

TRAVELLER



LBB9: Library Data

Knowledge is Power

TRAVELLER

LIBRARY DATA

CREDITS

Classic Traveller

Marc Miller

Loren Wiseman, John Harshman, Frank Chadwick, Darryl Hany, Winston Hamilton, Tony Svajlenka, Scott Renner, Doug Poe, David MacDonald, Wayne Roth, Paul R. Banner.

Mongoose Traveller

COMPILED BY

Colin Dunn

EDITOR

Ted Chang

LAYOUT

Samantha Smith and Will Chapman

INTERIOR ILLUSTRATIONS

Nuno Nobre, Ben Wooten, Carlos Nunez de Castro Torres, James Gammell & Kim Feigenbaum

PROOFREADING

Charlotte Law

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LIBRARY DATA ENTRIES

Library data entries are compilations of information commonly obtainable from ship's computers in response to the correct keywords. The information may prove useful in providing a greater understanding of the workings of the universe, or in providing direction in quests or searches. In any case, the information in library data can be of great help to any travellers looking for guidance.

AAB: The Argushiigi Admegulasha Bilanidin, which in Vilani means literally the 'Vilani Repository of All Knowledge,' is a major scientific institution located on the world of Vland. The extensive AAB facilities include a vast museum, a library, and several research centres and publishing houses.

Not only does the AAB collect samples, specimens and recorded materials from all over explored space, it also publishes an abridged 15-holocystal encyclopedia set of its extensive data files. Known simply as 'The Encyclopedia', the set contains the equivalent of 7,500 extensively illustrated volumes, yet it can easily fit into a large pocket.

Abyss Rift: An area of space within the Lanth Subsector of the Spinward Marches.

The Abyss has been the site of several notable ship disappearances over the last half-millennium and there has built up a substantial amount of lore associated with them. Curious jump-related phenomena have been reported in the rift for centuries, often by reliable witnesses. Scouts plying the xboat route report events such as receiving radio signals in jump-space to reports of 'someone on the hull, trying to get in'. This is, of course, impossible.

Only seven systems lie within the Abyss' boundaries. The presence of three Red Zone worlds, Victoria, Ylavin and Sonthert, is taken as further evidence by locals that the rift is a bad place where strange and terrifying things happen.

Acheron: The Acheron are a variant Human race, genetically engineered during the Interstellar Wars period to exploit the mineral wealth of their homeworld. They are considered ugly by human standards, but stronger, tougher and more resistant to high radiation levels. Their Homeworld is Acheron (Diaspora 0932).

Advanced Base: Modular pressurized quarters with room for six persons. The system includes an air lock and an air recirculation system for life support.

It takes about two hours to set up or take down a sealed section of the advanced base, and the interior can be set up or taken

down in four hours in the relative comfort of the sealed base. The interior is also modular, allowing the interior layout to be altered to suit the needs of the guests.

Ael Yael: The Ael Yael are among the few exceptions to a time-honoured rule of sophontology, which states that flying creatures, because of body weight and brain size, along with the metabolic requirements for both, will never evolve into intelligent species. In a universe as broad and diverse as ours, 'never' is an uncertain word. The Ael evolved from flying arboreal hexapods, which used powerful hind and mid-legs to grasp their prey as they swooped from overhead. A carnivore's cunning, coupled with environmental pressures, favoured the rise of intelligence.

The forelimbs' gliding surfaces eventually became quite serviceable wings (which span four metres), while the midlimbs became both generalised and flexible enough to permit tool making.

Ael eyesight is slightly better than that of a human. Their visual range extends into the infrared, giving them good night vision, while a light-sensitive lens pigmentation keeps them from being dazzled by harsh sunlight, or brilliantly reflective surfaces.

The combination of low gravity and dense atmosphere on Jaeyelya (B-484655-4), the homeworld of the Ael, permits flight for larger creatures. Adults stand one and a half metres tall and mass 50 kg. The planet is drying out and the once-extensive forests have been vanishing during the last 1,000 years. Some few Ael colonies still live in treetop communes but most inhabit the caves and fractured cliff-top rocks that overlook *Hi-yayahu lae*— the Glittering Floor. There are probably less than a million Ael on the entire planet.

The Ael Yael were first contacted by an Imperial mining corporation, which sought to harvest the mineral riches of the Glittering Floor. The corporation's actions against the Yael prompted an Imperial intervention, with a protectorate established for the planet. The Glittering Floor is still mined but now by locals, who sell the minerals to the Imperial government.

The Ael Yael culture has a rich heritage of recited verse, poetry, and mnemonic literature. They enjoy reading the literature of Imperial peoples, which they rework into Aelan literature types in their free time. They are solitary, shun close contact with other races and always seem somewhat homesick for the craggy cliffs and rock spires above the Glittering Floor. Allusions, metaphors, and similes are often expressed in terms of hunting or flight ('I grasp your meaning,' 'I need to look down on that idea,' 'My soul feels wing-clipped').

They are fierce warriors in combat; in hand-to-hand they can use their tails, wings, and hind-leg talons, along with any carried weapons in their tool hands. They cannot fire weapons from cover, however, and will leap straight up into the air when opening fire from behind cover, exposing themselves to return fire.

Ag Worlds Combine: Commercial alliance formed in 780 by the three agricultural worlds of District 268, Motmos, Tarkine and Tarsus, for the purpose of regulating sales to the high population worlds of Collace and Forine. Despite initial difficulties, the three worlds were eventually able to establish a working relationship. The Combine would provide a steady supply of produce and the high-population worlds would provide a steady market at reasonable prices.

The worlds of the Combine were threatened with takeover by Dallia in 840 but intervention by the two powerful consumer worlds kept the status quo intact.

Air/Raft: Also known as a flier, the air/raft relies on solid-state anti-grav modules for lift and propulsion. Four independent, individually replaceable modules ensure maximum of safety, in that each provides one-quarter of the vehicle's total lift. A standard air/raft displaces about four tons and can carry a payload of about four tons, including the driver and three passengers. An air/raft can be overloaded with passengers (a maximum of eight can fit with minimal comfort) provided total tonnage capacity for the vehicle is not exceeded. Cruising speed is usually 100 kph and extremely subject to wind effects. Many of these designs are open-topped and subject to the effects of weather and climate. Enclosed air/rafts are also available for more hostile environments.

An air/raft can reach orbit (occupants must wear vacc suits) in several hours (number of hours equals planetary size digit in the UPP). Travel beyond low orbit is not possible, as the grav modules rapidly lose efficiency outside of a gravity well.

The major drawbacks to the air/raft are its low load capacity, relatively slow speed and its susceptibility to weather (both the negative effects of bad weather on the passengers and the slowing effects of winds and buffeting).

Al Morai: Based on Mora, the merchant line Al Morai services the Spinward Marches, with routes to the Deneb and Trojan Reaches. In addition, Al Mora provides service to all worlds in the Mora Subsector, connecting them to the major trade routes.

Al Morai was established in 75 as a local transport company serving systems within 10 parsecs of Mora, the company expanded by 120 to handle freight and passengers on a larger scale. During the third century Imperial, the line established an exploration division to supplement its cargo carriers

All Terrain Vehicle: (ATV) The All Terrain Vehicle is designed to provide high-quality transportation on any number of worlds. It can traverse all but the most forbidding terrain and is fully amphibious. The vehicle's pressurised interior allows up to eight passengers living quarters with reasonable comfort for long periods of time, including laboratory, sleeping and galley arrangements. The ATV masses 10 tons and can carry a payload of six tons, including the driver and seven passengers. Cruising speed depends on the terrain being travelled: roads can allow up to 100 kph, while cross-country will rarely exceed 60 kph and broken ground will keep speeds to 20 kph and under. Tracked ATVs are somewhat slower than wheeled versions but are more reliable in difficult terrain.



An
ATV may be powered
by a battery charged from
a ship's power plant, or it may
contain a small fusion pack
requiring hydrogen for fuel.

The major drawbacks of ATVs are refuelling requirements (depending on the specific model), slowness in some types of terrain and the bulk of the vehicle itself. They are far too large to operate in built-up urban areas, for instance.

Amber Zone: The Travellers' Aid Society classification for a nation, world or system that presents a need for caution in dealings and activities. The amber code may indicate chaos, upheaval or xenophobia in local business, politics, society or culture, or may be applied for other reasons. Travellers should exercise caution. See also Red Zone, Travel Zone.

Anagathics: Anagathics or Antiagathics are longevity drugs, usually a mixture of several compounds. They help prolong life and prevent aging in humans. A regimen of regular monthly doses enables an individual to ignore the debilitating effects of advancing years. They need to be used starting at the age of 30 and with luck the user may reach an age of 100 or more before old age starts to take its toll. Because of the rarity and demand for anagathics, they are quite expensive and are often unavailable at any price.

It takes a while for the total effects of anagathics to be felt; it also takes a while for the effects of anagathics to totally go away. However, there are withdrawal symptoms from interrupting the supply of the drug. Obviously, anagathics are most effective if they can be taken long-term without interruption. A continually-interrupted supply can have devastating effects. Anagathics have dangerous side-effects on some users and often anagathics users take extra risks to maintain a constant supply.

Imperial society generally frowns on nobles who take anagathics.

Ancients: 'Ancients' is the name given to a race of intelligent, non-human beings who inhabited various locations in this portion of the galaxy approximately -300,000. Archaeological evidence recovered from excavations of the few known Ancient cities indicates that the race destroyed itself during a 2,000-year period of intense warfare, which left only ruined cities and shattered planets.

The Ancients were responsible for several major features within the region now occupied by the Imperium. Their warfare resulted in the large proportion of asteroid belts throughout this spiral arm. Scattered empty cities (most severely damaged by battle) stand as evidence of their wars; most, however, are restricted areas under investigation by the Imperium and not open to the public. The Ancients are generally accepted as responsible for the dissemination of Humaniti within its current domain when they transplanted genetic stock from Terra to at least 40 worlds across a span of some 360 parsecs.

See also Humaniti, Solomani Hypothesis.

The Ancients were also responsible for the creation of the Vargr through genetic manipulation of carnivore/chaser stock. Apparently, they used Terran canine stock acquired at the same time as humaniti.

See also Varg.

Andory (Five Sisters subsector 0206-C695735-9 Agricultural). Andory is a prime candidate for a possible Droyne homeworld. Discovered in 802 and placed under interdict (red travel zone) by Imperial Interstellar Scout Service.

See also Droyne.

Android: An artificially-created organic being. Technically "a synthetic man, created from biological materials". Androids can take any form.

These artificial beings are created from a combination of cloning and genetic engineering. Their general inability to reproduce results from laws of most high-tech worlds rather than from technology. At TL-14, DNA chains can be synthetically tailored to create desired characteristics. Susceptibility to premature aging and sickness at that Tech Level limits their lifespan to 10-15 years.

Anglic: The official language of the Third Imperium. A distant descendent of Terran English, Anglic was the language of the Rule of Man (-2294 to -1776). Anglic remained a common interstellar language for trade and commerce during the Long Night.

Its widespread use on the original worlds of the Third Imperium made it the natural language when the Imperium was established. On many worlds, Anglic is only a second language used for system traffic control, commercial operations and interstellar communications. Anglic is sometimes called Galanglic (for Galactic Anglic).

The Imperium has not been able to prevent the emergence of a wide variety of Anglic dialects, though interstellar communications, holocrystals and recordings do help to spread a uniform pronunciation of Anglic throughout the entire Imperium. Within the Imperium, any Anglic speaker can understand almost any other but isolated communities on worlds with little contact with the interstellar trade lanes shift their speech patterns to form dialects. In addition, broad areas within the Imperium have established their own pronunciation patterns; accepted dialects include Rim (which includes Terra), Core (the central region of the Imperium), Riftian (the Spinward Frontiers), and Transform (the Antares region).

Anola: The anola is an arboreal omnivore native to Pysadi (Spinward Marches 3008), occurring nowhere else in the wild or in captivity. Anolas are considered holy by the Mother Church of Pysadi. Their export, capture or study by any but those high in the religious hierarchy is banned. They are kept in special, heavily-guarded garden preserves and are cared for by specially appointed keepers. Killing one of these animals is a capital offense. Although anolas are occasionally encountered in the wild on Pysadi, those close to civilised areas have been taken into the preserves.

Anolas mass an average of 3 kilograms and are usually between 50 and 75 centimeters in length, including their two prehensile tails. Since anolas were known only from poorly preserved pelts smuggled off-planet, for many years there were thought to be three species but as more complete specimens became

available, it was determined that the three different types were only different sexual phases of one species.

Ansing Expedition: Famous exploration of the accessible reaches of the gas giant Annikkittar in the Pretoria system, in 870 to 884. Extensive use of specially-designed exploration vessels, protective environment suits and high technology equipment allowed the Ansing Foundation of Vland to extensively map and explore the upper reaches of the gas giant's atmosphere.

Answerin: Minor human native to Answerin/Answerin (Vland 0431). The close binary system outputs a massive amount of UV radiation, resulting in heavy melanin production in the Answerin.

