integrated into the Imperium as Vincennes subsector.

Vincennes is a producer of high-quality TL15 equipment, defences and starship components. Its government research labs, in cooperation with the think tanks on HRD, also produce early TL16 components, which are used in government/military starships.

Aliens

The xenophobic Yaitlat live on Peres and Jonkeer is the original homeworld of the genetically engineered Jonkeereen. Lurent planetoid ships may be present in the oort clouds of Northammon, Teyobald, Irumunu, Vincennes, Dekha, Achemadon, Bishop, Taburi Nen and HRD.

Northammon (0921) B764667-A (K5 V)

From orbit, Northammon looks like a cold, mountainous wasteland, unforgiving and unsuitable for colonisation. Its distance from its K5 V primary, Kalighril, has little effect on the weather. However, the moderate number of solar flares combined with Northammon's 1.4 atmosphere pressure results

in constant stormy weather. Clouds swirl to strong coriolis forces throughout the year in both hemispheres. Large, cold seas wrap the temperate zones in a chilly embrace, resulting in strong, predictable and cold typhoons. A short warm season melts the snow cover from the lowland subtropics but three weeks later the brief reprieve is over.

On the other hand, the equatorial region has no large bodies of water and a more stable and temperate climate. Its rolling hills and river valleys are more pleasant than the cold zones. Six wide mountain ranges, skirting the edges of four of the world's six tectonic plates, serve as barriers to subtropical blizzards. Numerous fault lines along the plates are the cause of frequent earthquakes.

NORTHAMMON LUXURIES

The planet is a major economic force in the region with its powerful agricultural sector and active vehicle-building industries. Most worlds in Vincennes, Star Lane and Inar subsectors actively import delectable Northammonese foods. Northammonese industry is known to produce some of the most efficient and dependable farming vehicles in the Imperium. R&D divisions are expanding into military and commercial markets as well. The Circumspect Starhawk enclosed grav cycle is currently making waves in the civilian gravitic vehicle industry.

CITIES

Northammon has three major cities, Tergin (2,000,000), Gebhardt (800,000) and the capital, Metro-Javinovich (350,000). Tergin and Metro-Javinovich contain Starport B facilities. Gebhardt currently maintains a D-quality installation. A small orbital level C facility, Northammon Orbital Starport (population 12,000) serves the needs of travellers who use the system only as a stopover. The planet-bound cities are all located in the tropical region and for the most part serve megacorporate interests.

FLORA AND FAUNA

Like many of the systems in the Vincennes Cluster, Northammon's indigenous life for the most part resembles that of Cambrian-era Terra. Most notable among Northammon's native life forms are the lichens and shrubs of the northern and southern tundra. Bursting through the volcanic soil of the mountains and plains, these life forms have shown uncommon resiliency.

EARLY HISTORY

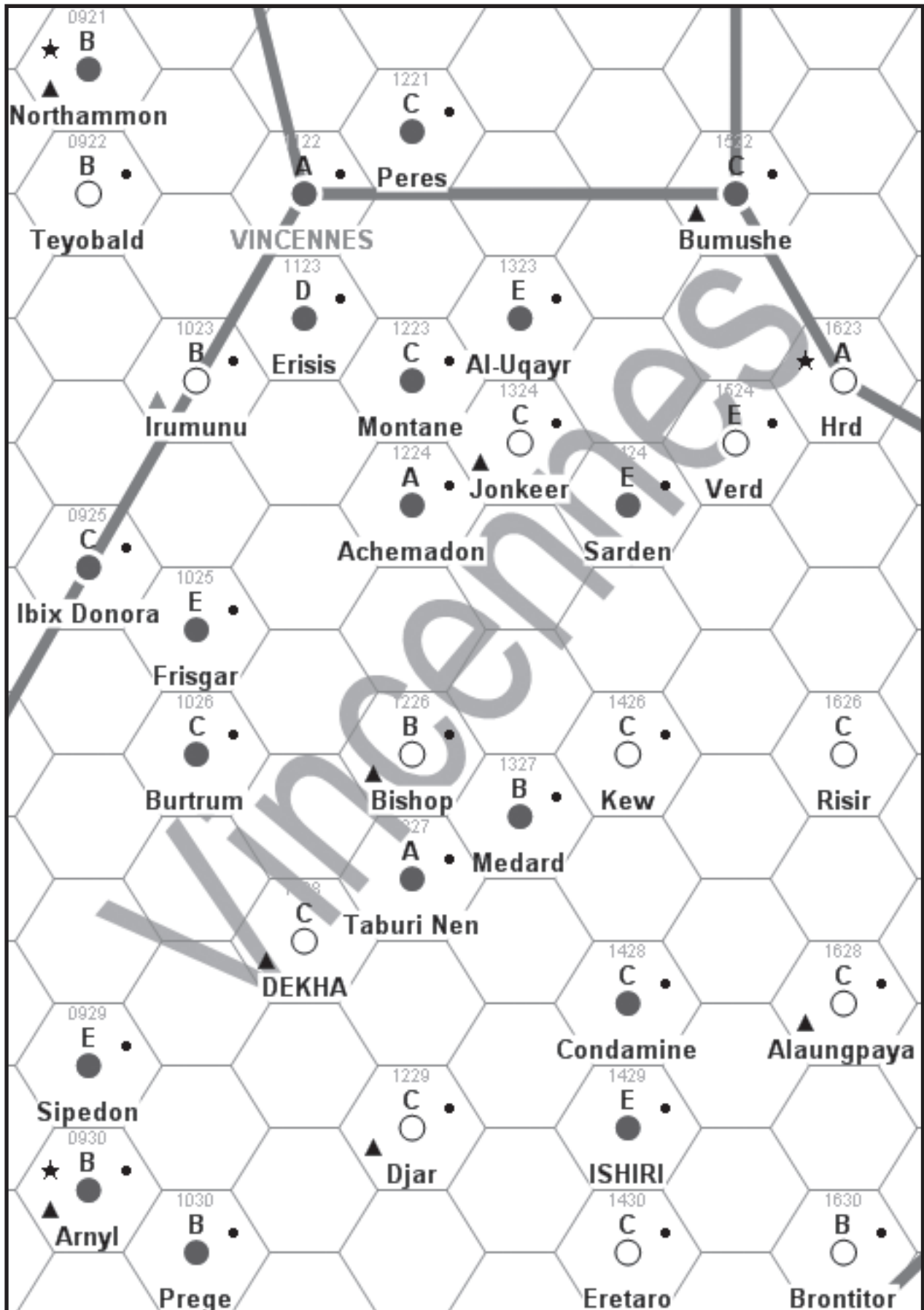
With capital funding by Zirunkariish and equipment from Ling Standard, the first settlement was established in 190, shortly

VINCENNES SUBSECTOR

INAR

STAR LANE

USANI



ZENG



Name	Hex	UWP	Base	Trade Codes	POL	GG	Data
Northammon	0921	B764667-A	A	Ag Ga Ni Ri Mr	Im		620Im
Teyobald	0922	B8B3545-C		Fl Ht Ni	Im	G	822Im
Ibix Donora	0925	C432245-9		Lo Po	Im	G	901Im
Sipedon	0929	E5536AB-6		Ni Po	Im	G	902Im
Arnyl	0930	B683697-8	A	Ni Ri	Im	G	723Im
Irumunu	1023	B7B3620-B	W	Fl Ni	Im	G	101Im
Frisgar	1025	E424752-9			Im	G	401Im
Burtrum	1026	C5387A9-8			Im	G	501Im
Prege	1030	B79A678-9		Ni Wa	Im	G	702Im
Vincennes	1122	A899AA6-G		Hi Ht In Cp	Im	G	113Im
Erisis	1123	D679443-7		Ni	Im	G	913Im
Dekha	1128	C100A9A-F	S	Hi Ht In Na Va	Im		210Im
Peres	1221	C536224-6		Lo (Yaitlat)	Im	G	801Im
Montane	1223	C683104-7		Lo	Im	G	122Im
Achemadon	1224	A5477BB-A		Ag Ga	Im	G	701Im
Bishop	1226	B201553-E	S	Ht Ic Ni Va	Im	G	524Im
Taburi Nen	1227	A54658A-B		Ag Ga Ni	Im	G	121Im
Djar	1229	C3008CE-7	S	Na Va	Im	G	102Im
Al-Uqayr	1323	E567259-5		Ga Lo Lt	Im	G	513Im
Jonkeer	1324	C5908C9-9	S	De (Jonkeereen)	Im	G	401Im
Medard	1327	B421425-C		Ht Ni Po	Im	G	701Im
Sarden	1424	E552652-7		Ni Po	Im	G	501Im
Kew	1426	C512103-B		Ic Lo	Im	G	313Im
Condamine	1428	C665578-7		Ag Ga Ni	Im	G	921Im
Ishiri	1429	E56598A-7		Ga Hi	Im	G	521Im
Eretaro	1430	C9C4100-B		Fl Lo	Im	G	901Im
Bumushe	1522	C68A657-7	S	Ni Ri Wa C:6	Im	G	324Im
Verd	1524	E550433-6		De Ni Po Jw	Im	G	102Im
HRD	1623	A401654-F	N	Ht Ic Na Ni Va	Im		810Im
Risir	1626	C430225-9		De Lo Po	Im		310Im
Alaungpaya	1628	C540794-8	S	De Po	Im	G	601Im
Brontitor	1630	B9C4210-9		Fl Lo	Im	G	904Im

after a detailed survey discovered rich resources on the world. Overextension of the supply lines to the planet left Northammon to fend for itself for 30 years, nearly resulting in colony failure. The world population, which had risen to 20,000, fell to under 8,000 people. The scarcity of supplies resulted in some clans leaving for more hospitable environments. A few hundred left for Isurkun in 202, a few thousand left for Achemadon in 208 and another few thousand left for Kauai in 210.

The hardy people who remained and the trickle of daring colonists who settled afterward, formed the core culture of Northammon. They developed a strong sense of self-reliance that remains to this day. Northammonese always welcomed newcomers and the population eventually spread far and wide across the world's surface, establishing ranches and farms up into the cold subtropical belts.

COLONY GROWTH

In 397, ex-scout and entrepreneur Lewis Tolliver discovered records of Northammon's rich natural resources at the Imperial Archives on Vincennes. He registered a claim with Northammonite Frontier and mounted a massive colonial expedition to bolster the extant colonies. Before anyone knew it, Northammon was a virtual boomtown.

First, Tolliver outfitted a low-cost expedition composed of detached duty scouts with surplus sensor equipment and trained Kians for transportation. They quickly performed detailed surveys of the planet's resources. To their surprise, the planet was rich in plant life, with over 600 edible species.

The Tolliver group and successors quickly helped to establish agricultural combines to exploit the lush Northammonese



crops. While most of planet species grow in the temperate tropical region, high numbers of crops are exported from the northern and southern tundra. The edible lichens and fruits of the southern region are an interstellar delicacy.

INDUSTRIAL GROWTH

By 800, the Northhammonese population had grown to over four million inhabitants. Their cultural emphasis on self-reliance spawned several government-subsidised programs to independently develop technology on the planet. To this end, the former representative democracy of the planet began to import materials for the production of starships, vehicles and computers. The industrial sector began to grow, serving the needs of agricultural interests.

MEGACORPORATE INVESTMENT

The agricultural combines were able to stave off megacorporate investment until 962. At this time, various factors contributed to a worldwide depression that threatened to unhinge the infrastructure of the planet's economy. Nora Tandy, a local gravitics builder, brought in a consortium led by representatives of Ling Standard Products and Sternmental Horizons Venture Capital division, who would revitalise the economy of the planet.

They expanded the economy for a half century. Agricultural exports grew to the point that the 'Northammon Grown' cargo module stamp became ubiquitous on every inhabited system within 12 parsecs. Megacorporate and sectorwide corporate developers flocked to Northammon to get a piece of the pie.