Like most minor human races, the physiological differences from Solomani-Vilani norm are slight. Rather, it is societal, cultural and psychological differences that set the Answerin apart from the rest of Humaniti.

Given the lower gravity of Answerin, the humans from that race are somewhat taller than most humans. The average Answerin male is about 1.9 metres tall, and the average Answerin female is about 1.8 metres tall. Average mass is about 75 kilograms for both sexes.

All Answerin have dark brown or black skin tones. Hair colour is likewise dark, with wavy hair three times as likely as straight hair. Their faces are marked by slight epicanthic folds over their eyes as protection against the light of their twin suns. These folds give some individuals a squinting appearance, while others just seem tired.

A key element of the Answerin psychology is the belief that fear in any form, from sheer lack of confidence through anxiety to terror, is simply a disease of the mind. It is a weak will and undisciplined mind that separates common men from heroes. Conquering the mind, the Answerin believe, will enable them to better master themselves physically and with that mastery comes freedom from the physical. This is how the Answerin view human happiness.

The Answerin, then, sometimes appear as very self-assured and smug to outsiders. They know that there is truly nothing to fear except fear itself. This makes it difficult for others to get along with Answerin. Their confidence can be overbearing and more than a few Answerin are deemed by outsiders to be conceited and arrogant. This is really a poor interpretation; Answerin merely look at stressful situations with a rational detachment and conclude that nothing, least of all efficiency and success, is to be gained by giving into the corruption of the mind known as fear.

By no means are the Answerin stoic. They are not one-note video aliens. They display the full range of human emotion in the usual ways. Nothing akin to fear, however, means anything to them.

The Answerin adrenal response is under conscious control for most individuals, which they can use for bursts of speed and strength in combat, or other stressful situations. Combine this with their utter fearlessness and they can be extremely effective and even terrifying, warriors.

Another key component of the Answerin psychology is that, with no fear of death, violence is viewed as a pragmatic solution to many problems. The ancient Vilani exploited this, using the Answerin as shock troops and marines. They can often be found in similar professions in the Third Imperium as well, though their recruitment is no longer institutionalised the way it was with the Vilani.

Antares: Trailing region of the Third Imperium. The name Antares is applied to a variety of places at the trailing fringe of the Imperium. Antares is a domain of the Imperium, a sector within that domain and the capital of that sector.

Antares, League of: The League of Antares (although it does not include the Antares system) is an autonomous region within the Imperium. The worlds were originally pressed into the Imperium in 89 during the Antarean Pacification Campaign and then were occupied by the Julian Protectorate during the Julian War. When regained for the Imperium at the end of that war, the peace terms included a mandate that the League of Antares be given limited autonomy for control of trade, commerce and internal affairs. The autonomy of the League of Antares served as a model for the later establishment of the Solomani Autonomous Region.

Antebellum: Literally, *before the war*. This is a general historical term referring to the period within the Imperium before the Civil War, specifically 210 to 604. The antebellum period was characterised by expansion of the Imperium, with large-scale colonisation efforts, integration of numerous regions into Imperial society and an overall mood of growth and exploration. With the end of the antebellum period, the Imperium turned more attention inward, devoting resources to internal development and consolidation.

Archduke: Each of the six original domains has an archduke exercising overall control and acting as an intermediary between the Emperor and the other levels of nobility (except for the domain of Sylea, where the Emperor is the archduke). They are referred to by the title Archduke followed by the title of the domain. An arch-dukedom includes a fief consisting of an entire world, generally retained as a private reserve.

Arcology: An arcology is a planet-based city or settlement maintaining an extremely high sophont population density. Arcologies are generally advocated as solutions to the problems of overpopulation and environmental degradation, as they reduce the ecological footprint of cities. Most cities spread across a planet's surface horizontally — covering more

and more land and reducing arable farmland. Arcologies, on the other hand, are more three-dimensional, either going underground, or going vertical.

A distinction should be made between an arcology, which tries to integrate itself into the local landscape and ecology and a mega-structure, which is simply a giant building.

Archon Thesis: During the early years of the Third Imperium, and following the traditions of the previous Imperiums, there was considerable speculation as to why Humaniti has arisen on so many different worlds within the galaxy. Because of genetic evidence that all these branches of humaniti sprang from common stock, it is generally assumed that the race originated on one world and was then scattered across the galaxy by some mysterious ancient race.

During the Second Imperium, the leading scientific theory of the period was the Archon thesis. That thesis postulates that the Ancients were actually a race of humaniti (the Archons), who developed vast technology on their home world — supposedly Terra, home of the Solomani — some hundreds of thousands of years ago. The minor human races across known space are believed to be the descendents of the Ancient human survivors of the Final War, who had been blasted back to a pre-technological existence.

Given the degree of bigotry within the Solomani, it is hardly surprising that the Archon thesis has attracted substantial support, particularly from Solomani nobility and archaeological scientists. Since the thesis postulates that the Archon Ancients evolved on Terra, it lent further force to the Solomani nobility's delusions of grandeur. It led many Solomani to claim, arrogantly, that they were entitled to rule the galaxy, not merely as the former lords of the Ramshackle Empire but as the descendents of the Ancients themselves. Though the theory is largely discredited, it is still common on many worlds of the Solomani Sphere.

Artifact: Technically, any manufactured object. However, the term 'artifact' is commonly used to refer to any object, item, or group of related items produced by the Ancients.

Aslan: Aslan are a Major Race, the last to achieve jump flight. They stand roughly human-sized, averaging 2.0 metres in height and weighing about 100 kilograms. They are descended from four-limbed, upright, bipedal carnivore/pouncer stock, originally adapted to a solitary arboreal existence. The earliest Terran explorers saw in them a vague resemblance to the Terran lion and they have been described (by Terrans) as lion-like ever since, although there is very little true similarity. The derivation of the word Aslan is unknown. There are two sexes, male and female. The most notable external difference is the increased size and mane of the former. Females outnumber males by 3:1.



Aslan have a single highly specialised claw under each thumb which folds back jack-knife fashion into a horny covering in the base of the thumb and palm.

The Aslan Hierate, a vast region of Aslan-dominated space lies to rimward of the Imperium, bordering on Solomani space and the Great Rift. However, Aslan themselves have ranged far beyond its borders, with many settling within the Imperium and attaining full status as citizens. As citizens, they subordinate themselves to Imperial authority, although they have remained culturally apart from human society. Aslan serve in the Imperial armed forces; they achieve noble positions; they pay taxes; they run businesses.

The Aslan are a warrior race, proud and noble, devoted to those in authority above them. An individual Aslan is usually a member of a family of from 2 to 12 individuals under a patriarchal leader. Several families will combine into a pride with one family dominant. A number of prides form a clan, with one pride being dominant. Aside from military organisations and the ruling council (within the Hierate), the clan is the highest social-political organisation among the Aslan. A deep-seated territorial instinct causes the Aslan to have an inordinate (from a human standpoint) concern with land. For male Aslan, owning land is a major goal in life. An Aslan's status is determined by the amount of land he (or her husband) controls. Status is also gained by being a vassal to a lord with a large territory.

The lowest classes of Aslan are landless and provide the farmers, labourers, craftsmen and factory workers. A holder of a large territory will often grant authority over it to vassals (usually sons, brothers, or male relatives by marriage) who administer the land in his name.

The two sexes have very different roles in Aslan society. Males (in all but the lowest classes) are concerned mostly with military operations, acquisition of territory, and political affairs. Females are concerned with trade, industry and the accumulation of knowledge. Upper class males have little conception of money and are literally incapable of functioning in a technological society without aid, thus are seldom encountered without the supervision of a wife, mother, or other female relative or employer. For instance, a typical Aslan mercenary unit will be organised by a wealthy married female, who will then assign its operation, for a share of the proceeds, to an unmarried female relative. The battle commander and most of the troops will be unmarried males (many of them also relatives), hired with the promise of land grants (and the opportunity to gain honour and reputation in combat); however, staff, operations, supply and intelligence officers will generally be female. The extremely deadly nature of any combat between Aslan has led to a rigid, ritualised pattern of behaviour designed to reduce conflict. Aslan are very polite and most have learned to be patient with non-Aslan, accidental fights still occur. Disputes between individuals are handled by the patriarchs, disputes between families by the pride leader, between prides by the clan leader.

See also Aslan Border Wars, Aslan Hierate, Kuzu.

Aslan Border Wars (-1120 to 380): Series of conflicts between various Aslan clans and human systems as the Aslan expanded toward already-settled human territory. The Aslan achieved major race status late (circa -1900) and proceeded to expand into the available territory in their region of space. Contacts along their trailing border necessarily resulted in friction with the human systems in that region. Because the Long Night was already well under way by the time the Aslan encountered humans, there was no central human government to resist Aslan incursions. Since there was no united Aslan authority either, the sides were fairly matched and numerous small wars were fought between Aslan clans and human splinter states, with alliances among the various powers constantly forming and dissolving.

The border between human and Aslan space remained relatively constant, with a few systems changing hands after each war. At this time some clans also launched raids into the interior of the former Imperial domains, conquering and settling worlds as much as 40 parsecs beyond the border.

Once the Third Imperium expanded into the region (circa 200), its superior organisation and technology gradually put an end to the Aslan threat. The final treaties, negotiated with all the major clans, established a buffer zone about 30 parsecs wide

between the Imperial border and the region of Aslan control. There has been no war since the final treaty was signed in 380, although the Solomani have violated portions of the zone and incorporated it into their boundaries.

See also Aslan, Aslan Hierate.

Aslan Hierate: Interstellar, multi-sector government of the many Aslan clans. Aslan society centres on the clan. Within the Hierate, the family structure of the Aslan and the governmental structure are the same. The highest governmental functions are performed by a council of 29 clan leaders chosen from amongst the most powerful clans. "The 29" (as they are called) have quasi-religious status and represent the essential unity of the Aslan race. To be chosen one of "The 29" is the highest honour to which any Aslan can aspire. The 29 meets continuously on Kuzu to adjudicate inter-clan disputes and decide matters of group policy. No member of the 29 speaks for the Hierate as a whole, nor does the whole 29.

There are no Hierate military forces; each clan has its own and they rarely act in concert with those of other clans. The Hierate itself can call upon military forces only insofar as the clans themselves agree to provide such forces. Even the minor forces conveying the 29's decisions are actually under the control of individual clan leaders.

See also Aslan, Aslan Border Wars, Kuzu.

AssaultRon: The Assault Squadron, or AssaultRon, is composed of troop transports and supporting ships. Capable of carrying hundreds of battalions of invading troops, the AssaultRon's mission is to transport troops, their equipment and their supplies from star system to star system and to deliver troops from orbit to a disputed planetary surface.

AssaultRons tend to be homogeneous units, each equipped with only one type of ship. Thus, the 10897th Imperial Assault Transport Squadron would be equipped for troop transport, while the 9705th Assault Invasion Squadron would be equipped to deliver the troops to an invasion beachhead on a world surface.

See also CruRon, BatRon, TankRon, and ScoutRon.

Astrography: The science of mapping interstellar space. Basic to any science of mapping is a coordinate system. The system used by the Imperium is based on rings of longitude, rays of latitude and parsecs. Rays of latitude extend from the galactic core, while concentric rings of longitude are placed at one-parsec intervals. By convention, the concentric ring passing through Reference/Capital is labelled the 10,000th ring and is used as a baseline.

Similarly, the ray of latitude extending from the centre of the Galaxy through Reference/Capital is designated as the first ray. Measurement is in parsecs, counting in the trailing direction.

Computation reveals that the circumference of the 10,000th ring ($r=10,000$) is 62,832 parsecs. Counting spinward uses a subtraction from 62,833, which is the equivalent of the zero baseline.

For example, Regina, of the Regina Subsector, in the Spinward Marches, is 9930 ring/ray 62723. The format for expression of location is xxxx ring/ray yyyyy, where xxxx is the ring of longitude (distance from the galactic core in parsecs), and yyyyy is the distance of the ray of latitude (in parsecs) from the first ray of latitude, measured along the ring of longitude in the trailing direction.

This mapping system is highly Imperio-centric with other systems being used by other peoples and races outside the Imperium. This system has gained wide acceptance, however, among Imperium-dominated client-states, human and otherwise. This mapping system breaks down and is prone to error beyond certain limits. It does serve admirably for a band approximately 400 parsecs wide at a longitude of 10,000 parsecs.

ATV: See All Terrain Vehicle.

Baron: The second level of noble rank in the Imperium is the baron, the lowest level accorded membership in the peerage. Barons are referred to in several different styles including the use of prefixes to the surname (such as von, haut, or hault) and/or the title Baron (or Baroness for females). An individual accorded a barony for service may receive a fief of land on a single world, generally not more than 100 square kilometres. When a barony includes a fief, then the title is generally followed by the fief's name (such as Baron Solvenos).

Baronet: Intermediate between the first and second level of noble rank is the baronet. Baronet is a special form of baron awarded by an archduke of one of the domains of the Imperium. Baronets rank below barons in seniority and precedence.

Although the Emperor can create baronets (either as Emperor or in his capacity as Archduke of Sylea), in practice they are created only by the archdukes.