Combine resentment reached its climax when six anti-megacorporate development militias (called 'terrorists' by the megacorporate-sponsored media) attacked dozens of industrial installations in a concerted effort to derail their operations. Corporate security teams and offworld mercenaries took up arms against the militias but found it difficult to fight the guerilla-style troops, who knew the nooks and crannies of Northammon's mountain ranges and valleys.

IMPERIAL INTERVENTION

In an effort to restore the peace, the Imperium removed the corporate-dominated government of Northammon and installed moderate agriculturalist General Paul Javinovich, from the ranks of Northammon's standing army, as the planetary dictator. While the military rule of Javinovich and his successors has kept the peace, the seething hatred between the local and offworld interests has never been fully healed.

Vincennes (1122) A899AA6-G

Vincennes is a medium-sized planet, with a diameter of 13,320 kilometres and a circumference of 41,840 kilometres. It has a dense, tainted gas mixture and a pressure of 2 atmospheres

at sea level. Seas of water cover 90% of its surface and its surface gravity is 1.5 G. It has a year of 199 standard days; its day length is 33 hours. Its average temperature is 25 °C, with a seasonal variation ranging from -20 °C to 66 °C.

Vincenzi life is generally compared to that of Cambrian-era Terra. Notable among Vincenzi lifeforms are beam, a bamboo-like plant structure that grows in Vincenzi oceans and rockmat, a porous rock-hard substance that grows around the rocky formations of The Shoal, much like Terran coral.

Vincennes is the technological jewel of Deneb. It is the only TL 16 world in the Imperium, capital of its subsector and a major economic, political and communications hub. Vincennes exports high-tech products throughout the region. Vincennes has unusually high levels of technology in robotics and communications. Robots perform virtually all the labour in the undersea mines, with sophonts performing the administrative and decision-making tasks. In the gravitic cities, robots act as stewards, janitors, concierges and so on. Equally-advanced communications technology allows these robots to be directed from the comfort of one's own quarters, leading to an extremely domestic lifestyle.

The majority of Vincennes' population lives in undersea settlements along a continent-sized shallow region known simply as 'The Great Shoal'. These communities are primarily concerned with mining and industrial production. The largest of them is the Kehmed Megalopolis, home to over half the planet's population. A smaller percentage of the population, generally the higher social classes, lives in massive gravitically suspended cities that hover far above the planet's surface.

ORIGINS OF VINCENZI HIGH TECHNOLOGY

Vincennes orbits Ember, the close companion of the system primary, Undraczech. Because of the proximity of the two stars to one another, Vincennes' orbit takes it almost directly between Ember and Undraczech. The weak stellar output of red dwarf Ember is insufficient to support life on its own. When Vincennes is in close proximity to Undraczech, however, intense stellar radiation produces extremely high temperatures and inclement meteorological activity on the planet. The result is that Vincenzi temperature and weather patterns vary greatly over its 199.27 day orbit around Ember.

During Vincenzi summers, when the planet is directly between the two suns, temperatures climb to an unbearable 66 degrees C. Massive convection storms sweep the planet and the intense heat releases sulphur compounds from the planet's ocean depths, shrouding the entire globe in blustery cloud formations. Autumn is the rainy season, with the highly acidic taint of the planet's atmosphere producing acid rain storms that force



Vincenzi to don protective clothing and breathing masks when going outdoors. During winter, when Vincennes is at its most distant point from Undraczech, the temperatures drop as low as –20 degrees C. Icebergs dot the ocean surface around the globe, with polar ice caps forming in the southern and northern extremes. Spring is the most pleasant season, during which the temperature is at a comfortable level and the atmospheric taint is reduced to the point that the normally reclusive Vincenzi can actually come outdoors and breathe in the open air.

Vincennes is rich in natural resources. Underneath Vincennes' deep, nearly worldwide ocean (Vincennes features a 94 percent hydrosphere), abundant deposits of ores and radioactives await industrial development. While several sprawling undersea metroplexes have been erected over the centuries to exploit Vincennes' resources, many geological surveyors believe Vincenzi industrial interests still have only scratched the surface.

The difficult prospect of doing business on Vincennes spawned an active research and development community. Vincenzi innovation in communications, robotics and environmental technology have made it possible to operate in an otherwise unsuitable climate.

SOCIETY

Notable among the Vincenzi metroplexes are Kehmed (the capital city), Burke (the newest of the metroplexes), Markel (dominated by SuSAG industrial concerns) and Willis. All of the metroplexes include scores of arcologies and domed cities, as well as satellite gravitic cities that hover above the Vincenzi ocean, serving the ore transportation and trade interface needs of their undersea cohorts. Kehmed, far and away the most populous metroplex, includes an astounding 77 gravitic cities within its dominion.

The gravitic cities come in numerous shapes and sizes and generally serve specialised purposes. Melchen, for instance, primarily serves the tourist and entertainment sectors, while Malin Tekhar and Dumorov are more industrial in nature. Remote Foxhunter, an irregular-formation gravitic city, inhabits Vincennes' horse latitudes, avoiding the worst of the planet's weather by deftly increasing its altitude during the summers. Many of the gravitic cities descend to the surface of Vincennes during the more stable winter and spring seasons. During these periods, ores and manufactured products are easily shipped from the undersea metroplexes to the floating gravitic cities via submersible.

The solitary archipelago of the world, known as The Shoal, is sparsely inhabited. Due to seismic instability and heavy erosion during the summers, its rocky surface supports very few permanent habitations. Only Vincennes Down Starport and its surrounding community maintain a large permanent presence. During the stormy summers, landings at Vincennes Down

EQUIPMENT

Equipment likely to be found on Vincennes:

1 – Neural Pistol. A prototype version of the Neural Pistol (See the Central Supply Catalog for more details).

TL 16

Range = Line of Sight

Skill = Gun Combat (neural weapons)

Damage = Telepathic Assault

Auto = No

Cost = Cr 750,000

Mass = 1 kg

2 – Early Meson Transceiver, Man Portable. A stand-alone meson communications device which can send and receive under its own power. Consists of a backpack unit and a handheld wireless comm.

TL 16

Mass 20 kg

Range Regional (500km)

Cost 10,000

3 – Life Sensor. An evolution of the Neural Activity Detector. The Life Sensor detects the presence of any lifeforms (not just brainwaves) to a range of 150 metres (See the Central Supply Catalog for details of the Neural Activity Detector).

TL 16

Mass 10 kg (backpack unit)

Range 150m

Cost Cr 10,000

4 – Vacc Armour. Better protected against unusual levels of radiation than other suits.

TL 16

Protection 17 (23 against radiation damage)

Required Skill: Vacc Suit 0

Cost Cr 100,000

Mass 20 kg

5 – Improved Gravitic Powered Plate. An improved powered armour suit with integrated lifters, superior sensors and a month-long (720 hour) battery life (See the Central Supply Catalog for more details on Powered Plate armour).

TL 16

Protection 17

Required Skill: Vacc Suit 0

Cost Cr 5,000,000

Mass 32 kg

would be nigh-impossible if it were not for advanced Vincenzi manipulator technology that enables the starport to gravitically guide starships to safety.



Advanced robotics perform virtually all dangerous or undesirable tasks on Vincennes, including mining operations, zero-G ops in orbit and deep-sea construction.

Because of the Vincenzi tendency to use high-tech communications for most of their business contact, offworlders will discover that most of the people they meet on Vincenzi streets are other offworlders. Just because Vincenzi tend to stay in their local townships does not mean they are unfriendly, however.

When large numbers of Vincenzi do get together, they hold gala events, parties and festivals that rival any in the Imperium. In the spring, Vincennes' gravitic cities retract their roofs and millions of people gather in plazas, parks and the streets to engage in spring festivals and celebrations.

OBTAINING VINCENZI TECHNOLOGY

Traders and travellers coming to Vincennes for high-tech goods are not disappointed in the selection but they may be a bit miffed by the amount of bureaucratic red tape they have to cut through to buy any of it. The planet's high-tech market sells TL-16 goods primarily at the planet's orbital starports and Vincennes Down Starport.

Established free traders of the Vincennes Cluster make large-lot purchases of Vincenzi tech and given the right price, are often willing to sell small or individual quantities of high-tech goods. Small-lot or individual purchases of Vincenzi equipment are therefore made, for the most part, not on Vincennes but in nearby systems.

Vincenzi starships are renowned for their quality and ample use of TL-16 technology. Because of the planet's proximity to Depot, Vincennes manufactures very few warships. A few escort and frigate variants are manufactured on Vincennes for the purpose of defending tech shipments or agricultural products from Paven but for the most part, Vincennes concentrates on producing traders, liners and exploratory vessels.

Perhaps the most well-known of Vincenzi starship designs is the 300-ton Gushiken-Class Free Trader. The Gushiken uses TL-16 technology to minimise the volume taken by fuel and drive components and maximises cargo space. The ship was originally intended for microjump transportation of grain from Paven to Vincennes but has since been adopted for more universal use.

GOVERNMENT

Vincennes has been ruled by the Duke and marquis of Vincennes for several centuries, a position appointed directly by the Emperor after the controversial fall of the Humbolt family. The Humbolts had ruled Vincennes for almost four centuries when they were removed from power and exiled in 628 for several violations of Imperial law, the most heinous of which

was the exploitation and torture of the native sophonts of nearby Peres System.

For the most part, actual political power resides with the District Councils of each metroplex. Day-to-day legislative and judicial activities are the realm of the councils, who owe fealty and give lip service to the Duke.

MILITARY AND LAW ENFORCEMENT

Vincennes maintains its modest military and law enforcement requirements through The Special Branch, a relatively small police organisation with a considerable network of contractors. The ranks of The Special Branch have swelled to over 20 million permanent employees in recent years in order to combat the increasing presence of organised crime and the illegal activities of The Pack, a Vargr crime syndicate. The Special Branch continues to employ millions of contract employees in its law enforcement endeavours as well.

Vincennes maintains no standing army. Mercenary groups are occasionally employed to supplement military operations on Vincennes.

Although no formal naval base exists in Vincennes System, the Imperial Navy maintains a large presence at Defense, Paven and Stopover, three of the outer-system worlds. Defense operates a considerable System Defence Boat and small Destroyer fleet. Paven, the primary agricultural producer of the system, is heavily guarded by a regiment of crack Imperial Marines. Stopover contains a refuelling depot for Imperial Naval ships.

HRD (1623) A401654-F

HRD is a small, cold planet, with a diameter of 6,460 kilometres and a circumference of 20,290 kilometres. It has no atmosphere. It has deep channels of icy water covering nearly 10% of its surface and its surface gravity is 0.6 G. It has a year of 1,514 standard days; its actual day length is 16 hours. There are three moons. Its average temperature is 8 °C.

HRD is Deneb's primary think tank, with experts in every field applying their skills to the Domain's problems. The world's economy is almost exclusively sustained by the various research projects being conducted there. The world's political structure revolves around several corporate centres, all vying for contracts and engaging in industrial espionage. The Directorate is managed by a council of corporate representatives, with megacorporations providing most of the basic infrastructure and basic services.

The facility is a nexus for top-notch military engineers.

HRD is home to the HRD Imperial Technical Academy and the Imperial Naval Academy at HRD, adjacent to the world's capital city, Control. Both schools are highly reputable. In stiff competition



is the civilian HRD Polytechnic University, located at Innovation, the planet's second-largest city. Renowned for the high academic credentials of its faculty, HRDPU instructs students in military and civilian technology, as well as a broad spectrum of the classics and humanities. Students at HRDPU look down their noses at the rigid spacers of the military academies.

HRD is governed by the Directorate Research Council (DRC). The DRC consists of Corporate Councils recruited from the five most prolific corporations on the planet. Every five years, an independent audit is performed to determine which corporations are most fit to run the DRC.

Currently, the ruling corporations are Ling Standard Products, GSbaG, Makhidkarun, SuSAG and Sternmental Horizons. The fifth slot, run by Sternmental, was recently held by Instellarms until the other four ruling megacorporations ousted the weapons manufacturer as punishment for devastating a portion of HRD's southern hemisphere with an illegal meson weapon testing program. Several such ousters have occurred over the planet's history. Most economists and sociologists attribute this phenomenon to the extremely competitive nature of HRD society. Political acrimony is commonplace on HRD.

Significant discoveries have been made on HRD in the areas of antimatter power generation, manipulators (or tractor/repulsors, as they are sometimes called), subspace communications, meson technology, materials technology, matter teleportation, terraforming and black globe studies. A large portion of the cutting-edge technology in the Imperium was spawned at least in part in the laboratories of HRD.

HRD has two major cities, Control and Innovation. Linked to one another by an extensive maglev rail system, the two cities lie approximately 450 kilometres from each other. Both cities feature domed starport and startown facilities aboveground and expansive business and residential subterranean sections.

Control, the location of the downside naval base, is more or less bifurcated into the corporate sector and military sector. The corporate sector houses and employs individuals working exclusively for corporate military contractors. Social and entertainment facilities in Control's corporate sector tend to be of the more mundane variety. Families typically enjoy a night out at one of the city's plethora of restaurants, followed by a holofilm viewing or gambling in the casino district.

The military sector features a somewhat dilapidated housing section and a score of bars and discos. Among Marines and naval enlisted men, the Citadel tends to be the most popular watering hole. This expansive nightclub features a full slate of raunchy entertainment and some of the strongest ale to be found in the trailing portion of the Imperium.

Brawls are not uncommon at the Citadel. While the bouncers at the bar are rather effective at quashing such affairs for the most part, a full-scale bar fight nearly wrecked the joint recently when a Marine NCO insulted a naval SEALs (Sea-Air-Land-Space) special ops officer.

At the other end of the spectrum is the staid HRD Naval Officers' Club, a posh bi-level establishment located in the surface dome of Control. Naval officers enjoy the refined environment of the club and descend to 'The Catacomb' for gambling and less reserved entertainment.

In sharp contrast with the somewhat blighted military residential and commercial districts, the adjacent naval and Marine training centres and barracks are well-funded and equipped operations. Currently administered by Commodore Willa Velakusian, the dirtside naval base is a meticulously maintained facility.

Innovation is home to scores of sidewalk cafes, in which all manner of discussion and debate occurs on any subject, technological, theoretical or historical.

While 95 percent of HRD's population lives and works in Control or Innovation, the remaining inhabitants occupy the planetary outback. Corporate researchers at HRD's polar ice caps, fault line research facilities, geological survey divisions and low orbital zero-G pharmaceutical facilities generally use imported TL16 communicators from Vincennes to maintain contact with their families in the cities. Thickly padded and radiation-shielded vacsuits, often also imported from Vincennes, are worn when it is absolutely necessary to venture into the outdoors.

Recent rumours concern hidden installations and unreasonably heavy Naval patrols. Other journalists have noted the large number of transient droyne that regularly pass through the system. Accounts of small bodies insystem having been moved by no identifiable means continue to circulate.

HISTORY

HRD was part of the First Survey effort, originally labelled 975-003. It was settled by the Imperial Navy in 222. They established an industrial mining centre there. The navy exploited the planet's natural resources until the Starn beltstrike of 259.

HRD PLOT HOOKS

HRD Memo #1: A GSbaG spy manages to steal LSP's prototype plan for a new jump drive.

HRD Memo #2: An Instellarms agent steals and patents Tactical Solutions' latest fusion rifle design, eight months before its target date to market.



975-003 produced substantial industrial-grade radioactives for exportation to pre-stellar worlds. They also conducted early research on many topics of naval interest, including jump drive, power plant and starship weapons, primarily in support of the Vargr Campaigns raging through the subsector at the time.

As in other ventures, the Imperial Navy built expensive, top-notch research facilities there, whole sections of which were seldom or never used. In the 270s, several controversial audits of Imperial Navy frontier expenditures were released, which caused a minor unsettling among sector nobility. Admiralty decided it was in their best interests to convert rather than scrap the expensive facility. From the 300s through the 500s it was solely used for naval research.

Several megacorporations announced their interest in purchasing the facilities for private use in the early 600s. The controversial Humbolt family of Vincennes established themselves as the executor of a deal that would establish a permanent multi-corporation research facility on 975-003. The planet became the Humbolt Research Directorate (HRD). The Humbolt family aggressively recruited megacorporate participants in this unprecedented project. Eager to get their hands on the technology of the little-used naval research facility, megacorporate liaison teams flocked to HRD.

Financing came primarily from Hortalez et Cie. Ling Standard Products managed the electronics, power and heavy weapons section. Advanced communications research equipment and personnel was provided by Makhidkarun, while the robotics centre was provided by Naasirka. SuSAG set up psionic and anagathic drugs research and Sternmetal Horizons developed mining technologies.

By the mid-700s, the Imperial Navy had re-established a presence on HRD at the planet's class-A orbital starport. The navy brought in much needed capital to the megacorporate research concerns on-planet. Naval contracts were liberally handed out to the think tanks and technological research facilities. By 800, the navy commanded over 90 percent of HRD's resources.

USANI SUBSECTOR AND GENIISHIR SUBSECTOR

The Duchy of Usani is not powerful and is surrounded by powerful subsectors. Its only asset is in having the sector capital, in name at least. The Duchy's coffers barely keep it from becoming like Dunmag (G). However, Usani does not really control its own borders, except rimward. Geniishir's functions are largely administrated from Usani.

Deneb, the sector capital, is home to an adept and enterprising sophont people. Usani also administers Vast Heavens.

ALIENS

The extinct Kurakhash used to live on Newpenton thousands of years ago. Deneb is the home of the Nenlat. Lurent planetoid ships may be present in the Oort clouds of Liran, Deneb, Nyassl, Usani and Maelstrom.

Tetzel (1823) B643232-B

Tetzel is a temperate world orbiting a main sequence F3 star. Its year length is 708 days and its day length is 37 hours.

Adjacent to the starport, and claimed by the Starport Authority of Tetzel, is an armoured bunker. The bunker is always guarded, by personnel as well as computer-controlled surveillance. During working hours, the bunker is open for public tours, for only Cr. 10 per person.

Inside the bunker is a lift platform that descends to the foot of a subterranean base from the Ancients' period. The base contains four empty rooms and a fifth room. One of these rooms still has the corroded residue of heavy machinery. The fifth room contains a massive-looking model globe of Tetzel, mostly embedded in the floor. The model is movable and appears to portray the current conditions of the world. During working hours, the globe can be consulted for the general disposition of ships in Tetzel's airspace and near orbit. Communications equipment has been installed here in case of need.

Deneb (1925) B537ADD-C

Deneb is a medium-sized planet, with a diameter of 7,820 kilometres and a circumference of 24,560 kilometres. Its surface gravity is 0.5 G. It has a year of 2,434 standard days; its day length is 16 hours. There is one moon. Average temperature is 11 °C, with a temperature change of -7 °C per kilometre altitude.

This sector's capital world orbits a bright, blue star. It has three natural moons: Cova, with a diameter of 1,200 kilometres, Liye, with a diameter of 500 kilometres and Shanuasifehaemo, a captured asteroid with a diameter of 17 kilometres. In addition, the planet has a number of artificially captured asteroids. Some are used for industry, some for luxury agriculture, some for research, some for mining and some for habitats. Denebians greatly dislike living in habitats that are not at least rooted in an asteroid, moon or planet. As a result, starships operated by them are usually constructed out of planetoid hulls.

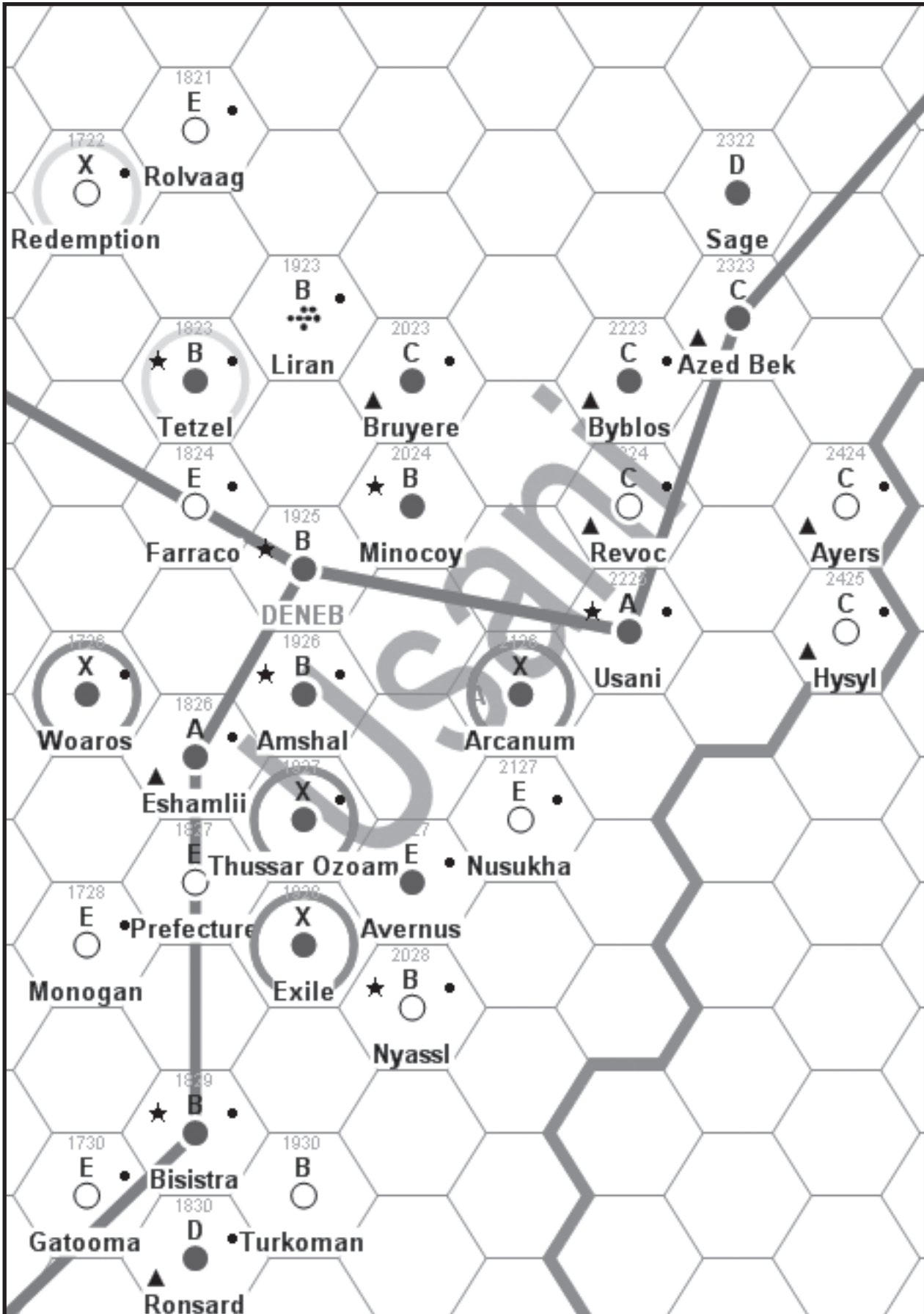
The system's population is 70% Nenlat and 30% Imperial human, with incidental populations of Vargr and other sophonts. The Nenlat are native sophonts who evolved on Deneb when its atmosphere was thicker. Of the system's 60 billion inhabitants, nearly 30 billion live elsewhere in the system, in the asteroid belt or various planetary and moon-based cities. Twenty arcologies exist in the world's oceans and on land. Eight of these arcologies are built specifically for humans and range in