A baronetcy entitles the individual to use the prefix Baronet before the name.

BatRon: BatRons, or Battleship Squadrons, in the naval parlance of the Third Imperium, are typically two to eight battleships or dreadnoughts of 100,000 to 1 million tons each, plus escorts and auxiliaries (usually less than 25% of capital ship tonnage). The term is also applied to Battle Rider squadron, though they are organised differently.

Battle squadrons are created from battleships or battle riders and are intended to meet the best of the enemy fleet, engage it and destroy it. Their purpose is battle. Battle squadrons

are usually reinforced with large numbers of auxiliary ships, including refuelling shuttles, escorts and support cruisers. In addition, they are accompanied by a number of fleet couriers, which carry communications between squadrons

See also CruRon, AssaultRon, TankRon and ScoutRon.

Barracks Emperors: See Emperors of the Flag.

Battle Dress: Imperial term for personal powered combat armour. Battle dress enhances the strength and senses of individuals wearing it with variable feedback personal controls, servo-powered limbs, and various kinds of electronic assistance.

Battle dress is somewhat bulky but is roughly man-sized. In addition to the enhanced strength, the suit usually has several pieces of equipment built in, including short-range communicators, life support systems and sensor enhancements. Many also have one or more weapons built-in, along with connection sockets for plasma and fusion guns.

Battle of Kagukhasaggan: In the closing stages of the Solomani Rim War, an Imperial task force built around the fleet intruder *Bard Endeavour* was ambushed while refuelling in the Kagukhasaggan system by the Solomani dreadnaught *Retaliation* and a large number of accompanying warships, together forming Strike Force Daring. Several of the smaller Imperial escorts in the high guard position were destroyed covering the disengagement of the Imperial task force from the system's gas giant's gravity well and those ships already refuelled headed out-system at maximum acceleration to make a jump. To cover the withdrawal, the *Bard Endeavour* (its tanks nearly dry) remained behind to delay the enemy and sell itself as dearly as possible.

The heroic stand of the *Bard Endeavour* enabled most of the task force to escape, but left the fleet intruder a glowing wreck in a decaying orbit over Kagukhasaggan 2, one of the small inner worlds of the system. Those crew still living began evacuating the doomed vessel, although many were cut off in the interior of the stricken vessel.

Based upon the interrogation of the evacuated crews, the Solomani felt the ship was still intact enough to recover. The Solomani assembled three strike teams. One entered through the rear doors of the boat dock deck to clear the jump drive deck and repair the jump drives if possible. The second team forced their way onto the ship via the fighter recovery lock on deck 69 and crippled the four remaining fighters. The third part forced the air locks on deck 41 and cleared deck 40 above it. A handful of marines and crew resisted the first strike team and denied the Solomani salvage of the ship. The three strike teams evacuated. Three hours later the Imperial Fleet Intruder *Bard Endeavour*, with 43 of her defenders still aboard, suffered catastrophic re-entry into the atmosphere of Kagukhasaggan 2.



Battle of Two Suns, 1084: The final battle between Imperial forces and the Outworld Coalition in the Fourth Frontier War. Losses on both sides were heavy but the Imperium held the field and the Coalition was unable to continue their advance due to the lengthening supply lines. Had the battle gone the other way, the loss of both Yres and Menorb (the encounter occurring midway between those two locations) would have forced the evacuation of Efate and meant the collapse of the entire coreward end of the Regina subsector. The battlefield is still posted as a dangerous area, littered with debris and avoided by interstellar transportation.

Battle Rider: Non-jump capable ship intended to stand in the line of battle in space combat and carried between stars by a jump-capable battle tender.

Two opposite views in naval architecture have dominated the design of the major warships of space navies. The battle rider concept involves a large jump-capable tender carrying from two to ten heavily armed and armoured battle riders. The opposite concept is the battleship, a large jump-capable ship that carries the jump drives and fuel tanks internally. The battle tender, so integral to the concept of the battle rider, is little more than a large dispersed structure with jump drives, fuel tanks and basic controls. By dispensing with the need for jump drives and jump fuel tanks on each of the riders, each becomes ton for ton more heavily armed and armoured. It is generally held that, in any meeting between a battleship and a battle rider of equal tonnage, the battle rider will triumph.

See also Battleship, Battle Tender.

Battleship: Jump-capable starship intended to stand in the line of battle in space combat. The battleship embodies the polar opposite of the battle-rider concept. Battleships are large, well-armed and well-armoured starships of massive tonnage, capable of meeting almost any adversary. In a battle against a superior force, however, the battleship can flee using its own jump drives. A battle rider, however, carried into combat by a battle tender, does not allow for the possibility of superior force; no matter how good a rider is, if it meets a superior adversary, it is placed in a position of winning or dying.

Retreat is nearly impossible without losses. Battleships are also more suited to 'show-the-flag' missions, where one large, heavily-armed vessel is sent to visit outlying worlds and client states, in order to awe them with the power of the Imperium and its Navy.

See also Battle Rider.

Battle Tender: Interstellar ship transport intended to carry battle riders into combat. Generally a dispersed structure, it transports a squadron of battle riders ready for immediate launch upon entry into a system. While the riders press the attack, the tender stays in the reserve for protection.

See also Battle Rider.

Bawapakerwa-a-a-awapawab: Intelligent minor race native to Marhaban (Empty Quarter 0425). Known as Bwaps or Wabs (from their name for themselves, Bawapakerwa-a-a-awapawab), they are also known as Newts due to their appearance.

Bwaps average 1.4 m in height and mass between 30 and 50 kilograms. They are upright, bipedal, homoeothermic and bisexual, with an internal skeleton and a closed circulatory system. Their haemoglobin is copper-based, a deep blue in colour, making their skin a faint greenish-blue in areas without pigmentation. Otherwise, greens, browns, yellows and blues are the most common skin colours, usually in patterns of darker colours over a lighter basic colour.

Bwaps can be found throughout the Imperium, more commonly in the region trailing and coreward of Capital (Core 2118). Fewer than 12 Imperial worlds are fully controlled by Bwaps and most of these are classed as religious dictatorships. Bwap merchants and administrators can be found throughout known space but are less common outside the Imperium.

Society is dominated by the Bwap world-view, which holds that each individual has a place in the wapawab or tree - a view stemming from their habitat but including phratry, bloodlines, country and place of duty. The literal tree is intricately tied into the planetary ecology, providing shelter and oxygen, converting water and minerals into food and so on. The figurative tree is much harder to define but is roughly equivalent to a clan or tribal group. Both sorts of trees are part of a planet, which is part of a solar system, which is part of a cluster, which is part of a galaxy, which is part of the cosmos. Everything the Bwaps do reflects this complex, wheels-within-wheels outlook. Each individual takes great pride in being one small, functional and unique cog in a vast, ever-changing universe of interlinked patterns. Their ritual of greeting, for instance, seems like meaningless formality and windy chitchat to non-Bwaps, but it communicates 'I am in this place and doing my part. Where are you and what are you doing?'.

From the human point of view, Bwaps are obsessed with minutiae, patterns and the order of things. Driven by this internal desire to see everything in its proper place, they make excellent bureaucrats, officials, mathematicians, bookkeepers, scientists and historians. However, their obsession with ritual and proper conduct can make them difficult to deal with. Those who violate the rituals will be lectured to, at length, on propriety. Dealing with Bwaps takes time but trying to speed things up only takes more

time. Criminal behaviour is extremely rare and is considered the worst form of mental disorder among Bwaps, since it disrupts the proper order of things. Their world-view means that their definition of crime is often at variance with Imperial norms but fortunately most Bwaps courts consider exile to be sufficient punishment, especially in the case of aliens such as humans.

Beaked Monkey: (*Psittarhynchus fructophagii*) or Beakers (as they are sometimes called) are common on many worlds, both in the wild and in captivity. In addition, they are found on many starships as pets. Their planet of origin is not known but the animals can be documented as far back as far as 300 years pre-Imperial, with a range almost as widespread as at the present. Beaked monkeys typically weigh from two to three kilograms, and measure 60 to 75 centimetres in length, half of which is generally taken up by the tail. Tails are sometimes bobbed on animals kept aboard spacecraft. Beakers are covered by a short fur, most commonly brown or gray. Black is rare and white extremely so.

The animal's most notable feature, the beak, is formed of two bony projections from the palate and mandible, covered by a horny substance resembling keratin. The lower third of the esophagus is extremely heavily muscled and lined with a number of tooth-like grinding structures, which break swallowed food into fragments small enough to be digested readily. In the wild, the beaker is arboreal and is thought to have originally subsisted on a diet of hard-shelled nuts and seeds, although specimens have been observed eating insects and other small animals. In captivity, beakers thrive on almost any available type of human food.

The animals are quite popular as pets on starships because of their gregarious affection to almost all humans, their intelligence and their scrupulous cleanliness. Some individuals are rumoured to act as a booster for certain psionic activities but this last ability has not been proven to the satisfaction of most authorities.

'Behind the Claw': A slang term used by inhabitants of the Spinward Marches, Deneb, and Trojan Reach Sectors to refer to these areas. The term derives from a supposed resemblance between a claw and the Great Rift, as seen on maps of the Imperium. Inhabitants of this region feel a certain pride in this designation, and it is used to imply that they share a camaraderie and common interest. The name was once used as the title of a popular news magazine with a circulation area encompassing the three sectors. The term is rarely used by inhabitants of other areas of the Imperium.

Belt Mining: Belt mining is the process of extracting useful minerals and other substances from asteroids. Asteroids fall into three basic categories, each of which is different in nature and value.

Nickel-iron asteroids are reasonably dense, high-grade sources of metal of most value to the manufacturing industry; large asteroids can be sold to local shipbuilding concerns as planetoid starship hulls

Carbonaceous asteroids are the most common planetoids and have the lowest value of all asteroids in most marketplaces. These stony chunks have the most value in systems where space colonies and large stations can make use of the variety of the useful elements-carbon, hydrogen, oxygen and so on-that can be extracted from them.

Ice chunks are made up of various frozen volatiles, such as methane, water and the like. These "dirty snowballs" are a source of hydrogen fuel and hence support an entire specialty of ice miners who seek them out. In systems where gas giants cannot be used for one reason or another, a starport or space station may pay reasonably good money for ice chunks, though they will never make a belter rich.

None of these three categories of asteroid is particularly valuable, and few beltters ever made a fortune strictly from discovering and mining any of these. In point of fact, there are other things to be found. Many asteroids, most particularly nickel-iron rocks, contain varying amounts of the valuable minerals, platinum, iridium and so forth, and sometimes radioactives. Occasionally an asteroid will be discovered with an unusual configuration that makes it valuable for scientific or even aesthetic purposes. And, finally, there are artifacts, which take in the entire gamut from the flotsam of a week-old wreck to a trove left by the Ancients, and which vary in value accordingly.

Belter: Strictly speaking, one who practices the profession of asteroid prospector and miner, usually working alone or with a small number of partners. Loosely, any resident of an asteroid belt, including citizens of civilised belts such as Glisten, some of whom have never been in a spaceship.

Black globe generators: These devices are a rudimentary force screen generator that produces a characteristic black globe surrounding its mechanism. Matter and energy are unable to penetrate the surface of the screen and energy impinging on the screen is absorbed within the mechanism, typically to a capacitor bank. When the screen is dropped, the energy is then radiated away as heat.

Unfortunately, the generator has several disadvantages, primarily being restricted in its ability to manoeuvre, fire weapons or communicate while the field is in operation. In addition, there is a danger of the field overloading the energy banks; when filled to capacity, this causes massive internal explosions, side-stepping any armor the ship may be outfitted with, leading to the destruction of the vessel

A route around these disadvantages, and extending the time to overload, is to 'flicker' the black globe generator. This flickering, set at any percentage of full absorption, allows limited manoeuvrability as well as the ability to fire weapons, communicate and radiate some of the energy that the generator has absorbed. The drawback, of course, is the black globe

armed vessel will take on damage equal to the percentage that the generator is 'off'.

This is a high-tech item. Early devices are available at TL 15 but are more generally available at TL 16-19.

Bloodwell: Merchant trader in the 1000-ton class belonging to the Oberlindes Lines and generally assigned to the Regina/Regina to Pandrin/Uthe run. Lost with all hands and passengers to Imperial naval action 347-1105 when mistakenly identified as hostile.

Boat: Any defensive non-starship. In general, the term boat is reserved for craft produced for local defensive operations. While non-interstellar in nature, they are heavily armed and armoured.

Also used to reference any small craft or non-jump vessel used for orbital or interplanetary travel.

See also System Defence Boat.

Bonded Superdense Material: Bonded superdense is a hull/armour material. It is made of superdense material that has a small trickle charge passed through it in order to strengthen molecular bonds. It is the best armour material available at standard Imperial Tech Levels.

Brzk: Archduke of Antares. Brzk's great- (to the eighth) grandfather, Admiral Soegz, was a loyal supporter of Arbella in the final years of the Civil War.

Brzk, a Vargr, is the only non-human Archduke in the Imperium.

Bush Runner: (*Suffitifer andrewsii*, et al) Adult bush runners weigh approximately 50 kilograms and are between 1.4 and 1.5 metres in length. Physically, they resemble a cross between the terran kangaroo (*Macropus* and others) and the eten fruit-lizard (*Fructo raptor*).

Bush Runners have a succulent blue flesh, which is toxic in any sort of quantity, but considered a delicacy on cultural Vilani worlds. Like many animals, they have been disseminated to a variety of worlds through the actions of one or another society, though the likely culprits are the Vilani of the First Imperium.

Calibration Point: Deep space refueling points used to cross areas of space where there are no star systems to provide gas giant, ocean, or asteroid refuelling points. Calibration points are located in deep interstellar space, light years from the nearest significant astronomical body. At the simplest level, they consist of a natural source of hydrogen, typically a comet nucleus or other ice body but rogue planets are rarely found and used for these purposes. These natural calibration points are discovered and exploited, not constructed.

The most sophisticated calibration points are manned space stations, with huge tanks of refined liquid hydrogen fuel ready for transfer into starship fuel tanks, repair facilities, hospitals and rest and recreation facilities. These can be built entirely from scratch, from modular components or sometimes from empty fuel tanks but it is best if they can be constructed on an existing body such as the natural calibration points above.

The key feature of all calibration points is that they are carefully plotted for those who use them, as interstellar space is a very large haystack in which to find a needle like a calibration point. Ships which jump into interstellar space without precise information on the location of such calibration points are doomed to eventually run out of fuel and drift forever in the cold and dark.

Calibration points are usually secret, as their use confers operational and strategic advantages that must be denied to rivals. Most calibration points carry locator beacons that remain silent until activated by pre-arranged coded challenge signals, to prevent them from being used by unauthorised vessels.

Capital (Capital/Core 0508-A586A98-F): Central world of the Imperium and seat of government since its founding. Situated in the centre of the Imperium, Capital's astrographical position has proven of prime importance, as a communications hub, a cultural centre and an industrial focus.

Centaur: See K'kree.

Charted Space: The region known as Chartist Space is hundreds of parsecs across but it is a mere droplet in the vast ocean of stars that is the galaxy. However, Chartist space is unusual for one important reason – it has sentient life. Non-sentient life has been found beyond the little bubble of well-travelled space inhabited by the various major and minor races but as far as explorers have travelled in any direction they have not found a sentient species that did not originate in Chartist Space. The reason for this island of life among a billion barren worlds is unknown.

Of course, scientists concede that there may be sentient life out there, beyond the explored regions, which have not yet been contacted. There are groups of humans living on far-distant worlds at the edge of Chartist Space. But they did not originate there, instead they were transported from Terra long ago, likely by the Ancients.

Children of the March: A fleet intruder (later frontier cruiser) of the **Azhanti High Lightning** class, tail number 6355. Laid down 095-994. First flight 117-997. 60,000 tons and heavily armed.

The **Children of the March** was unusual in this class of ships primarily for its method of financing. The boost to subsector economy created by the award of starship construction contracts is always important enough to make all areas of the Imperium vie for the privilege. At the time of the bidding invitations, the

Solomani Rim War (990 to 1002) was burning on the other side of the Imperium; there was little chance that the Spinward Marches would receive a contract.

The Duke of Regina, speaking for the Marches, proposed that the Marches fund one additional ship from its own resources, on the condition that the Marches receive a contract to produce a portion of the total run. The school children of the worlds within the Marches contributed their lunch money, at a quarter credit each, for the ultimate funding of one ship and it was named **Children of the March** in their honour.

Chirper: Semi-intelligent minor race native to many worlds in and outside the Imperium.

Chirpers are omnivore/gatherers in the 25 kilogram class. Living in small groups with limited social organisation, they gather fruits and berries, supplementing their diets with occasional small animals, which they catch and kill with crude tools. Chirper intelligence is at the low end of the scale and ranges from a few points above animal levels to a few points below the average for humans. Chirpers are named for the sharp bird-like chirp that characterises their speech. Chirpers are recognised by Imperial authorities as intelligent and as such, they enjoy the protections and responsibilities of intelligent species within the Imperium. Most chirpers live in established reservations with only limited interchange with humans.

Finally, chirpers are extremely swift, much more so than their size or build would indicate. They can dash and dart about unseen, if they care to. It is nearly impossible to catch a chirper.

Church of the Chosen Ones: A fanatical Vargr sect which believes that the Ancients not only 'invented' the Vargr race by genetic manipulation of Terran carnivores but that the Ancients also returned to the Vargr several times and improved the race to the point that it could take its rightful place as the leader of this part of the galaxy. Some Church members even believe that the Ancients will return again to bring this about. The Church has waned in influence since its founding 200 years ago but it still has followers on many worlds.

Ciencia Iphegenia (b. 1088): Grand Princess of the Imperium, daughter of Emperor Strephon and Empress Iolanthe. As heir to the Iridium throne, Grand Princess Iphegenia has been educated from birth to eventually assume the mantle of authority for the Imperium. She is known to be extremely interested in the sciences and exploration

Civil War (604 to 622): Fought between various factions within the Imperium for control of the bureaucracy. It had its origin in the strain on communications within the Imperium caused by the long lag times dictated by the very size of the Imperium. To cite one cause, however, would be simplistic. The diverse backgrounds of the many constituents of the Imperium had its effects, as did

rivalry for power by major naval and military commanders, and a lessening in the Imperium's expansionist tendencies.

The spark that started the Civil War was thrown off by the First Frontier War (589 to 604) in the Spinward Marches. Communications lags and a lack of preparedness forced the Marches to conduct most of the war on its own, with little additional help or support from the Imperium. When Grand Admiral of the Marches Olav hault-Plankwell forced the war to an end, he found solid support for a new government. Marching on the Capital with his war fleet, he 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 then proclaimed himself Emperor by right of fleet control. The ensuing power struggle lasted through eighteen years and eighteen emperors.

The fighting in the Civil War was of two varieties: fringe battles for power bases, and central battles for control 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 the Core and used to either seize power or to wrest it away from someone else.

But there was also a cheaper, easier route open to many. The dynastic crisis of 244 had produced a precedent for the assassination of the emperor if he or she overstepped the bounds of legitimate authority. The concept was introduced to legitimise the elimination of Cleon the Mad and never intended for any other purpose. Nevertheless, in the turmoil of the Civil War, assassination was reintroduced and accepted, at least by those utilising the technique, as a way of promoting a succession in government.

The line of Emperors during the Civil War came mostly from naval officers and they are collectively called the Emperors of the Flag. Of these eighteen, seven were assassinated; 10 were killed in battle and one survived- Arbellatra.

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). Their defeat in that war had greater effects than they would know. Grand Admiral Arbellatra Alkhalikoi managed the meagre forces of the Imperium against the Coalition and managed to force a second defeat.

Arbellatra's strategy after the war was, like her predecessor Olav hault-Plankwell, to march on the Capital and seize power. She, however, did not make the mistake of seizing the throne.

Instead, she defeated the current putative emperor and then took possession of power, holding it in trust for a rightful successor. She held the post of regent for seven years while a search for a member of the Jaqueline's family could be found to take the throne. In the stability that followed with her 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 that was probably in her mind all along.

With the end of the two Frontier Wars and the Civil War, the Imperium entered a period of renewed expansions and consolidation. An express boat system was established to enhance government, commercial and private communications. The Solomani influence in the Imperium was lessened and replaced with a more cosmopolitan policy. At the same time, renewed efforts at interior development of existing Imperial territories provided a new focus for the bureaucracy.

See also Appendix 1, Emperors' List, First Frontier War, Outworld Coalition, Second Frontier War.

Client State: An independent political unit that has chosen (or had forced upon it) the patronage of a larger political unit. This relationship is generally mutually beneficial and is essentially commercial in nature. That is, the political or defensive ties that may be part of any patron-client relationship are ultimately intended to promote trade between the two.

Collace (District268 0407 B628943-D): Highest population world in District 268 and major industrial centre. Collace was one of the first worlds settled in the District and is the primary candidate for its capital when or if it is integrated into the Imperium.

Confederation: Group of independent states, worlds or systems united for specified purposes, while generally retaining more freedom of action than the members of a federation. League. Alliance (especially of princes, nations, states, worlds or systems).

Consolidation Wars (c. -5400 - -4000): Long period of wars, invasions and diplomatic envelopments that occurred as the Vilani state moved to integrate the various races and regions throughout what was Charted Space at the time.

Count: The fourth level of noble rank is the count and is associated with two or three worlds within a subsector. Counts are referred to by their title followed by the individual's surname or by the name of one of the worlds within the county.

County: Administrative grouping of systems, usually confined to a single sub-sector and typically not more than 4-8 systems.

Combat Armour: Combat Armour is a complete vacc-suit-like array of metal and synthetic armour. Combat armour is strictly military and not available on the open market; it is issued to troop units and elite mercenary battalions

Inexpensive when compared to battle dress, combat armour is widespread in military use for higher technology forces and usually contains integral communications and life-support equipment.

Corridor: Imperial sector containing 267 systems dramatically split by the Great Rift; 69 systems lie rimward of the Rift and 149 systems form the coreward third of the sector. Coreward of this sector lie the Vargr Extents, a source of raids and pirate activity since the days of the First Imperium.

Corridor is named for its role connecting the old, well-established Vland Sector with the frontier sectors of Deneb and the Spinward Marches. The name Corridor dates from about 140 and has displaced the old Vilani name (Eneri, rough translation: 'star salad') for the sector.

Coyns: Of the rare artifacts recovered from Ancient sites, the most common are coyns; small disks of metal engraved with various symbols. Their specific purpose is unknown. It may be that the objects served as money, jewelry, psionic focuses or for some other unknown purpose.

Original coyns have been found in various precious metals such as gold, silver, platinum, iridium and even uranium. Sets range in size from six to thirty-eight pieces and are considered desirable to museums and collectors throughout the Imperium. Each coyn has a scrap value of Cr400 (if gold); to a museum, the value is closer to Cr4000. Copies of sets of coyns are made of aluminum, lead, or zinc, and are more frequently encountered from unscrupulous merchants or traders. Such fake coyns have a value of about Cr20 each.

Craig Anton Horvath: Duke of Warinir, Sector Duke of Daibei (b. 1063)

A career Imperial Naval officer, Craig selected the navy's technical branch. Retiring as a Fleet Admiral to his fief on Warinir, he brought with him a tremendous lifetime of training in leadership and organisation, proving again the old wisdom, 'there is no fitting preparation for a king than to have been trained in the navy'.

Crested Jabberwock (Jabberwockiscristatus saevitia) Sometimes called the nightclaw, or the fanged death, the Crested Jabberwock is a medium-sized carnivore native to Kassan/Vega (Solomani Rim 0101 A-785757-E). Only a few members of the species have been transported off world.

Fully-grown Jabberwocks mass about 400 kilograms. They are bilaterally symmetrical, homoeothermic quadrupeds, standing about 1.2 metres tall at the shoulder and measuring some 2.6 metres in length. Their anatomy is unusual in that the animal has four two-chambered hearts.

The Crested Jabberwock is noted for its magnificent, multi-coloured crest, which is used in displays of territorial aggression and courtship. This gorgeous crest is highly prized by hunters and trophy collectors throughout the Solomani Rim and has made the animal a highly prized and much-sought-after target. In as much as the Crested Jabberwock is one of the most aggressive carnivores known in modern exobiology (they have been known to attack prey five times their size), the challenge of Jabberwock hunting has long been considered the ultimate proof of courage and skill in some circles.

Crisis of '99: Albert Croale, in his book *Almost Disaster*, presents a hypothesis that the Third Frontier War (979 to 986) occurred two centuries late. After reviewing the progress of events in the spinward reaches of the Imperium from the antebellum period to the late seventh century, Croale then analyses the rise of the Psionics Institutes, their growing public acceptance, and their spreading power. Finally, he presents that a straight projection of events would predict a resurgence of the Outworld Coalition, increased hostilities and finally, a Third Frontier War.

Instead, his hypothesis indicates the Psionics Suppressions (800 to 826 and beyond) were a massive manipulation of the population of the Imperium, a form of psychohistory, in order to eliminate the power of the Institutes. Preparations were ongoing for war and the Imperium made representations of strength (in 799) to the Coalition. It backed down.

However, the psychohistory project went wrong and resulted in widespread rejection of psionics as a whole within the Imperium, to the point that even the government had difficulty in using the science of psionics for its official purposes.

Cruiser: Ship capable of independent operations and of support of the main line of battle. Cruisers are intended to fulfil two diverse missions- in battle, they support and reinforce capital ships which are present and which form the main line of battle, generally from the flanks and they perform independent operations, often forming the centre of task forces which have no capital ships. Cruisers are also put to use as independent ships.

CruRon: Cruiser squadrons are organised with cruisers and are intended to support BatRons in space combat. Although a cruiser cannot defeat a battleship in one-on-one combat, a number of cruisers can overwhelm a lone battleship and this occasionally happens. The function of the CruRon is to hold or delay a BatRon early in a battle.