USANI SUBSECTOR

DUNMAG

VINCENNES

GENISHIR



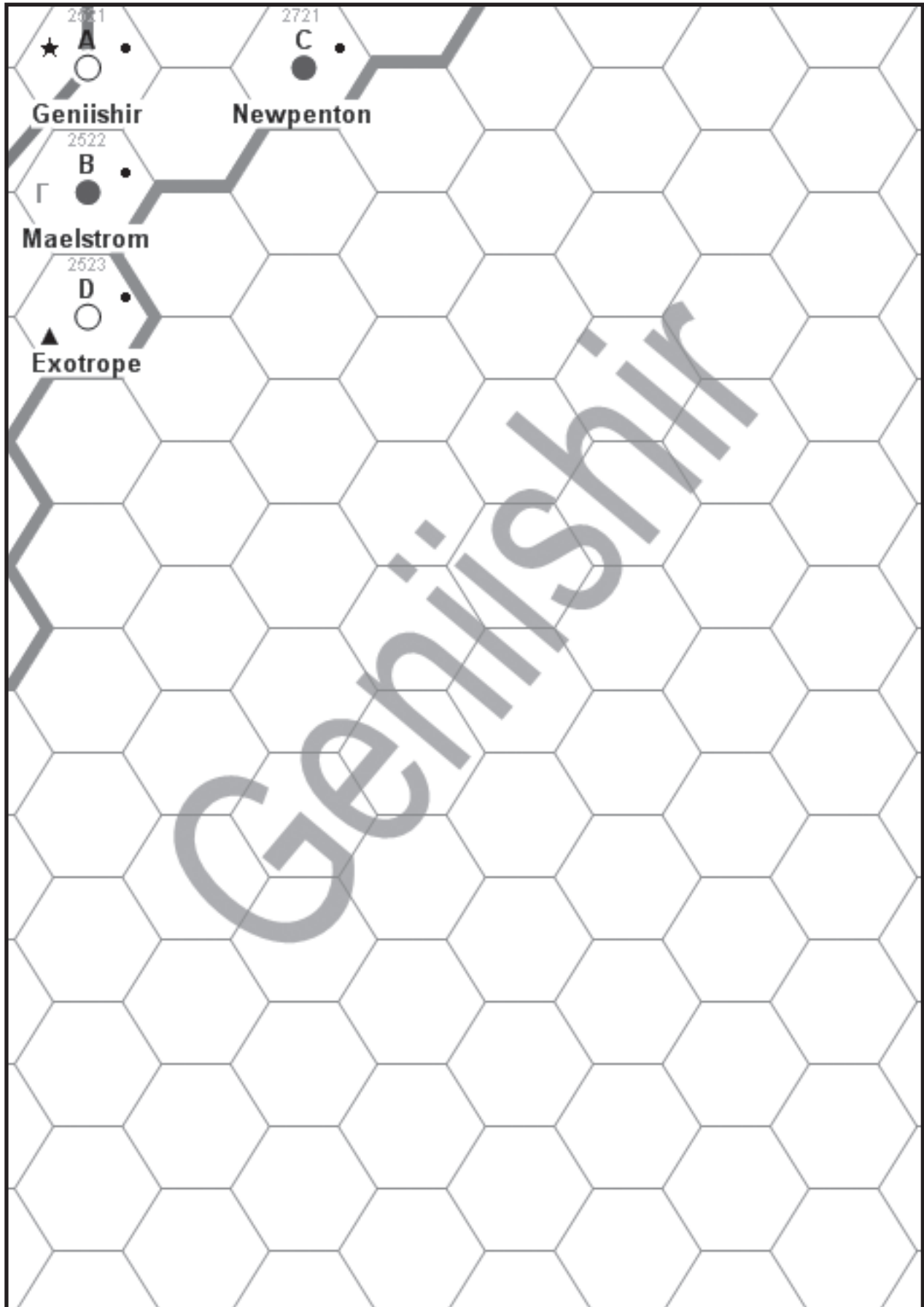
KAMLAR

GENIISHIR SUBSECTOR

ATSAH

USANI

HSUHS



VAST HEAVENS



Name	Hex	UWP	Base	Trade Codes	POL	GG	Data
Redemption	1722	X540634-5		De Lt Ni Po Jw	Im	G	A633Im
Woaros	1726	X747678-5		Ag Ga Lt Ni	Im	G	R214Im
Monogan	1728	E10056A-8		Ni Va O:1829	Im	G	902Im
Gatooma	1730	E100566-7		Ni Va O:1829	Im	G	424Im
Rolvaag	1821	E580345-7		De Lo	Im	G	804Im
Tetzel	1823	B643232-B	N	Lo Po An	Im	G	A301Im
Farraco	1824	E200478-9		Ni Va	Im	G	112Im
Eshamlii	1826	A434343-B	S	Lo	Im	G	323Im
Prefecture	1827	E4307B6-8		De Na Po	Im	G	724Im
Bisistra	1829	B557579-B	N	Ag Ga Ni	Im	G	802Im
Ronsard	1830	DA89654-8	S	Ni Ri	Im	G	225Im
Liran	1923	B0008B8-A		As Na Va	Im	G	821Im
Deneb	1925	B537ADD-C	N	Hi Ht An Cx (Nenlat)	Im		610Im
Amshal	1926	B687365-9	N	Ga Lo O:1925	Im	G	622Im
Thussar Ozoam	1927	X545101-5		Ga Lo Lt	Im	G	R615Im
Exile	1928	X799212-5		Lo Lt Pr	Im		R810Im
Turkoman	1930	B9C67CB-9		Fl	Im		220Im
Bruyere	2023	C524367-A	S	Lo Cw O:2225	Im	G	422Im
Minocoy	2024	B422505-D	N	Ht Ni Po	Im		620Im
Avernus	2027	E8865A6-4		Ag Ga Lt Ni	Im	G	602Im
Nyassl	2028	B300653-D	N	Ht Na Ni Va	Im	G	324Im
Arcanum	2126	X434868-6		RsA Mr	Im		R810Im
Nusukha	2127	E310100-7		Lo	Im	G	215Im
Byblos	2223	C6738BD-7	S		Im	G	601Im
Revoc	2224	C9AA577-A	S	Fl Ni Wa	Im	G	502Im
Usani	2225	A552699-C	N	Ht Ni Po	Im	G	202Im
Sage	2322	D563310-7		Lo	Im		120Im
Azed Bek	2323	C766300-A	S	Ga Lo	Im		610Im
Ayers	2424	C430668-A	S	De Na Ni Po O:2225	Im	G	323Im
Hysyl	2425	C5407A9-7	S	De Po	Im	G	702Im
Geniishir	2521	A310123-D	N	Ht Lo	Im	G	302Im
Maelstrom	2522	B79A855-D		Ht Wa C:5 RsG	Im	G	702Im
Exotrope	2523	D300674-7	S	Na Ni Va	Im	G	401Im
Newpenton	2721	C595321-9		Ga Lo (extinct: Kurakhash)	Im	G	703Im

age from 100 to 1,000 years old. Deneb is fully Imperialised; all arcologies are legally Imperial property. The human population is fully integrated into Deneb culture, adapting traditions and religions into human comprehensions.

The system is governed by a locally appointed chief and high priest, whose ritual title translates to 'Breath of the Homeworld'. The chief is chosen by the population from among the pool of recognised system leaders. The position is distinct from the Duke of Deneb, who is the Imperial official and head of the subsector government and is Imperially appointed. For time out of mind the Chief's Council was made up of 'operational experts', who are an unusual mix of diplomat-engineers and business-engineers.

One functioning arcology, located on the floor of the Bythoyo Sea, is over 200,000 years old. Nearby rests the non-functional ruins of a similar arcology. Current theories are that these two arcologies were built by the Ancients.

Liran (1923) B0008B8-A

Liran (1923) is a small asteroid with a diameter of 63 kilometres and a circumference of 190 kilometres. Its surface gravity is 0.1 G. It has a year of 1,450 standard days; its actual 'day' length is 14 hours. Average temperature is -3 °C dayside and -100 °C nightside.

The asteroid colony is on the outer edge of one of the system's two planetoid belts. Liran is the trade hub for the entire system.



Its location provides easy access for freighters. Additionally, every dozen or so standard years it is in conjunction with the system's sole gas giant, providing a convenient refuelling station.

The starport is primarily designed as a shipping centre for ore mined or refined in-system. The mines of Liran are productive enough to supply the Usani subsector with useful raw and refined minerals. A substantial minority of facilities here consists of outfitters and financiers for prospectors. Adjacent to the starport, further inside the asteroid, are the gambling dens, houses of ill repute and less savoury types of financiers. These money-lenders will gladly accept a vital body organ as collateral.

Corsair activity has increased lately. Depending on whom you ask the pirates are getting support from people on: 1. Rolvaag (1821), 2. Tetzal (1823), 3. Farraco (1824), 4. Bruyere (2023), 5. Minocoy (2024), or 6. Some random system even further away.

The Navy has taken great pains to protect this system recently. Patrol cruisers are regular visitors to Liran Starport. Occasionally a *Sydkai* cruiser will even show up for a short time, providing shore leave for its crew.

Exile (1928) X799212-5

Exile is a cold, medium-sized planet one orbit outward from the habitable zone, with a diameter of 11,590 kilometres and a circumference of 36,410 kilometres. It has a dense atmosphere with a tainted gas mixture and a pressure of 1.5 atmospheres at sea level. It has seas of water covering 90% of its surface and its surface gravity is 1.2 G. It has a year of 778 standard days; its day length is 15 hours. There are three moons. Average temperature is 15 °C, with a temperature change of -2 °C per kilometre altitude.

The worst criminals of the sector are dumped here with nothing but the clothes on their back. The planet is hospitable to humaniti but few of the malefactors have the strength, skill and nerve needed to survive in this artificial stone age.

A stable population of between 2,000 and 3,000 has emerged through ruthless culling; newcomers are well advised to cooperate with whatever leader they fall in with. The system is heavily patrolled by the Navy to prevent would-be rescuers from freeing the dangerous criminals sentenced to live out their lives here.

GULF SUBSECTOR

The Duchies of Vincennes, Zeng and Trin's Veil together manage Gulf subsector's various affairs. Baraccai Technum operates its merchant freighters here. The only glimmer of strength in Gulf is in Tuwayk (0339), which has enough power to resist the exploitation and privateering that goes on here.

ALIENS

Lurent planetoid ships may be present in the Oort clouds of Inkekush, Tuwayk, Beaxon and Qevar.

Tuwayk (0339) B672843-A

Tuwayk is a medium-sized hellworld 120 million kilometres from its primary, with a diameter of 10,120 kilometres and a circumference of 31,790 kilometres. Its surface gravity is 0.95 G. It has a year of 288 standard days; its actual day length is 28 hours. There are no moons. The system has one gas giant, named Yedden.

In the backwaters of the Gulf subsector rests Tuwayk (0339), whose otherwise unimpressive economy was planned as an interstellar transport stop, providing fast exchange, refuel and service facilities. As a result, the world has a yearly fleet budget of BCr. 16.

Tuwayk is an inferno world, with an average summer temperature of 64 C and wide variation through the rest of the year. Temperature decreases closer to the poles (4 degrees per hex) and as altitude increases (6 degrees per 1,000 metres altitude).

Periodic, predictable disturbances in the atmosphere produce periods of dust storms that abrade windows, block sensors and clog air filters. Most of Tuwayk is desert.