CruRons are strong units. When no BatRon is around, they are easily the strongest type of squadron available. In addition to supporting BatRons, they are given the mission of supporting planetary surface operations once the space battle has been won.

Cruisers are the ships that bombard the planetary surface, conduct siege warfare and cover the invading AssaultRons. CruRons are accompanied by a variety of auxiliaries, including shuttles, transports, and fleet couriers. Every CruRon is assigned a bulk ordnance carrier that resupplies it with bombs and missiles.

Crystaliron: A ferrous armour/hull material using metal with a perfect crystal structure and carefully controlled impurities in order to gain maximum hardness and toughness

Currency, Imperial: The basic unit of legal tender in the Imperium is the Imperial credit. Individual worlds may issue their own currencies and those currencies may or may not be acceptable on other worlds. Similarly, corporations and

megacorporations may issue scrip and its acceptance outside of the corporate environment is a matter of conjecture. But Imperial credits are accepted everywhere in the Imperium and in many locations outside of it.

Imperial credits are almost impossible to counterfeit because of their unique method of manufacture. Plastic fibers are combined under high temperature and pressure and extruded as a rectangular bundle of great length. The different colored fibers form the pattern of the bill. Additional fibers with a unique quantum magnetic signature are also added at random to the bundles. It is not printed on but actually made a part of the structure of the note. The bundle is sliced to paper thinness, and a 14-digit alphanumeric (letter/number combination) is added for uniqueness.

Credit bills are issued in 10, 20, 50, 100, 500, 1,000, and 10,000 credit denominations. Plastic coins, manufactured in a similar manner in various shapes, are issued in quarter, half, one and five credit denominations.



Imperial credits can be bulky in large enough quantities. Bills measure 75 millimetres x 125 millimetres; 1,000 bills stand 50 millimetres high and weigh 500 grams.

Daghadasi: Massive sea creatures native to the water world of Bellerophon, in the Vegan Autonomous District of the Solomani Rim. The largest specimens can reach lengths of two kilometres or more, with their own unique eco-system centred on them.

Darmine: The Darmine are a minor human race native to Ishag/Liasdi (Zarushagaar 1323 B525986-A). The Darmine are not radically different from their Terran counterparts. Like the Vilani or the Zhodani, any differences are minor. Interbreeding over the millennia has also helped to 'wash out' some of the characteristics developed by the Darmine on Ishag.

To survive in the thin atmosphere of their world the Darmine have an increased lung capacity and blood oxygen capacity. This gives the Darmine an increased endurance for strenuous tasks, particularly when in a higher-pressure atmosphere. The Darmine have dark skin to protect against the higher than normal UV radiation from their star. While the Darmine were clearly transported by the Ancients, it is less clear if the changes to the Darmine physiology are geneered or are the result of natural selection evolution.

Delphine Adorania Muudashi: Duchess of Mora (Spinward Marches). Born 980. Inducted into the Order of the Starship and Crown in 1018 by Emperor Gavin.

Directions, Galactic: North and South do not work when referring to directions within the galaxy. Instead, the following conventions have achieved widespread acceptance when referring to direction.

Toward the galactic core is coreward, away from it, in the direction of the rim, is rimward. In the direction in which the galaxy is rotating is spinward, while the other direction is trailing.

These directions are in widespread use in describing Imperial features and businesses. For example, the Spinward Marches is a sector at the extreme spinward fringe of the Imperium; Rimward Lines is an important interstellar transport company.

Finally, within the Imperium, the term coreward is also used to indicate the direction of Capital, the Imperial core. There is some potential for confusion if the term is taken out of context.

Dating Systems: Three major dating systems are in use when referring to historical events- Terran, Vilani and Imperial. A fourth system (Zhodani olympiads) is of passing interest.

Terran dates centre on a year about midway through the period of Vilani ascendance. After that date, years ascend and are suffixed AD; before that date, years descend and are suffixed

BC. There is no year zero. Terran years have 365 days and are considered a standard for length of year. Years are further subdivided into months and weeks, although these divisions have fallen into disuse outside of the Solomani Sphere.

Vilani Dates count from the year of the Establishment of the First (or Vilani) Imperium. Those before are suffixed PI (pre-Imperium), those after are suffixed VI (Vilani Imperium). There is no year zero. Vilani years are approximately 1.33 standard years in length. Vilani years are further divided into seasons, months, and weeks, though these, too, are little used outside of the Vland sector.

Imperial dates count from the year of the founding of the Third Imperium, specifying the year zero as a holiday year. Dates before that are negative, dates after that are positive, with the sign usually suppressed. Imperial dating uses a Julian system for specifying days. Each day in the year is consecutively numbered beginning with 001. Thus, in the year 1105, the first day of the year is 001-1 105. Weeks of seven days and months of 28 days are used to refer to lengths of time but rarely to establish dates.

Zhodani dating is counted in olympiads (obviously a translation). Each olympiad is of three Zhodani years; each zhodani year is .75 standard years. The first olympiad corresponds to 2209 BC. The dating system itself has been in more or less continuous use since then, with minor lapses due to war or temporary decline of ruling parties.

Delgado Trading, LIC: Originally a manufacturer of military hardware and 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.

Stock ownership: Imperial family—5%, Delgado family— 47%, Noble families— 27%, Private ownership- 21%

Depot: (Corridor): Large imperial naval depot in the corridor sector, headquarters for the vastly over-strength series of Imperial fleets that patrol the sector. They are charged with keeping the thin line of systems open and free of raiders, in order to maintain trade and communications between the main bulk of the Imperium and the sectors located 'Behind the Claw': Spinward Marches, Deneb, Reft and Trojan Reaches.

Disciples of the Bright Way: The Disciples of the Bright Way are a sect that believes their deity exists in jump space and communicates directly with people while they are in jump. They call the sight of j-space 'The face of the deity' and have a secret combination of drugs and meditation practices that reduce (but not eliminate!) the insanity that results from directly viewing s-space.

Disciples are generally not dangerous but their disturbing practice of shooting up drugs and staring out of an open porthole into j-space during the week of a jump means that most ship captains refuse to allow them on board under any circumstances. However, the Disciples will pay an exorbitant amount of money for passage on a ship and since they do not really care about bodily comforts, they are quite happy to bunk two to a stateroom under middle passage conditions and pay up to Cr25,000 each for their 'pilgrimage'. The Disciples also own a number of ships they use for their own 'pilgrimages'. These ships are generally decrepit old scouts or free traders that have been roughly remodeled to hold dozens of members in slum-level accommodations.

Doyle's Eel: (Ferrosolvans et al) Typical of a large number of metal-dissolving species discovered in various parts of the Imperium and its neighbours, Doyle's Eel is a creature which has proved to be at best a nuisance and at worst a serious danger to ships operating in deep space. Animals of this general type have evolved on many planets independently and have since spread far and wide as they are carried by the ships they invade and infest.

An adult eel measures approximately one-third of a metre in length, with a diameter averaging four centimetres. They are hermaphroditic in nature, with all individuals capable of laying eggs. In their natural environments, the eels seek out veins of metal ore in underground caverns, using a powerful acid secreted from organs located in their ventral surfaces to carve a protected nest into the rock. The eggs are deposited here. The adult remains in the nest until the eggs hatch, after which it usually dies.

While they can physically attack humans if disturbed, the greatest threat posed by creatures of this type is indirect. If an eel should get aboard a ship and lay eggs, that ship can face a severe problem. Once larvae are hatched, these tiny nuisances are likely to get almost anywhere - and have a special taste for silicon, some plastics and other elements of shipboard electronics, computer and avionics systems (to build up their body tissue). A ship infested with these creatures will suffer from numerous electrical breakdowns, often at critical points, as the larvae reach sensitive parts of the ship.

Droyne: Intelligent major race inhabiting scattered worlds within an area slightly larger than the range of the current Third Imperium. The Droyne are a small race, derived from winged herbivorous gatherers. They vary in size depending on caste but generally stand one metre tall (large workers and warriors can be larger than humans). The history of their evolution remains a puzzle because their home world is not known with certainty, though Andory in the Spinward Marches is currently the prime candidate.

Droyne society is divided into rigid castes determined when an individual reaches adolescence. The six castes of the Droyne all serve different functions within Droyne society. Although they are identical at the time of caste selection, caste members develop pronounced physical and mental differences by maturity, as different genetic programs are awakened by differences in diet and environment from caste to caste. Young leaders, for instance, experience a nearly 30% increase in brain size in the first year after casting; drones develop sexual organs; and so on.

The following are descriptions and definitions of the castes.

The Worker: Manual labour and mundane ordinary activity are the province of the worker. Workers are not too smart and are temperamentally suited to contentment with ordinary labour and subservient tasks.

The Warrior: Trained for combat and possessing comparatively well developed muscles and reflexes, the warrior is the security troop, the soldier, the marine and the policeman of the Droyne culture. They are common in frontier Droyne bases and less numerous in civilised areas.

The Drone: Drones have a variety of purposes in Droyne society. They perform a reproductive role which makes them both fathers and mothers to Droyne young and they have a role in the ceremonies, which determine caste for maturing young. In addition, drones comprise a sort of middle management caste, responsible for many of the routine functions in business, trade and administration.

The Technician: This caste is the science-oriented portion of Droyne society and is concerned with both research and practical implementation of technology.

The Sport: Although the caste system of the Droyne is rather rigid, the sport is the deliberately accepted exception to caste structure. Sports are special individuals who cross caste lines to become individual scouts, messengers, representatives, hunters, prospectors and other occupations that require individual initiative or separation from Droyne society for long periods of time. A sport is the most probably encountered Droyne away from a Droyne world.

The Leader: Leaders are required to manage and direct society. They are ultimately responsible for everything that the Droyne as a whole do.

There is little individual freedom in Droyne society and as a result, society and government join into one concept. Workers work. Leaders lead. All of society dedicated to continuing the existence that provides all members with food, shelter and the other amenities that make life enjoyable. In addition, there is little discord in Droyne society when things are running smoothly, as

each member of society has its own function to perform. Only when disaster happens is the group forced to strain.

A typical Droyne group consists of a variety of Droyne from the different castes. There will be many workers, few drones and leaders and technicians and warriors based on current needs. Each group will also have several sports, although they may not be present, instead occupied with their own solitary tasks. This is not to say that Droyne are mindless. Leaders are quite capable and responsible; warriors have strategic and tactical senses; technicians are inventive and clever. But all accept the central group as a part of their lives and work for its benefit above their own.

Dust-Spice: Rare euphoric spice used for seasoning food, especially fruit. Harvested from the bark of desert scrub-plants, this seasoning is popular with humans as a mild recreational spice with effects slighter than, but similar to, alcohol. Certain non-human races (notably Aslan and Vargr) find dust-spice a much more powerful euphoric, and it is in constant demand by those peoples.

Dynchia: Minor human race, originating on the world of Melantris/ Melantris (0603-A6669C7-C)

Dynchia (the same word is used as both singular and plural) are about 2.2metres in height and weigh about 100 kilogram. They are slender and long-limbed. Skin tones range from pale to bronze-tan; hair colour is usually brown or black but snowy white hair is not uncommon. Hair fibers are soft and silky and hair runs in a bushy mane down to the small of the back. Facial hair is non-existent. The Dynchia have six fingers on each hand and six toes on each foot. Finally, the Dynchia's teeth differ notably from other similar species, in that instead of separate teeth, their dental batteries consist of two bony 'jaws' (as if the teeth

had been fused into one upper and one lower 'jaw'), with fanglike extrusions. Obviously, the Dynchia prefer plenty of meat in their diet.

The major difference between the Dynchia and the rest of Humaniti (other than their radical physical divergence, a result of geneering by the Ancients) lies in the realm of psychology. Two of the most common culture-shaping elements of human psychology (the instinct to protect females from danger and the instinct to possess territory) seem to have been left out of or modified in the Dynchia. The Dynchia have absolute equality of the sexes; prejudice or protection is psychologically impossible. Being gallant to a Dynchia female (who is as likely to be an admiral as a male) will earn you only a blank stare. The instinct to possess territory has also been modified in the Dynchia. A Dynchia is not a citizen of a particular world; he is a member of a clan (which in turn is a member of a tribe). It does not matter where the tribe rules, as territory is unimportant. There has not been an actual war within the Dynchia race since before their recorded history, only minor squabbles.

Wars are fought with outsiders though, for survival instead of territory. The Dynchia have a rare and unusual quality: they are warrior individualists in an un-warlike culture. This is to say that the Dynchia never make war upon their race, though fights, duels and challenges are common, as is a warrior ethic.

The social basis of Dynchia mentality is a deep-felt sense of honour (both personal and as part of a clan or tribe). It would be unthinkable for a Dynchia to compromise his or her personal, clan, or tribal honour — especially since the general religion of the Dynchia is reverence for ancestors and worship of tribal heroes. To be false to one's honour is to forfeit a chance to become a revered ancestor.