A shirt-sleeve environment, seasonal fungal spores require the use of filter masks. Visitors are encouraged to always wear filter masks, even during the off-season. Open bodies of water are toxic due to mats of native fungal colonies, free-floating or anchored to the shoreline.

The animal and plant life of Tuwayk is generally independent and deadly. The major influences on the evolution of local life forms have been the world's deserts and unpleasant atmosphere. Creatures here seek and hoard water – or kill other creatures for their moisture.

Tuwayk Downport was established as a refuelling outpost in the 300s. Its otherwise unimpressive economy was re-architected in 473 by Damaalu the Great, who built the far-orbit starport as a supply base for corporate freighters and touring vessels. Today, its economy is the largest in the subsector.

This is a wealthy world in a profound backwater. It has 500 million people. Only 20% of its surface is covered by water – agricultural land and drinking water are highly prized. The population centres are established on low plains that are far from the seas but have easy access to the water table, which is less polluted by local fungi than surface water.

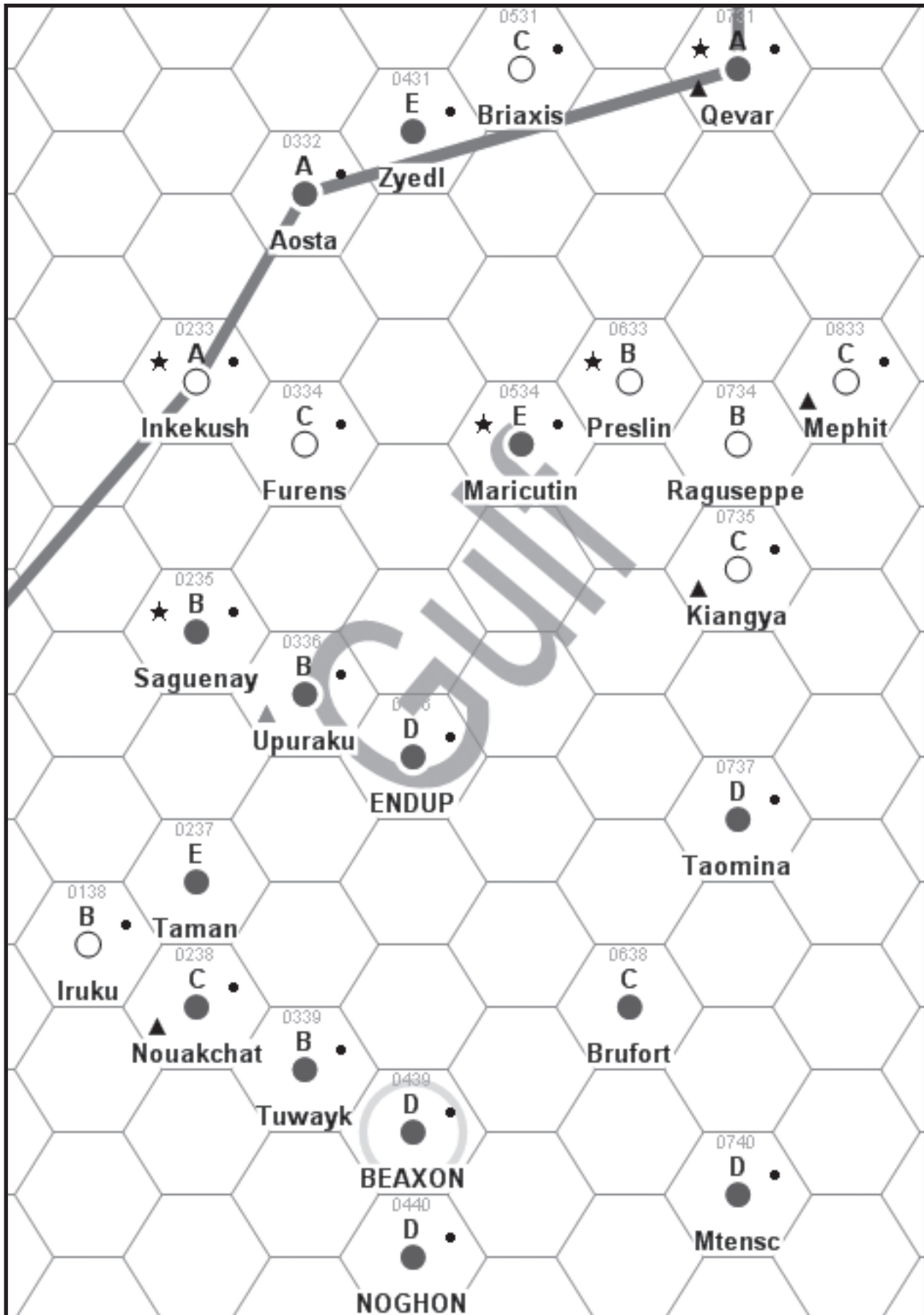
Tuwayk is friendly and outgoing to outsiders and offworlders. It is a thoroughly Imperial culture, with almost no local

GULF SUBSECTOR

STAR LANE

TRIN'S VALE

ZENG



VESTUS



Name	Hex	UWP	Base	Trade Codes	POL	GG	Data
Iruku	0138	B31048A-9		Ni	Im	G	501Im
Inkekush	0233	A540548-D	N	De Ht Ni Po	Im	G	631Im
Saguenay	0235	B438256-E	N	Ht Lo	Im	G	324Im
Taman	0237	E874300-5		Ga Lo Lt	Im		810Im
Nouakchat	0238	C532114-6	S	Lo Po	Im	G	103Im
Aosta	0332	A669236-C		Ht Lo	Im	G	412Im
Furens	0334	C8A9698-A		FI Ni	Im	G	603Im
Upuraku	0336	B584554-9	W	Ag Ga Ni	Im	G	301Im
Tuwayk	0339	B672843-A			Im	G	501Im
Zyedl	0431	E551443-5		Lt Ni Po	Im	G	501Im
Endup	0436	D6939EG-8		Hi In	Im	G	104Im
Beaxon	0439	D88AA99-A		Hi Wa	Im	G	A923Im
Noghon	0440	D79798B-8		Ga Hi In	Im	G	521Im
Briaxis	0531	C420445-B		De Ni Po	Im	G	901Im
Maricutin	0534	E764000-0	N	Ba Ga Lt	Im	G	013Im
Preslin	0633	B430679-C	N	De Ht Na Ni Po J:9	Im		310Im
Brufort	0638	C669642-6		Ni Ri	Im		420Im
Qevar	0731	A4326AE-E	A	Ht Na Ni Po	Im	G	403Im
Raguseppe	0734	B410555-B		Ni	Im		710Im
Kiangya	0735	C7C2200-B	S	FI Lo	Im	G	714Im
Taomina	0737	D4216AE-7		Na Ni Po	Im	G	834Im
Mtensc	0740	D551454-8		Ni Po	Im	G	123Im
Mephit	0833	C9B8436-8	S	FI Ni	Im	G	302Im

distinctives. This absence of distinctives is almost tangible; as a result, the world's culture is nearly completely homogenous and abstract. Their tastes run to conceptual art, non-traditional music and so on. In a real sense there is seldom any compelling reason to ever leave the starport.

Qevar (0731) A4326AE-E

Qevar is a small planet, with a diameter of 6,570 kilometres and a circumference of 20,640 kilometres. It has seas of water covering 24% of its surface and its surface gravity is 0.6 G. It has a year of 142 standard days; its actual day length is 18 hours. There is one moon. Average temperature is 6 °C, with a temperature change of -16 °C per kilometre altitude.

Qevar is home to the Giskaani, a human commune run by their founder, who manages the greater affairs of the community as a 'first among equals'. The movement started in Hesarus (0306 Corridor) with open philosophy lectures being given first in college halls. A strong following of open-minded Solomani began to swell the ranks, contributing to a growing body of speeches and lectures on everything from ancient wisdom to fringe spirituality and modern art and music.

Sedrepan Giskaan started to organise the group and a massive migration was made through the sector. The group picked up new followers along the way. They believed that if they could

just escape the general 'core Vilano-Centric Imperial culture' that true spiritual growth and harmony would be the result. The group settled on Qevar.

The founder offered a 'natural philosophy' to his followers, using natural substances as a 'sacrament'. He eschewed the general belief of 'free love', commenting that 'if you're having sex, you're engaged,' and 'if you're having babies, you're married.' Not that the group espouses monogamy; in fact, marriage is expanded to fit as many people as needed, although the vast majority of the followers are either living singly or are involved in a monogamous relationship.

Qevarians have a small collection of beliefs that are basically universal among the group; these are known as 'the agreements'. The most prevalent agreement is the belief that we are all literally one: humans are connected with each other, the environment and every living thing. The separation between any two individuals or any object is 'just an illusion'. Another agreement is that members are expected to treat each other with respect. This rule is strictly enforced.

There is no proof of forced compliance or restraint by the group over its members, either physically or mentally. Open discussion in groups is encouraged, with no rigid beliefs enforced. The group is very open to the outside world, although newcomers are treated with cautious respect. Members are free to leave



the commune if they choose; that typically means leaving Qevar altogether.

Life on Qevar involves fulfilling a role in the group. One is expected to be involved with the social dynamics, the spiritual services and the work of supporting the group. Jobs could entail teaching, caring for livestock, working in the starport and so on. Furthermore, being part of the group means living an anti-materialistic lifestyle; members have few personal possessions. Followers accept a vegetarian lifestyle with many foods rationed out amongst everyone in the group.

Qevar makes a steady income on tourism and trade. Qevar Prime, the main city, has two schools, Gaia University (simply called 'Gaia') and Qevar Technical Training Institute (QTTI).

Gaia University has degree programs in matters such as Integrative Eco-Social Design and Actionist Training, while QTTI offers courses such as Qevarian Agriculture, Power Systems and Photonic Theory.