Equivalent Dates

Terran	Vilani	Imperial
100 BC	432 PI	-4620
1 BC	358 PI	-4621
1 AD	357 PI	-4529
100 AD	283 PI	-4421
475 AD	1 P1	-4046
476 AD	1 VI	-4045
575 AD	75 VI	-3946
2010 AD	1341 VI	-2511
4521 AD	3038 VI	0
4522 AD	3039 VI	1
5523 AD	3791 VI	1002
5626 AD	3868 VI	1105

Duke: The fifth level of noble rank is the duke and is associated with a subsector. The noble is referred to by the title followed by 'of' and the subsector name. The power of the duke depends on circumstances and the situation within the sector but generally one duke within a sector rises to power and comes to be the sector duke, the ruler of that entire sector. No special title is awarded to a sector duke.

Dulinor Astrin Ilethian, Archduke of Ilelish: Archduke Dulinor Astrin Ilethian was born in 1066 on the world of Dian (Ilelish 1021). He rose to the highest levels of the nobility in the Domain of Ilelish with the approval and support of the Emperor.

Dulinor was elevated to the position of Archduke by Emperor Strephon in 1104, an action opposed by many of the nobility.

Dyson Sphere: Using incredibly strong materials similar to those in a ringworld and adding gravity generators where necessary for strength and comfort, a spherical shell could be built to completely enclose a star.

Such a shell would then trap all stellar radiation for use by the civilisation. With a radius of 149 million kilometres (about 93 million miles), the internal surface area would equal about one billion planets the size of Terra.

First postulated by Terran scientist Freeman Dyson prior to contact with the Vilani

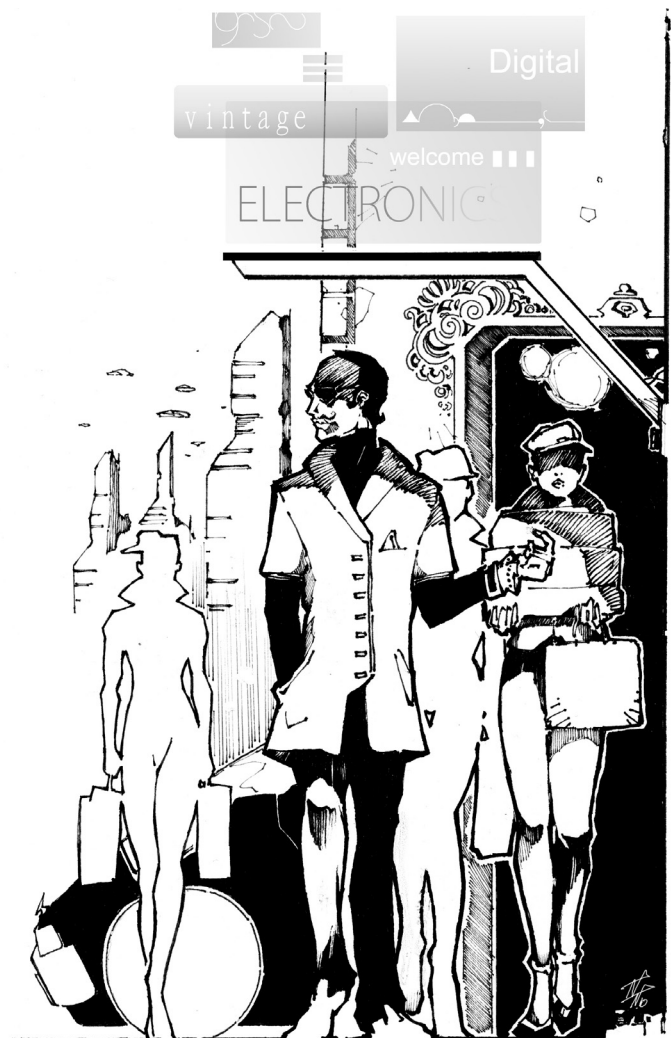
Emperor's List: The listing of all Emperors since year 0. See Appendix 1.

Emperors of the Flag: During the Civil War period (604 to 622), the Imperium was in the hands of a succession of naval officers of flag (admiral) rank. These 17 emperors achieved the throne through assassination, fleet action, political manoeuvres and general mayhem. The year 619 particularly saw six emperors serve on the throne, none of them for more than three months. The succession of Emperors of the Flag began with the seizure of the throne by Olav hault-Plankwell in 604, which precipitated the Civil War. It ended with the naming of Arbellatra Alkhalikoi regent of the Imperium in 622.

See also Civil War.

Empire: Group of independent states, duchies, nations, tribes, worlds, or systems under the supreme rule of an emperor.

European Space Agency Long Range Colony Mission: Early in the space-faring history of Terra, a long-range program of interstellar colonisation was begun, only to be abandoned with the discovery of the jump drive. Before that abandonment, however, several large colony expeditions were launched.



The most ambitious such effort was launched in 2050AD by the European Space Agency, in cooperation with the French O'Neill colony and Beltmetallfabrikant AG. Three large asteroids were hollowed out and fitted with reaction drives, becoming the colonisation ships *Voyageur*, *Marinus van der Lubbe* and *C-Jammer*. Each was filled with a thousand crew, none of whom would live to see the end (or much more than the very beginning) of the voyage. Flight time was projected at 2,000 years. Despite this, there was no shortage of volunteers for the crew, many of whom were already living in artificial space colonies: one colony was much like another and this one was going somewhere interesting. Space was provided for a tenfold population increase during the trip.

Each ship also carried 100,000 additional colonists in cold sleep. During the voyage, each colonist was awakened for a five-year work period; at any one time there were 750 of them awake and thus the culture of the ships maintained its contact with 21st Century society. Each new shipboard generation was reminded of its mission by some of those who had begun the trip.

The system worked well. Although some unavoidable cultural gulfs developed between the crew and the sleepers, nothing jeopardised the mission.

The ships' computers ultimately found and locked onto, a suitable group of worlds and designated them the mission destination. That destination proved to be the Islands Cluster, located in the centre of what is now the Reft Sector, in a low stellar density branch of the Great Rift. Their trip took over 2,000 years.

Express Boats: The primary means of interstellar communication is the physical transport of messages by a jump-capable ship. Within the Imperium, the method is called the express boat system. Small, fast, information-carrying ships are specially constructed to make long jumps and carry data for retransmission. Outlying worlds of the Imperium stand nearly four years from the capital, and express boat links have been established to insure the rapid transmission of messages (governmental, commercial and private) with a maximum of efficiency. Selected locations along major trade

routes are established as express stations, orbital facilities that service and refuel xboats on their communications runs. As an xboat arrives in a system, it beams its recorded messages to the express station, which then retransmits them to an xboat standing by for a jump outsystem. Time between jumps is almost always less than four hours and can be under seven minutes. The speed of communication is thus nearly the speed of jump (xboats are equipped with jump-4 drives, four parsecs per week). In practice, this speed is somewhat reduced as trade routes do not follow straight lines, and not all jumps are made at jump-4. Average speed approximates jump-2.6 per week.

False War (1082 to 1084): See Fourth Frontier War.

Fast Drug: So named because it makes the universe (to its user) appear to move much more quickly, the drug slows down personal metabolism at a ratio of approximately 60 to 1. Users are extremely vulnerable while living at such a slow rate but physical aging is also slowed and the need for consumable supplies is reduced which thus allows conservation of air and



food. Fast drug takes effect immediately upon ingestion; one dose lasts for 60 days, making that time appear to be only one day. An antidote is available to end the effect before 60 days.

Federation: Group of states, worlds, or systems, each internally independent, joined into a union to which has been surrendered certain rights and responsibilities, most generally to do with foreign affairs.

Feudalism: With such great distances separating stellar systems, individual responsibility and authority become of great importance. The Imperium is divided into sectors (20 of them), each about 32 parsecs by 40 parsecs in size. Each sector is divided into 16 subsectors (8 by 10 parsecs). And within each subsector are perhaps 30 or 40 systems, each with a star, worlds and satellites. Individual worlds and even entire systems, are free to govern themselves as they desire, provided power is always accorded to the Imperium.

Interstellar government begins at the subsector level – one world designated the subsector capital. The ruling figure at the subsector capital is a high-ranking noble selected by higher levels of government. This duke has a free hand in government, and is subject only to broad guidelines from his superiors. But at the same time, the duke owes fealty to the higher levels of government and ultimately to the Emperor himself.

The feudal approach depends greatly on a sense of honour, one cultivated by the hereditary aristocracy. This sense of honour is very strong within the Imperium; it has proven essential to the survival of such a far-flung community.

Fibre Optic Computer: Computer whose logic circuits are constructed from fibre optic conduits. Such computers are less vulnerable to radiation effects than normal electronic computers and for this reason are often used on military vessels.

First Frontier War (589 to 604): The first of the modern border clashes between the Imperium and the Zhodani, sparking the beginning of a continuing antipathy between the two major lines of humaniti. With the conclusion of the war, Olav hault-Plankwell returned to the Imperial core with his war fleet and took the reins of government, murdering Empress Jaqueline and thus beginning the Civil War and the reign of its Barracks Emperors.

First Imperium (-4045 to -2219): The first major interstellar civilisation, politically and culturally dominated by humans originating on Vland. The jump drive was discovered on Vland in -9235. Immediately the Vilani discovered a number of inter-fertile and technologically primitive human races on worlds within 60 parsecs. These were gradually brought to a high-technology state with Vilani help and assimilated into a loose interstellar community bound by trade and common culture.

Eventually, the client races themselves explored beyond the local sphere, contacting and trading with still more races. These new races gained their technology without being assimilated into Vilani culture; the resulting increasing friction eventually resulted in a series of wars, beginning about -5400.

In response to the threat, Vland began tightening control of its trade sphere, finally organizing into a centralised state in -5273. This marked the beginning of the First Imperium, although there was as yet no emperor. During the thousand year period of the Consolidation Wars, Vland conquered and absorbed its enemies until in there were no longer any civilised states on its borders (except for a portion of the Vargr Extents, isolated from the Imperium by the Great Rift)

The last war ended in -4045 and Vilani dating begins at this point. With no exterior threats, the Pax Vilanica lasted for nearly 1,200 years; at its height, attained soon after the end of the wars, the First Imperium contained 27 sectors and over 15,000 worlds.

However, the cost of maintaining centralised control over this vast expanse was cultural rigidity, exploration had ceased with the beginning of the wars, and then scientific research slowed to a halt and the beginnings of a hereditary caste system began to emerge. Civilisation was in decline.

As long as there was no exterior threat, the Imperium was safe; but gradually, despite all efforts, technology leaked across the borders. New interstellar states arose and the Imperium could no longer afford to absorb them. Gradually, the Imperium lost territory along its coreward and trailing marches. Then, in -2422, the Imperium was contacted along its rimward border by the Terrans, recently emerged into space. Terran expansionism led to a series of interstellar wars, ultimately resulting in Terran conquest of the Imperium in -2219 and the founding of the Rule of Man. The First Imperium bore many names in its long life, including the Grand Imperium of Stars, the Grand Imperium and the Vilani Empire.

First Interstellar War (-2408 to -2400): The first military engagement between the Vilani of the First Imperium and the Solomani of the Terran Confederation. Beginning an on-again, off-again series of wars between the two major human races, this war ended in the defeat of the Imperium and the beginning of ascendancy of the Solomani. See Nth Interstellar War.

Focaline Tree Rat: The Focaline Tree Rat is a small rodent-like creature native to Focaline (in the Aramis subsector). It weighs 3-4 kilograms and measures 70-80 centimetres in length. Two thirds of its length is tail. Tree rats have a red-brown fur covering the entire body except for the soles of their paws. Some specimens are shaded more to a deep chocolate brown or maroon. Tree rats seem able to adapt very quickly to temperature changes and exposure to cold weather for more than a week results in their growing a thicker and rougher

coat. Though they physically resemble terrestrial rodent types, tree rats have longer legs, feet adapted to grasping and a prehensile tail that all help them in their arboreal habitats. They are quite intelligent (about the same level as most small Terran monkeys) and have an elaborate social structure in natural environments

As pets, tree rats are quite successful. Their mammalian physiology allows them to eat most of the foods that humans do. They shed little, except when getting rid of a cold-weather coat, and are naturally clean animals, easily housebroken. Tree rats have an average lifespan of 15 years, mate for life, and can bear young once a year after age three, in litters of about four 'ratlings'.

Their major drawback as pets is their insatiable curiosity, which has led to their accidentally being locked in airlocks or food bins. They also like to collect bits of shiny or brightly coloured material (like coins, keys, and credit cards), depositing them in a nest in their owner's cabin. This trait has earned them the nickname 'cinnamon thief'. This can develop into a game the tree rat initiates by picking up a valuable item in its tail and then racing around the ship, with the item's owner(s) in hot pursuit.

Fourth Frontier War (1082 to 1084): Also known as the False War. Short, inconclusive war fought primarily in the Jewell subsector between the Imperium and the Zhodani Consulate. The fourth of the frontier wars in the Spinward Marches with initial assaults by the Zhodani against Jewell and Regina subsectors stalled at the borders. Its final battle, the Battle of Two Suns, 1084, was waged in the vicinity of Yres and Menorb and resulted in Imperial victory. The armistice was signed before instructions for the conduct of the war were received from the capital.