ZENG SUBSECTOR

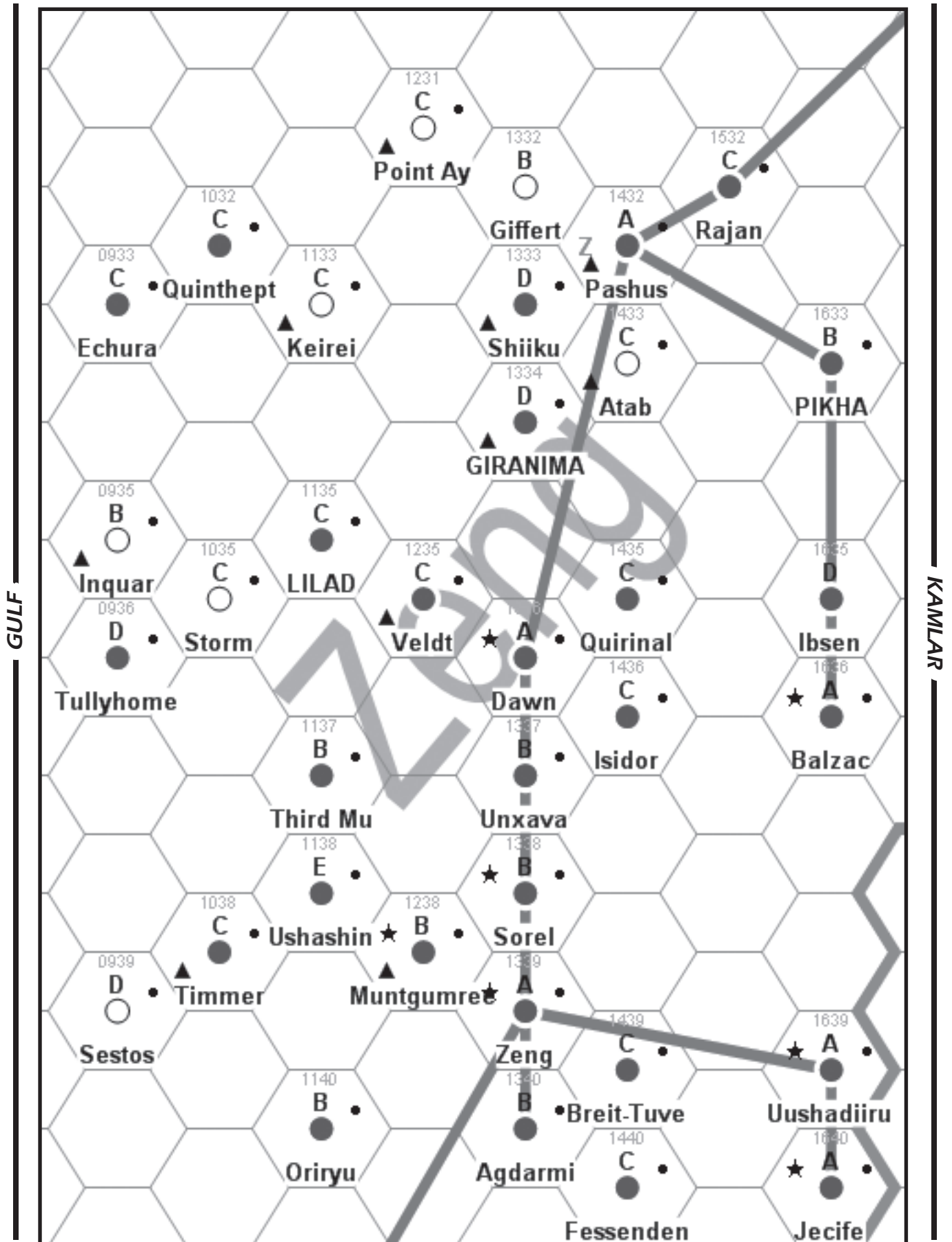
The Duchy of Vincennes is a powerful neighbour. Its vassal world Dekha (1128) projects power into Zeng subsector. For this reason, the Duchy of Zeng plays only a minor role in sector politics.

The Duchy's most powerful worlds, Agdami (1340), Lilad (1135) and Pikha (1633), are somewhat isolated from the rest of the sector. As a result, they project power into the rimward edge

Name	Hex	UWP	Base	Trade Codes	POL	GG	Data
Echura	0933	C6837AB-8		Ri	Im	G	603Im
Inquar	0935	B8B5754-B	S	FI	Im	G	723Im
Tullyhome	0936	D66977A-5		Lt Ri	Im	G	401Im
Sestos	0939	D5A6878-8		FI	Im	G	803Im
Quinthept	1032	C521575-A		Ni Po	Im	G	521Im
Storm	1035	CAD6223-A		Lo	Im	G	614Im
Timmer	1038	C562652-8	S	Ni Ri	Im	G	214Im
Keirei	1133	C310330-B	S	Lo	Im	G	734Im
Lilad	1135	C547AAE-C		Ga Hi Ht In	Im	G	824Im
Third Mu	1137	BA7A210-C		Ht Lo Wa	Im	G	225Im
Ushashin	1138	EA9A210-7		Lo Wa	Im	G	734Im
Oriryu	1140	B536534-9		Ni	Im	G	901Im
Point Ay	1231	C560524-9	S	De Ni	Im	G	902Im
Veldt	1235	C567754-8	S	Ag Ga Ri	Im	G	514Im
Muntgumree	1238	B553666-8	A	Ni Po O:1339	Im	G	303Im
Giffert	1332	B7A8557-E		FI Ht Ni	Im		220Im
Shiiku	1333	D6517BF-6	S	Po	Im	G	522Im
Giranima	1334	D7979C8-8	S	Ga Hi In	Im	G	313Im
Dawn	1336	AA9A531-C	N	Ht Ni Wa	Im	G	403Im
Unxava	1337	B677627-7		Ag Ga Ni	Im	G	723Im
Sorel	1338	B539113-C	N	Ht Lo	Im	G	601Im
Zeng	1339	A426446-C	N	Ht Ni	Im	G	411Im
Agdami	1340	B566799-A		Ag Ga Ri	Im	G	724Im
Pashus	1432	A432455-G	S	Ht Ni Po RsZ	Im	G	812Im
Atab	1433	C540899-8	S	De Po Jw	Im	G	303Im
Quirinal	1435	C651754-9		Po	Im	G	101Im
Isidor	1436	C571565-8		Ni O:1435	Im	G	623Im
Breit-Tuve	1439	C425574-B		Ni	Im	G	811Im
Fessenden	1440	C4357CC-6			Im	G	401Im
Rajan	1532	C87A112-B		Lo Wa	Im	G	821Im
Pikha	1633	B738A86-C		Hi Ht	Im	G	612Im
Ibsen	1635	D4346AC-6		Ni	Im		110Im
Balzac	1636	A552879-C	N	Ht Po (extinct minor)	Im	G	513Im
Uushadiiru	1639	A551445-A	N	Ni Po	Im	G	521Im
Jecife	1640	A439667-F	N	Ht Ni Mr	Im	G	123Im

ZENG SUBSECTOR

VINCENNES



MACON



of Gulf subsector. They also dominate the affairs of the Macon subsector in Reft sector.

ALIENS

Lurent planetoid ships may be present in the Oort clouds of Lilad, Zeng, Agdarmi, Pikha, Balzac and Jecife. An extinct sophont people used to live on Balzac.

Balzac (1636) A552879-C

Balzac is a medium-sized planet, with a diameter of 7,710 kilometres and a circumference of 24,220 kilometres. Its surface gravity is 0.55 G. It has a year of 505 standard days; its day length is 22 hours. There are two moons.

Balzac has a significant economy, nearly half that of Pikha or Agdarmi.

Balzac was once the home of a race of amphibious, crocodilian sophonts, now extinct. Balzac was also the witness to the destruction of the rebel dreadnoughts Magaku, Luurisham, Kuyoga and their support ships, by Admiral Derrassemeri's loyalist Kalere-class dreadnought squadron on day 107 of year 628.

The people who live outdoors are barrel-chested and tend to get a little giddy when they are in a standard pressure.

Megalopolises crowd near the seas and water sources, with the deserts being rural or unexplored. Seasonal monsoons dump large quantities of rain in certain specific and otherwise dry areas. These regions flourish for a wet season of about 50 days, then die back for the next 455 days of the year. During this wet season, terrible 5-ton hibernating amphibian monsters come out to hunt.

The law level only applies to the cities. All bets are off in the wilderness.

Pikha (1633) B738A86-C

Pikha is a medium-sized far satellite, with a diameter of 11,260 kilometres and a circumference of 35,370 kilometres. It has a very low pressure of 0.10 atmospheres and its surface gravity is 1.15 G. It orbits a gas giant, which orbits around a K7 V primary. The gas giant's year is 1,654 standard days; Pikha's day length is 27 hours. The average temperature is 17 °C.

Pikha is one of the strongest worlds in the Zeng Duchy. It owns Kamlar as its own reservation world. The possession of this world by Pikha predates Zeng subsector's admittance into the Imperium.

The orbital starport is a gigantic ring encircling the planet at an altitude of 5,000 kilometres. With a 10 kilometre cross-section, it displaces about 714 **trillion** tons. The Ring is home to 80% of the population (48 billion), with the remainder (12 billion) on domed mega-cities on the surface and underwater on the continental shelves.

'So you say Dawn is a quiet place? Fine. It's quiet. We won't see hordes of middle-class tourists with disposable cameras, loud shirts and drinks with little umbrellas in them. We also won't see huge shipyards stretching to the horizon and scads of spacers on furlough looking for a few drinks and a good time.'

'We might, however, see some of the best Denebian Marines sweating it out in battledress training here. Might even see a mercenary group or two learning alongside the Imperium's finest.'

—Admiral Aramais P. Lee, ret.

Most of the world's industry is on the Ring. Metallic and icy planetoids are towed in from the planetoid belt and processed in orbit. Fuel is processed from Pikha's own gas giant and stored in fuel depots in orbit, or at Lagrange points.

The government, a civil service bureaucracy, is split into many regional bureaus with administrative oversight; the central bureaucracy typically oversees regulation and taxation.

Dawn (1336) AA9A531-C

Dawn is a failed gas giant, almost big enough to qualify as a true panthalassic world. Startlingly deep oceans, no land masses at all, a strong 1.7 G gravity and an exotic oxygen-rich atmosphere are some of the features of this remarkable world. It has a year of 836 standard days; its actual day length is 27 hours. There are four moons.

Dawn is on the crossroads between Pikha, Lilad, Zeng, Pashus and Balzac. So while the system is not particularly resource-rich, it stands in the middle of high population, powerful worlds. It is a stop on the Xboat route and it has a class A starport with a naval base.

Dawn Orbital Highport is a large trade and warehousing centre, where business is conducted between five powerful, populous systems. 200,000 people live and work at Dawn Orbital. The permanent workers found here include brokers, accountants, warehouse managers, dock workers and service personnel of all types.

Dawn Downport is a floating starport, startown and naval base, with lifters that enable it to reach orbit in case of emergency. The downport functions as a military training base. It also provides private training for mercenaries and survivalist individuals, as room and schedule permits, for extra income.

At 1.7 G, Dawn is a training ground for regular infantry as well as battledressed support teams. Two artificial islands were built for high-gravity Marine training, plus underwater training grounds are marked off for scuba Marines. 200,000 people live and work at Dawn Downport.



Lilad (1135) C547AAE-C

Lilad is a medium-sized satellite of a gas giant, with a diameter of 8,300 kilometres and a circumference of 26,070 kilometres. It has a tainted gas mixture and a pressure of 0.60 atmospheres. Its surface gravity is 0.95 G. It takes 12 days to orbit its gas giant. Its average temperature is 11 °C. The system has two belts and four gas giants.

The orange K6 star at Lilad simply adds to the appearance of the place. Lilad is 6 AU from its primary star, orbiting the large gas giant Kuleshidur. The gas giant practically glows under the fierce light of billions of inhabitants' ever-glowing cities and the occupied moons are all webs of light from cities that pay no attention to the sun. Its year length is 1,035 standard days.

The moons of Kuleshidur include:

Inferno (DSB06AE-C): Closest in and a sulphurous volcanic mess. It has a transient, varying population, usually with a few million people at any given time. No one stays there for more than a few months but it is constantly occupied for its easily scooped mineral wealth.

Rockball I (CS209AE-C): Originally rocky and barren, this 'suburb' of Lilad is now a smaller version of the mainworld, with a population of six billion. Much of the raw processing from Inferno is done here and the formerly airless rock has acquired a trace atmosphere of sulphurous compounds as a result.

Lilad (C547AAE-C): Number three of the main moons. 27 billion people live here. 160 seafloor-anchored beanstalk arcologies house the people of Lilad. Each is a true beanstalk, lifting up 17,000 kilometres into geostationary orbit, used as a backbone for a massive arcology. There are living areas, parks, cropland and estates on wide, flat gravitic platforms, attached like huge leaves. These 'leaves' average 600 kilometres square and many are domed for atmospheric control. The average population density is 30,000 people per leaf. With an average of one leaf every kilometre, each beanstalk is home to 500 million people. The outer anchor points are captured planetoids.

Certain sections on the beanstalks are worth more than others. The top is valuable, as are the leaves a kilometre above sea level. At sea level are docks, on the surface and underwater. The seafloor levels tend to be low-value and mining industries store equipment there or in nearby underwater or surface building complexes. Giant machines needed to support these beanstalks are also stored and maintained near the 'roots'.

Rad-world (C546AAE-C): In the unfortunate position of riding through the interface between the gas giant's radiation belts and the solar winds, this moon's atmosphere is under constant attack. Despite having a breathable atmosphere, the background radiation here requires protective clothing and dense, well-protected living and working quarters. This is the

mainworld for the Lilad sophonts (whose name for themselves is unpronounceable). Twenty billion humans and sophonts live here.

The minor moons, mostly tiny rockballs, are largely also 'suburbs' of Lilad. Many started as mining colonies but, with ready resources elsewhere and a burgeoning population, were quickly taken over as living spaces.

Rockball II (C2209AE-C): Nine billion people live here.

Rockball III (CS109AE-C): Three billion people live here.

Far Lilad (C759AAE-C): Cold but otherwise hospitable, Far Lilad is the last large moon of Kuleshidur. 15 billion people live here.

The peoples' mode of settlement also speaks to the potential threat of Lilad: unless a basic cultural tenet changes, they may aggressively seek land outside of their system.

KAMLAR SUBSECTOR AND VAST HEAVENS SUBSECTOR

Kamlar and Vast Heavens subsectors are best understood as part of the Zeng, Vincennes or Usani subsector, depending on the current political climate. Since 1102, they have been administrated from Usani subsector. Before that, the Duchy of Zeng held sway over the worlds here.

Although Vast Heavens is nominally under Usani subsector control, in reality it consists of two free systems, Asharam and Lorin Antune. This is just another way of saying that these systems are too far from the rest of the sector and not significant enough to fight over.

ALIENS

There are no native sophont peoples here.

Kamlar (1832) B587462-B

Kamlar is a medium-sized world orbiting an M2 V star. It has a breathable gas mixture at a pressure of 2 atmospheres at sea level. It has seas of water covering 70% of its surface and its surface gravity is 0.8 G. It has a year of 110 standard days; its actual day length is 13 hours. The average temperature is 10 °C, with a temperature change of -4 °C per kilometre altitude. The system has one planetoid belt and no gas giants.

Inquar (0935)

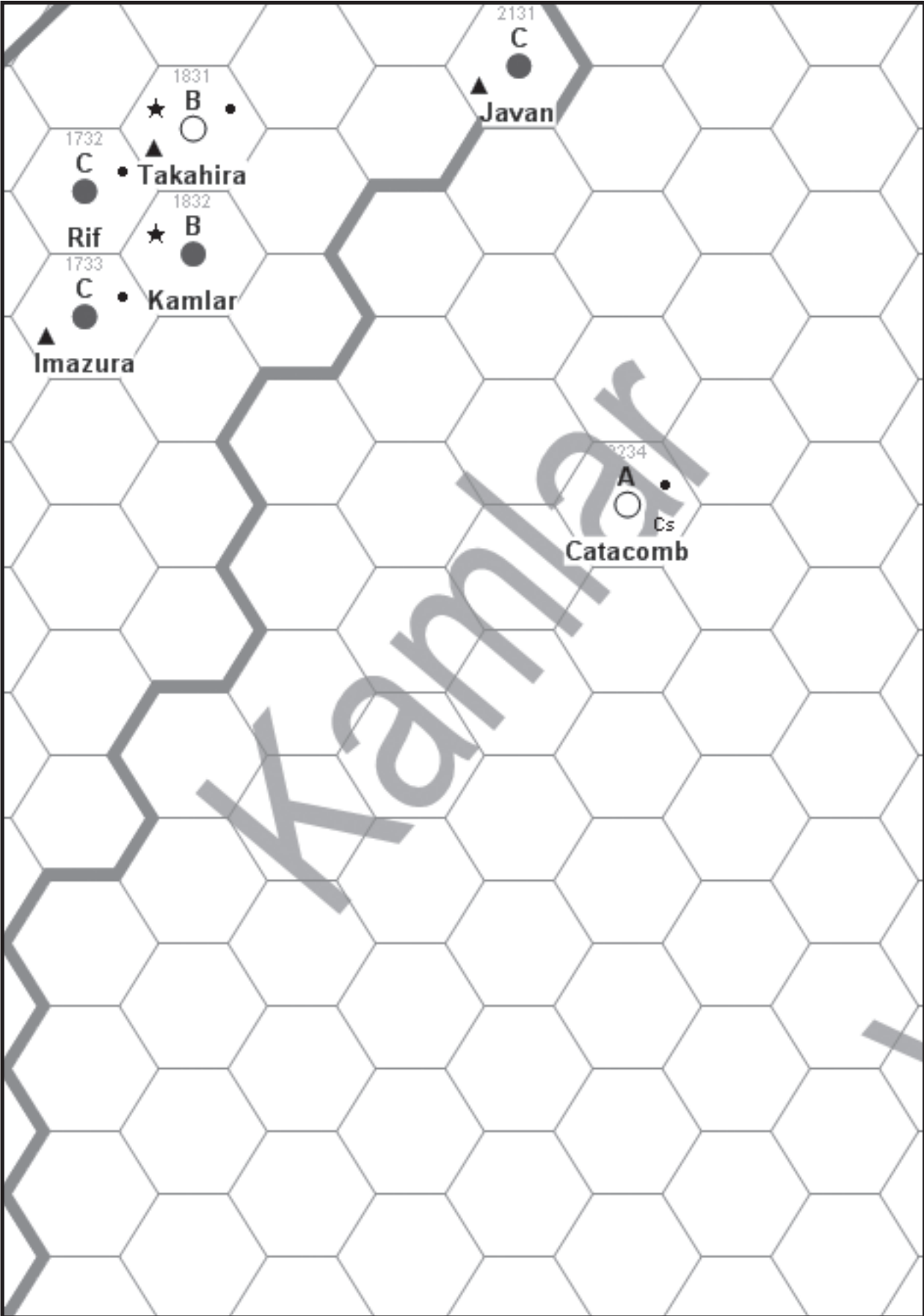
Kim Udulir refits jump drives for a modest fee. For the right price, she might be convinced to part with a unique item. Roll 1d6: 1-2 – An authentic-looking treasure map to Sachoppek's mines; 3-4 – An alien artefact that looks like a metre-long tuning fork; 5-6 – A Letter of Marque dating from the Psionic Suppressions era.

KAMLAR SUBSECTOR

USANI

ZENG

VAST HEAVENS



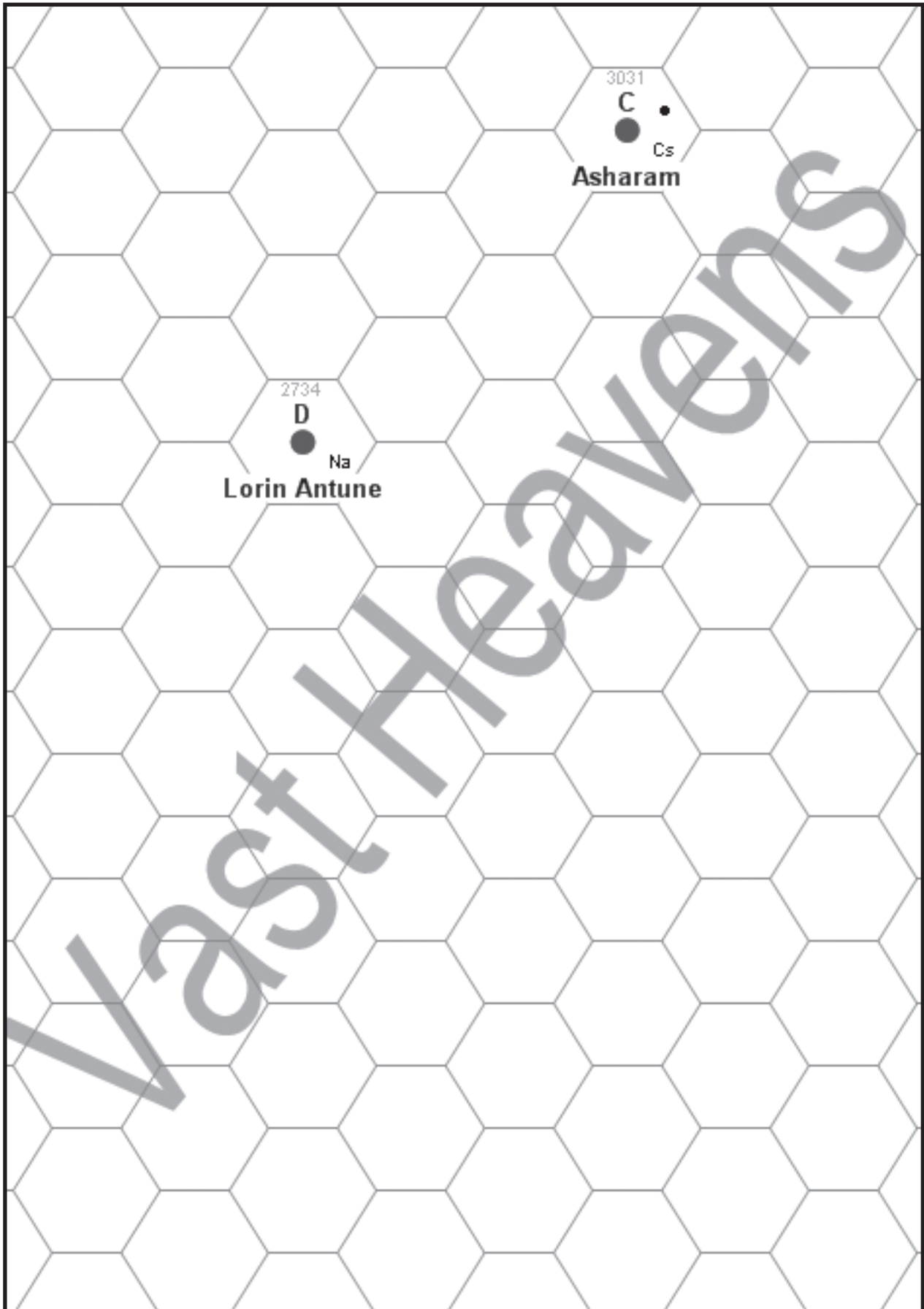
TWO LITTLE

VAST HEAVENS SUBSECTOR

GENIISHIR

KAMLAR

TWO WORLDS



BARKER



Name	Hex	UWP	Base	Trade Codes	POL	GG	Data
Rif	1732	C687200-6		Ga Lo	Im	G	702Im
Imazura	1733	C555555-9	S	Ag Ga Ni	Im	G	203Im
Takahira	1831	B9C5223-9	A	Fl Lo	Im	G	722Im
Kamlar	1832	B587462-B	N	Ga Ni O:1633	Im		810Im
Javan	2131	C77A135-A	S	Lo Wa	Im		510Im
Catacomb	2234	A8A7551-B		Fl Ni	Cs	G	201Cs
Lorin Antune	2734	D525867-7		Mr	Na		410Na
Asharam	3031	C76279A-4		Lt Ri	Cs	G	622Cs

The system is owned by Pikha (1633), which acquired it around year 150 in the beginning of Imperial expansion into the Zeng subsector. The mainworld was considered the most important in its solar system because it has the best fuel resources but it was never developed into a full colony.

Kamlar has three oceans, one equatorial, one circling the northern pole and one in the southern hemisphere. Four continents separate these oceans, with two in the southern hemisphere, one in the northern hemisphere and the largest 'main continent' in the equatorial region. The thick atmosphere results in deceptively sluggish but dangerous storms, which gather from near the poles and sweep into the equatorial regions, typically circling the world twice before running down. The main continent has a relatively new mountain range sweeping southwest to northeast, channelling rainfall into the western side of the continent and blocking two-thirds of the central valleys from the worst of the weather. As a result, 2,000 kilometres of land from the eastern edge of the mountains to the southeast coastline is arid and calm, although still cold.