Frozen Watch: For naval vessels, crew attrition in combat is a significant problem. The Frozen Watch system attempts to alleviate the problem by having a certain percentage of the ship crew available in Low Berths. Since revival time is a concern, these troops are frozen in a long, drawn-out process that makes it far easier and quicker to revive them as opposed to normal cold sleep procedures.

G-carrier: An enclosed, armoured military or quasi-military grav vehicle, intended for troop carrier duties. With performance similar to that of an air/raft, the G-carrier generally has a heavy gun mount, often for a small plasma cannon or VRF gauss gun and a rear hatch door. It requires a crew of one, with air/raft skill, plus a gunner for the weapon, if any. It can carry 14 persons (including the driver and gunner), plus two tons of cargo (or 250 kg or cargo for each person not carried; thus driver, gunner and 5 tons of cargo is its maximum capacity).

Gas Giant: A large planet with an extensive atmosphere of hydrogen and hydrogen compounds. Starships typically can refuel themselves by diving into the atmosphere on a hyperbolic orbit and skimming hydrogen. Jupiter, in the Terra system, is an example of a gas giant.

Garan's leech: (*unclassified*) Garan's leech is native to Victoria, and is found nowhere else in the wild. Specimens as large as 75 centimetres in length and weighing as much as two kilograms have been found but individuals more typically measure 6-10 centimetres and weigh 200-300 grams. Specific anatomical features are not known, as well-preserved specimens are rare. Several forms are documented but authorities disagree as to whether these represent separate species, sexes, or different stages of development.

Garan's leech is vermiform, radially symmetrical, invertebrate and endothermic. The animal feeds through a sucker-like mouth located anterior to a ring of tentacular projections. These tentacles are coated with small, horny, toothed structures that penetrate the skin of the victim, holding the mouth in place. The victim's fluids are sucked into a series of holding sacs just under the dermis of the leech. When they are filled, the leech detaches itself from its 'head' and falls to the ground. The head remains embedded in the flesh of the victim, where it eventually rots away, usually causing a severe infection.

Garhawk (*Stellafalconformis ululatis*): Also known as the Skyhuntress, or Kahkahyeek from its hunting call, the garhawk has become popular in some circles of Imperial nobility for hunting. Properly trained garhawks, with their keen eyesight and superb hunting instincts, can spot and kill prey over remarkably long distances.

Garhawks are large (over one metre wingspan) flying carnivores, originally from Nagaschk, a planet to spinward of the Imperial core. Natives of the world, a tech 3 race, delighted in hunting; their use of garhawks in their sport sparked interest among human visitors. Once the trick of raising and training these vicious aviforms was mastered, a small but lucrative trade in garhawks gradually opened, introducing them through much of the Imperium, the Solomani Sphere, and even within the Zhodani Consulate.

Humans, at least those enjoying the hunt, have found the sport of hunting with garhawks a fascinating renaissance of falconry and hawking.

Geonee: The Geonee are a minor Human race, famed for their claim to be the Ancients. While this claim is generally not accepted, they do have one of the oldest human interstellar cultures in charted space, behind only the Suerrat and Vilani and some of the highest technology. Their homeworld is Shiwonee (Massilia 1430).

The Geonee are a short, stocky, and very muscular race. Their average height is about 1.5 metre and their average weight is about 65 kilograms.

The Geonee were originally thought to be a Major Race, since they had jump drive when first encountered by the Vilani some 10,000 years ago (in fact, they had built their first jump drive several years before the Vilani completed theirs). However, it was later determined that their development of jump drive was based on a recovered Ancient starship, rather than independent research. This revelation has coloured interstellar opinion of Geonee achievement ever since, and they are generally not regarded as being of major status

General Products, LIC: Largely concerned with heavy industry, General is a manufacturer of starships, non-starships and heavy machinery of all sorts. General is known for inexpensive products of adequate 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 smaller manufacturing concerns shortly after the end of the Civil War, in the period 620 to 622

Stock ownership: Imperial family— 5%, Hortalez et Cie— 26%, Noble families- 35%, Private ownership- 12%, Antares Holdings, LIC- 12%, Other- 10%

General Shipyards: The largest starship manufacturer in the Regina subsector, with yards at Regina, Efate and Pixie. Originally a military contractor, General no longer produces ships for military use, instead concentrating on the more lucrative commercial market. The yard at Regina is capable of producing ships up to 5,000 tons, while the subsidiary yards at Pixie and Efate are limited to 600 tons per ship and devote most of their attention to annual maintenances.

Generation Ship: A type of slower-than-light starship, typically extremely large, that carries its full crew complement and their families. Since such a voyage can take decades or even centuries, it is the future descendants of the original crew that complete the voyage

Githiaskio: The Githiaskio are a Minor Race of aquatic sophonts with many startling similarities to Terran marine mollusks. The 'squids' are an intelligent and very adaptive species, whose zero-G and underwater agility made them in high demand for industries related to those environments

The Githiaskio are native to Githiaski (Antares 2406) a water world located on the edge of the Lesser Rift. Githiaski is metal poor and at any event the race has no native opportunity to develop metal working in the confines of their watery home.

The most peculiar aspect of this species is the surprising similarity of their psychology to humans. This similarity is due,

sophontologists think, of parallels in their evolutionary history. They evolved from omnivorous scavenger-gatherers, moving across the ocean in small family groups that strongly resembled hominid family groups on ancient Earth

The Githiaskio are radially symmetrical, bisexual and semi-homoeothermic. They have 1.8 to 2.4 metre long tapering bodies that are about 45 to 50 centimetres in diameter. They possess six suckered tentacles, which are used for manipulation, restraining and feeding. They possess two large compound eyes but vision is optimised for the aquatic environment and they are insensitive to reds and yellows. Primary sense is sound and their hearing is almost as good as a dolphin's underwater. Githiaskio females bear a single live young. Lifespans are about roughly equivalent to humans.

Locomotion is provided by movement of the tentacles; unlike Terran mollusks, they do not possess the ability to jet water. They are poor long distance swimmers and prefer to swim tentacles forward. They are also poor hunters and their traditional food was either scrounged from local reefs and ocean floors, or was carrion. They can tolerate depths of up to 700 metres under 1G but are less well adapted to greater depths and typically fear and avoid them. They are oxygen breathers but can only respire in water on worlds with a thin atmosphere or better. They can withstand variable salinities but they are highly sensitive to water tainted by pollution or local atmospheric conditions and will refuse to enter any body of water so contaminated. A Githiaskio stranded out of water will die of dehydration within five minutes.

Githiaskio encountered off their homeworld are often employed in aquatic professions, or in zero-gee environments, where they likewise excel. There are many Githiaskio colonies on water worlds throughout the Imperium, including several in the Spinward Marches. Since they do not tend to compete with their terrestrial counterparts, relations tend to be very cordial with their neighbours.

Glea (Glea/Liana 0209-A667800-F): Main coordinating centre of the Hive Federation since 410. It is the centre of the Glean Cluster, an unusually rich grouping of 16 Hiver-habitable worlds, mutually accessible by jump-1 shipping.

Good War/Bad War: The terms 'good war' and 'bad war' are expressions used by mercenaries to differentiate between small-scale actions within the Imperium and full-scale wars between the Imperium and outside forces. Small-scale actions are viewed as good because the Imperial rules of war are in effect and a unit knows that it will not be subject to nuclear weapons. Good wars are usually short and not particularly bloody. A unit in a tight spot need merely surrender and activate its repatriation bonds to be removed from combatant status. Even anti-guerilla actions are good, under this classification, because of the fact that although most guerillas usually observe no restraint

with captured government forces, captured mercenaries can usually be ransomed and serve as a source of income.

A war is bad when no such controls are in effect and a mercenary unit will be subject to the full horrors of war. Mercenary units are understandably reluctant to accept bad war contracts but are often forced into them by Imperial law.

Grand Princess (Grand Prince): Imperial titular designation of the heir to the Iridium Throne. Under Imperial custom, the eldest son or daughter of the Emperor becomes heir to the throne at the age of 12. Elaborate ceremonies confer the title of Grand Princess (or Grand Prince) on the heir and proclaim the information to the Imperium.

Grand Survey: See Imperial Grand Survey.

Gravity Control Technology: Gravity control technology is one of the major technological breakthroughs (the others are Nuclear Dampers and Jump Drives). Also known as grav, anti-grav, or contragrav. The gravity control produces weight control, thrust and can be used to generate gravity as well, for artificial gravity aboard starships and space stations. This artificial gravity also acts as an inertial dampener, controlling the effects of sudden acceleration/deceleration on the crew.

This control of the force of gravity allows construction of vehicles, like the air/raft and g-carrier, mapping of object mass through densitometers and safety equipment like the grav parachute.

Gravity control is also part of the technology of the reactionless thruster, along with the basis of the nuclear damper, used in manoeuvre drives all over Charted Space.

Great Rift: Broad expanse of space with a very low density of stars lying spinward of the main region of the Third Imperium. The Great Rift is a pronounced impediment to interstellar travel and it constrains jumps through Corridor sector to the Spinward Marches.

The Great Rift is one of many astrographical 'terrain' features that have provided long-term security for the Third Imperium. By its very nature, the Great Rift has made outside incursions difficult, which has made the interior of the Imperium a secure population centre.

GsbAG: short for **Geschichtkreis Sternschiffbau AG:** 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. Their products command extremely high prices, but it is generally conceded that the quality makes them well worth it.

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.

Detractors often use the epithet 'gasbag' to refer to the company.

Stock ownership: Hortalez et Cie— 19%, Imperial family— 4%, Noble families (includes the families of the legendary founders)— 44%, Other corporations— 13%, Private investors— 4%, Other— 16%

Guaran (Guaran/Hive 0307-A565800-F): Homeworld of the Hivers. Guaran has no special political importance, although it attracts millions of tourists annually from all over the Federation.

Gunboat: Ultimately, the distinction between ground, air and spacecraft disappears for military vehicles and a single type of vehicle assumes all of the roles for system defence. Called gunboats, they are capable of extended operations in vacuum, atmosphere and water, ready to continue resistance to enemy action. Individually, the vessels are strongly armed and can fight enemy ships then later support ground troops or bomb enemy installations. Further, they can continue resistance for long periods, hiding on oceans or in the local gas giants and coming out only when there is promise of enemy losses. Typically, a gunboat is fast, well-armed and well-armoured. It is capable of a wide variety of military responses and has a high survival potential. Size: 200 to 600 tons.

See also System Defence Boat.

Hiver: Intelligent major race with a large federation trailing the Imperium. Hivers average 1.5 metres from ground to top of upraised head and weigh about 150 kilograms. Descended from omnivore gatherer/scavenger stock, they are the most alien of the major races. Hivers exhibit a modified six-fold radial symmetry; the body has a calcareous internal skeleton consisting of a series of rings supporting the limbs and a fused carapace protecting the brain and internal organs.

The head is a modification of one of the limbs and contains six eyestalks and six manipulative tentacles, plus paired infrared sensor organs. The other five limbs are identical (except for slight modifications of the hand opposite the head) and are used as arms and legs indiscriminately. Each limb ends in a six-fingered radial hand. Fingers are very flexible and have muscular suction cups on the lower surface about halfway to the tips. Hiver arms and hands are generally weaker than human but are very tough and difficult to injure.

The mouth (digestive opening) is on the lower surface of the body. There is no sound-producing organ but hivers do have three ears placed around the neck near the head.

Hivers have only one sex. Reproductive cells are exchanged each time that hivers meet, using the modified rear hand (the process has been termed by humans 'shaking hands'). The cells are kept in a reproductive pouch on the lower body surface where they conjugate, exchanging genetic material. Once every 40 days or so, a cell will develop into a larva, which then drops from the parent's body. Hive planets are mostly wilderness and the larva will enter the wilds, where most are killed. After about a year, survivors return to civilisation, where they are welcomed into any nest and begin their education as citizens.

Parental instinct in hivers is very strong and the young are adopted by the entire nest. (Note that this instinct applies only to the year-old returnees; Hivers have no concern for the younger larvae and in fact consider them minor pests.)

Hiver language is a combination of arm/tentacle waving and physical contact. The written language is ideographic and is used as a standard language among the races of the Hive Federation. Hivers talking among themselves use all three aspects of language (gesture, touch, and writing) at once, a process capable of great subtlety and sophistication but unintelligible to the outsider.

Hivers are unique among major races in that they had a complex culture before becoming sapient. Originally, they lived in the tunnels and built-up mounds of a large (1,000 kilogram) burrowing animal. In exchange for shelter, they gave food. They farmed fungus, foraging outside for decaying vegetation and dead animals as a source of food for the fungus. The burrowers were allowed to graze in the farm tunnels. Hivers ate the fungus and whatever fresh food they could find outside. Intelligence arose as the outside environment changed, forcing the foraging parties to travel farther and discover new sources of food and fertilizer. The foraging advanced from simple scavenging and gathering to complex cooperative efforts to hunt and trap live prey. Today, fungus remains the staple of the Hiver diet; fungus growing is a highly developed art. Most buildings retain the beehive shape and large underground tunnel complexes of the original burrowers but are constructed by machines; the burrowers are now reduced to the secondary function of keeping the tunnels clean. Hiver attachment to them is essentially non-rational, they just feel more comfortable with the burrowers around.