In most respects Kamlar is an untamed world. Its seas teem with life, ranging from surface mats of pseudo-plankton to the gigantic Udakek, a nightmarish hunter-killer that looks like a 20 metre long eel with front flippers, sporting a three-lobed maw filled with wicked razor-sharp cutting plates. Land life is no less diverse, with endless variations on tall, leafy plants. Due to the low gravity and dense atmosphere, leaves are 10 times the size of those found on Terra. Small shrubs have leaves the size of dinner plates and the Sukaar tree typically only has three leaves – but each leaf has three square metres of surface area.

Animal life abounds as well. One of the first things visitors notice is that half of the land animals appear to be flyers and this is almost true. Not much wing area is needed to fly in a dense atmosphere and flying takes much less effort on Kamlar than on many other worlds. As a result, many large creatures are well-adapted to flying here. Visitors are cautioned to beware of flying predators.

Kamlar's 80,000 people are citizens of Pikha; in fact, many of them live on Kamlar only for a few years, after which they return to Pikha. The people here are not colonists but rather workers: Kamlar is part reservation world, part VA hospital and part resort. Therefore, employment is mainly in the hospitality industry, with some medical and military as well. The VA hospital is owned and operated by the Imperium but veterans from local engagements on or near Pikha are also permitted access to the facilities. Tourists from Pikha get discounted interstellar fares to Kamlar and the world's resorts provide a helpful escape from a busy and crowded life. Even with discounts, however, interstellar travel is expensive and out of the reach of most citizens. To counter the expense further, Kamlar offers free room and board for travellers who are willing to participate in work-study programs. Volunteers help protect Kamlar's vast reservation territory or maintain the facilities. Kamlar often provides discounts for travellers with specific skill sets, to meet immediate needs.

The resorts are pleasing, if typical. Hotels tend to be no more than four stories tall, covered with local and imported flowering vegetation, strung out along the southeast coastal estuaries. Electro-magnetic field generators discourage most land predators from entering the resort areas and their connected towns. At sea level, the air pressure is high enough to induce a mild giddiness in sophonts accustomed to thinner atmospheres. Most humans are able to breathe the air without problems, however.

Lorin Antune (2734) D525867-7

Lorin Antune is named after the first known ship to visit the system. The Antune, a Lidash League freighter, jumped out in year –30 with a load of life support cargo and was reported missing three weeks later. The ship was found in orbit by Third Imperium scouts in year 120, its crew long dead from various causes. The captain, who kept a detailed log of the crew and ship conditions, died of natural causes 80 years after the misjump.



REFEREES ONLY

The following items are suggested introductions to adventures in the Deneb sector and represent material that is not known to the typical Player Character. *Traveller* players who hope to adventure in the Deneb sector should read no further. On the other hand, people hoping to Referee adventures in the Deneb sector can mine these plot points for ideas.

EARLY EXPLORATION

The year is 120. Player Characters are granted an Imperial Warrant to operate outside of the Imperium, to help bring civilisation to the wilderness, one world at a time. The sector is filled with undeveloped, rich worlds to claim and broker off to megacorporations. Rumours have it that further out are alien worlds with fabulous wealth and Ancient ruins with powerful artefacts. The space near civilisation is also riddled with corsair bases and slaver camps; healthy bounties are granted for pirate eradication.

The period from 100 through the 300s was a unique time when the Imperium had a true frontier in the Deneb sector. The mainworlds of 1100 were just planets in a sea of unknown star systems. 1,000 years ago, just one percent of the sector had a human presence, with the rest of the worlds holding untold riches awaiting the bold adventurer. Fame and fortune were the rewards for courage and skill but the cold blackness of space was also the grave of the unwise and unwary.

With luck and willpower, the right group of explorers can wring profit from a wild sector of unknown perils. Few, perhaps, would choose such a life of freedom and danger. Star systems rich in minerals, chemicals, or exotic life abound – as do alien cultures, Vargr pirates, human slavers and other armed exploratory groups. These and more obstacles test the luck, insight and skill sets of the best starship captains, leading to greater risks and rewards.

Explorers will need to have survival skills appropriate for the wilds of uncharted space. Survival training, the ability to use sensors and pilot exploration vehicles are more important than in typical *Traveller* campaigns. The ability to negotiate with unscrupulous or dangerous and powerful people is also critical. The knowledge of alien cultures is crucial to working with – or successfully avoiding – the strange and sometimes hostile ways of sophisticated but isolated worlds. Finally, knowledge of archaeology is helpful in knowing where to find priceless artefacts among the jumbled remains of dead cities.

EXPLORING A NEW SYSTEM

Jumping into an unexplored star system in the Deneb sector is never a sure thing. Just because a mainworld is recorded in the books in 1105 does not mean it was anything interesting in 105. Moreover, there is no guarantee that the first world visited by explorers comes to be known as the mainworld 1,000 years hence. As a general rule, set the population digit to zero when it is six or less in the 1105 charts. Moreover, consult the table on page 105 for guidelines on visiting a system in Deneb for the first time:

SACHOPPEK'S MINES

According to legend, Sachoppek's mine tunnels twist for thousands of kilometres through a dwarf planet or large planetoid, somewhere in the Pretoria-Sabine-Antra-Inar quadrant of the Deneb sector. The mines are indeed located in a planetoid in the Urnas system. Follow a string of clues that leads to a dungeon crawl and untold wealth.

Despite being thousands of years old, it is a given that the mines are guarded by cunning and dangerous traps and their airlocks still hold pressure for the mad lord's gardens of carnivorous plants and deadly animals. Along with the greenhouse-run-amok there are also collapsed tunnels, dark shafts, a hangar, mummified bodies, exotic weapons, hoards of gold Ziru Sirka coins and of course zombies and the ghost of Sachoppek the Mad himself.

Historians in the Vland sector do hold records, of a sort, about a Lord Sachoppek the Mad, a Ziru Sirka subsector lord who established the Ziggashur Mining Company several thousand years ago. Sachoppek grew into a subsector legend, like Robin Hood or Zorro. He was a legendary thief of the past, born into nobility, who studied under expert hatchet men, worked his way into power over a county or duchy and proceeded to upset the best-laid plans of the Vilani bureaux. The common people called him Sachoppek the Bold, Sachoppek the Scourge of the Tyrant, Sachoppek the Conquerer of a Thousand Hearts, the archetypical Bold Adventurer. The Vilani bureaux and nobility called him a madman and a conniving, unscrupulous scourge.

Did Sachoppek follow ancient settlers to a faraway sector? Did he really steal a battleship once? Was the mine actually far older than Sachoppek, originating from some strange aliens from the other end of the galaxy? Sachoppek's influence is still felt in Deneb today; even though he is long dead and he surely did not do every deed attributed to him.



2d6	Result
2	Population is now zero. If the population was seven or greater, there are ruins.
3	As for previous but there are 1d6 Vargr corsairs in orbit around the world.
4	Reroll population, government, Law level and recalculate Technological Level.
5	As for previous but there are 1d6 alien nonjump warships in orbit around the world.
6	The charts are wrong. Relocate the mainworld and roll a new world.
7	As for previous but there is another armed trader/explorer in orbit.
8	As for previous but there are also 1d6 Vargr corsairs in orbit.
9	As for previous but there is also a Vargr corsair base on the surface. Roll 1d6: on a 6, the world is part of a Vargr federation composed of 1d6 neighbouring worlds.
10	The charts are right and this world has rich natural resources.
11	As for previous but there is also an alien corsair base on the surface. Roll 1d6: on a 6, the world is part of an alien slave cartel composed of 1d6 neighbouring worlds.
12	The charts are wrong. Relocate the mainworld and roll a new world but set the population to zero. There are ruins of an extinct alien race here.

Of course, it is possible that the Ziggashur Mines are not strictly 'lost'. Perhaps they have been rediscovered and their presence has been covered up and jealously worked by a private corporation. Or perhaps they were never lost in the first place and some shadowy organisation of fanatics has been guarding them as a quasi-religious shrine for thousands of years.

RESEARCH STATION ALPHA (ARCANUM 2126 X434868-6)

The Humbolts have their finger in research conducted here. In fact, a cure, reversal, or delay of the fatal isolation effects has been discovered at least twice. The first time, the results were stolen by Humbolt agents. The second time, the results were merely 'suppressed', again by the Humbolts. As a result, their people can operate in and out of Arcanum freely while no one else even suspects that such a thing is possible.

Their interest in the research is broad based. The appeal of a cheap and easy life-extending genetic rewrite goes beyond simple survival: it could be used for other things, including hiding their tracks. DNA evidence becomes useless if the perpetrator

no longer has the same DNA. Additionally, the original lethal isolation effect is useful in its own way, especially with a formula which slows its effects. For example, it is a perfect blackmail device. Also, Law Enforcement cannot be sure that a body's DNA was original or not.

RESEARCH STATION EPSILON (SAARINEN 0113 B566212-8)

Research Station Epsilon is still a psionic research station and a legitimate undersea geologic research station; they are the same thing. The station is researching a relatively unknown branch of psionics, called geokinetics. Geokinetics allows gestalts of psychokineticists who affect the infrastructure of planets, such as moving fault lines to prevent earthquakes, reshaping magma tubes and testing eco-friendly mining techniques. In the pre-Suppression days of the Imperium such techniques were used frequently but the current anti-psionic culture prevents their use in the 1100s.

SuSAG

SuSAG has low profile research bases in backwater systems Gyrfal (0910), Sarden (1424) and Taomina (0737), guarded by TL14 security forces. In addition, a covert route runs into Tuglikki sector, using four mercenary cruisers as escorts, as part of SuSAG's extra-imperial business. What the cargo is and to whom it is delivered is a matter of some mystery.

LIIRI (1016)

There is an old, half-forgotten throne called the Seat of Linaar, in the ruined Keep of Linaar on Liiri, that represents some portion of the Duke of Inar's right to rule, at least in the minds of certain elements. These elements, having conveniently forgotten that the Duke's seat is an Imperial one and no longer a local chieftainship, are seeking to acquire the symbol of the old title in a bid to unseat the Duke.

Most consider this to be simple rabble-rousing, or anarchist propaganda. In reality, the movement is supported by the Duke of Atsah looking to keep Inar off balance. It is also a convenient distraction for use when Atsah finally decides to make a move against a more important target in Inar.

AMRITSAR (0814)

There is an unknown, seventh ruin site on Amritsar. It is in good condition; the ring of crystal pylons is intact. The interior of the plaza has a noticeably different environment than its surroundings. Presumably, the pylons manage the local weather and atmospheric conditions of the plaza.



PECENA (1115)

This world, while officially a reserve world for the Duke of Inar, is also the home of a secret research base for Ling Standard Products. With two planetoid belts and two gas giants, there are abundant resources for a small base to operate self-sufficiently for long periods of time.

VINCENNES (1122)

A large contingent of the Humbolt family remains on Vincennes since their exile, operating under the banner of several shadow corporations. These corporations may be more accurately described as cartels or syndicates whose primary function

is the consolidation of industrial power under the yoke of the Humbolts. Five centuries of gradual political and corporate power accumulation gives the Humbolts a staggering amount of leverage with the public here and abroad.

Humbolt proxies are rumored to interfere in the activities of major corporations and dabble in Vincennes research and trade operations. Of course, any rumours about the Humbolts are unsubstantiated. Certainly, the Imperial Navy is interested in keeping the Humbolt family out of the Imperium altogether. Any 'hot' information about them is likely to be followed up expeditiously by the navy.



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THE THIRD IMPERIUM

Deneb Sector

Continuing the great exploration of the Third Imperium, Deneb Sector provides new ground for your players to explore, colonise and capitalise!

Part of the Great Rift, Deneb Sector is nevertheless a vitally important link in the Imperium, forming the major route between the Imperial Core and the Spinward Marches. Those from the core see the sector as barbaric while those in the Marches view it as decadent and past its age. Home to one of the brightest stars in the entire galaxy, Deneb is a sector of wonder and fortune...

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

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