Hive society is highly individualistic. The term Hive results from an early human misconception, stemming from the appearance of the Hivers' building and tunnel complexes. Nests contain from five to 500 individuals, usually cantered around some common endeavour. While 100 is the average size for a nest (and was the size in pre-civilized times), larger groups may come together for some civilized purpose such as large manufacturing companies or universities. Small nests are usually spaceship crews or isolated research parties. A young hiver will spend his first 15 years in his home nest; thereafter, nest changes may take place as often as a modern human might change jobs.

Because of the nature of their reproduction, hivers never experienced the population pressures so important to human history. The population of the homeworld is now only a few hundred million, only ten times greater than it was in pre-historic times. Predators control the young; when the adult survival rate rises, thus increasing the numbers of young produced, the predator population increases proportionately and the balance is maintained.

Space colonisation arose not from pressure but from curiosity, with which Hivers are amply endowed. They have colonised only those planets with climates most pleasant to Hivers; if the planet has no predators that like to eat Hiver larvae, they are imported. Because of the high birth rate, a colony will rapidly fill up to its maximum population level of a few hundred million, and will then stabilise. Hivers like planets of size 6 or less, with thin or standard atmospheres and unvarying climates. Hiver enclaves, for commercial or scientific purposes, are found on worlds of more extreme characteristics.

Hive industry and business excel at communications technology. Major exports include artificial and computer languages, translators and sophisticated electronic hardware of all types. Hiver mathematical systems are much in demand for their power and elegance.

Hive Federation: Human term for the loose interstellar community dominated by the Hivers; Hive Confederation is also sometimes used. The Hivers have only one culture and one language; the Hiver genotype (with individual variations similar in degree to differences between individual humans of the same race) is also constant. The Federation government (if such a term is applicable) is mostly concerned with maintaining the uniformity of the Hiver culture and species. This is accomplished by frequent reproductive embassies from one planet to another. Members of many different nests will shake hands with everyone nearby in a sort of farewell party and will then board a large embassy ship bound for a far-off world. Once there, they will meet with as many people as possible, shaking hands and exchanging news, art, gossip, scientific information, political views and so on for about a year. They will then return home for another yearlong round of parties, discussions and handshaking.

Most disputes among communities are handled in these embassies; others, considered too urgent or transient to wait for an embassy, are settled by judges. There is a considerable body of Hiver common law and custom, and a judge is a person who has spent years in study of the law; judges' decisions are not necessarily binding and are open to compromise; but carry a great weight of custom. The discovery of alien races and their integration into society required a slightly more formal organisation, which grew out of the coordinating body that schedules embassies.

Two additional bodies were established: the Federation Navy and a development agency. The Hiver parental instinct was aroused by the discovery of numerous intelligent species less fortunate than themselves, and work began immediately to lift the 'children' to civilisation. An early experience with an aggressive race led to the establishment of a system of quarantine worlds, denied entry to (or knowledge of) interstellar society. Covert operations are in progress on quarantine worlds to modify overly-aggressive cultures into acceptable members of the Federation and several quarantined planets have been opened since the beginning of the program. So far, no quarantined race is close to achieving interstellar travel on its own; public debate continues on what to do in such a case.

The navy is the main instrument of military force. Hivers came late to the concept of war and are more comfortable with high technology, long-range violence, disliking the personal approach of ground combat. When ground forces are absolutely needed, other races of the Federation generally supply the troops. Federation armed forces are essentially a deterrent force and are seldom used as an instrument of policy.

Other races of the Federation are equal partners in society, although the structure of society is Hiver-generated and those races able to best adapt to a Hiver way of life and customs have been most successful. All races participate in the embassies, although in a modified form. Some associate species retain strong internal governments or police forces to regulate the aggressive tendencies of their members, but whatever the solution reached, all Federation-member societies are non-aggressive. Most worlds of the Federation have communities of several species; races inhabit the worlds they find most pleasant.

Holiday Year: The year zero in the history of the Third Imperium, established by Cleon I to commemorate the formation of the Imperium. Technically an aspect of calendar reform, the use of the year zero provides a central date point for counting years back into the Long Night and forward into the future of the Imperium. The actual advantages of a holiday year are slight: centuries begin in the hundredth numbered year instead of the first numbered year, and the number of years between any two dates can be determined by subtraction. More importantly at the time, the holiday year was used as part of the public relations campaigns, which were impressing the authority of the Imperium upon local governments. The minor requirement of changing to the new calendar was used to determine cooperation by those governments.

See also Dating Systems.

Hoplite: (*Marmotophagus var.*) A large, heavily armoured intermittent found on many worlds throughout the territory once ruled by the Vilani empire. The world of origin of these beasts is not known with certainty, since early Vilani colonisations and subsequent settlement efforts have resulted in hundreds

of worlds with mixed biochemistries. Because of the carapace and its horns, the hoplite is believed to have originated on a world with many large predators, and this and other factors have limited the number of possible worlds to less than a dozen, mostly in the Vland sector.

Adult hoplites are large, six-legged homoeothermic animals. They weigh about 1,600 kg, and are usually around 2.5 metres long and one metre high at a shoulder. The most notable feature is the thick, articulated carapace (with many projecting horns) covering the dorsal surface of the animal's body.

Hoplites usually feed on small, burrowing animals. They locate the burrows by smell and probe within them using an extensible, tough proboscis. When the prey is located, the proboscis grabs it, extracts it from the burrow and conveys it to the mouth, located on the underside of the head. When not in use, the proboscis is pulled back under the head, forming a j-shaped structure. The paired structures shown on either side of the proboscis are extremely sensitive feelers used by the hoplite to detect the vibrations of an approaching predator or the faint sounds made by a burrowing animal. The forward-facing horns are sometimes used to enlarge a burrow to make the insertion of the proboscis and extraction of prey easier.

If attacked, a hoplite will attempt to run, but if cornered, will turn on its attacker, and begin to gyrate its body, slashing with its horns. It takes a tough, determined predator to bring down an adult hoplite.

Hortalez et Cie, LIC: This corporation was founded in 221 by Lucienne Hortalez, capitalised from family funds. Primarily a banking and investment house, Hortalez specialises in loans to planetary governments, mercenary unit bonding, underwriting of large-scale projects of all sorts, and other fiscal activities. Hortalez is one of the major insurance houses in the Imperium. In some regions (the Spinward Marches Sector especially) the firm acts as a mercenary clearinghouse.

Stock ownership: Hortalez family— 74%, Other corporations— 15%, Imperial family- 5%, Other- 6%.

Humaniti (former spelling Humanity): Collective name for all of the human races, including Solomani, Vilani and Zhodani and others. See Humans.

Humans: Intelligent major race dominating the Imperium and several additional interstellar communities. Humans stand approximately 1.8 metres in height and weigh about 100 kilograms. Descended from omnivore gatherers, humans developed intelligence in response to shifting climatological factors. The most unusual aspect of humaniti is the fact that humans are present on many different worlds and stand at various levels of development on those worlds. The Solomani Hypothesis states that Humans evolved on Terra (Sol

subsector) and were scattered to many different worlds by the Ancients for reasons currently unknown. The result is that many different, parallel human races exist and coexist throughout known space. The three most widespread human races are the Solomani (humans from Terra), the Vilani (humans from Vland), and the Zhodani (humans from Zhodane).

See also Ancients, Humaniti, Solomani Hypothesis, Solomani, Vilani, Zhodani, Minor Races.

Imperial Army: Ground force troops maintained by the Imperium, rather than planetary armies maintained by individual worlds. Imperial Army units are typically trained and supplied at TL14, no matter the Tech Level of the world where they are stationed. The Imperial Army maintains approximately 200,000 troops per subsector. Planetary armies, in contrast, are closer to 2 million troops per subsector.

Imperial Calendar: Calendar established at the creation of the Third Imperium as a universal calendar reform. Dates count from the founding of the Imperium, the year 'zero'. Dates before zero are negative, dates after are positive. For example, Terra discovered jump drive in -2431. The Imperium was founded in year Zero. The year is divided into 365 standard days, which are grouped into 52 weeks of seven days each. The lengths of days and weeks are a legacy of Terran domination during the second Imperium. Days are numbered consecutively, beginning with one. The first day of the year is a holiday and is not part of any week. For example, the first day (Holiday) of the year 1104 is 001-1104. The last day of the year 1105 is 365-1104.

Imperial Edict 97: This executive order is the enabling act for the use of Imperial Warrants. Unusually obscure for such a wide-ranging and powerful edict, it is nonetheless on file at all Imperial installations. The edict text runs to 34 pages, much of it pure legalese; when distilled down, it proves very direct- assist the holder of an Imperial Warrant with all the power you can bring to bear.

Imperial Grand Survey: The Survey Office of the Imperial Interstellar Scout Service is known commonly, and even internally, as the IGS, the Imperial Grand Survey. It has responsibility for mapping and exploration within Imperial borders.

The Grand Survey is responsible, in addition to its actual survey duties, for publishing its cartography, establishing traffic control procedures and for enforcement of space vessel safety standards. The function of exploring unknown areas accounts for only a small percentage of IGS manpower and funds.

Imperial Interstellar Scout Service: The Imperial Interstellar Scout Service is a major service within the Imperium, equal in stature to the Imperial Army and the Imperial Navy, although assigned a variety of unique, primarily non-military missions.



Its duties include exploration of the Imperial frontiers, ongoing mapping and surveying of Imperial territory and the maintenance of interstellar communications through its express boat network.

Imperial Navigation Act: Legislation enacted in 103 that requires all vessels, whether military or civilian, to respond to the GK, SOS, or Mayday signals, provided such response does not endanger the ship and crew of the responding vessel.

Imperial Navy: The mailed fist of the Third Imperium, the Imperial Navy is the largest military force in Charted Space. With thousands of ships, and millions of spacers and officers, the Navy holds the line against threats from alien empires outside of the Imperium, and from rebels, pirates and terrorists inside its borders.

The Navy has the firepower to destroy enemy fleets and burn enemy worlds, if necessary. They transport Army and Marine units to hotspots across the stars, and support them while they fight on the planets below.

Imperial Marines: The Imperial Marines are the armed fighting forces carried aboard starships. Marines deal with piracy and boarding actions in space, defend the starports and bases belonging to the navy and supplement other ground forces such as the army.

By reputation, the Imperial Marines are sent in when something or someone presents a serious threat to the well-being of the Imperium and its member worlds. They are never used lightly, and once committed, they never leave a job half done.

Imperial Research Station: The scattered worlds of the Imperium manifest a wide range of technological levels: this diversity is maintained by the distances between worlds, the high cost of transportation, and the relative independence allowed to worlds within the Imperium.

Nevertheless, the Imperium itself is constantly involved with research projects at the forefront of technology. While some new technology can be purchased from advanced cultures beyond the Imperial boundaries, such high technology is expensive and still requires a solid technological foundation to allow its usage. Consider: however useful solid-state chip circuits are, they still require a firm grounding in electronics and cannot be used on a large scale without electronics, individual solid-state chip components, photo processing and even crystal culture. It is vital that the Imperium pass through many stages of technological development on the way to achievement in higher tech level areas. Imperial technological research is performed in two ways: under contract by corporations, or in established Imperial Research Stations. The difference is that the corporate (or privately financed) research is directed at specific practical uses, while Imperial projects are breaking new ground on the forefronts of knowledge.

Private Research: On a scale as vast as the Imperium, it is often cheaper to duplicate research rather than search out and contract for technology somewhere in the Imperium. Trade between different worlds' often disseminates knowledge and certain technologically advanced items throughout the community of worlds. If a certain item proves useful, local companies will try to achieve the same technology and soon enter into local manufacture. Local manufacturing takes into account local preferences, as well as providing local employment. It also avoids potential problems with licensing agreements and arrangements.

Imperial Research: The Imperium finances research into a variety of areas in the forefront of knowledge. Often this is an attempt to duplicate technology observed or reported in neighbouring cultures and not yet within the ability of Imperial science. Such research stations are sited in areas that need the boost to the local economy, or in remote areas far from the potential disturbance of Imperial politics. Many different stations may be working in the same region, and many different areas of

knowledge may be under investigation at one time. In general, one station will be constructed for one purpose and continue in that area of knowledge for its entire span of usefulness. Its size, personnel roster, power plant capacity, and even visibility profile, are dependent on its area of investigation. Imperial research may delve into many areas. Some examples include black hole research, both large-scale and mini-black hole investigation, instantaneous transmitter development (so far proving impossible), advanced gravity manipulation, genetic manipulation, anti-matter containment, weaponry research, disintegrator beams, black globe development, deep planetary core soundings, nova prevention (and prediction), psychohistory, mass population behaviour prediction, psionics, stable superheavy elements, deep radar analysis, long-range detection systems, robotics, artificial intelligence, stasis and time travel, so-called magic, cryptography, bionics, personal shields, x-ray lasers and high temperature superconductors.

Imperial Stationery: The Imperial family has reserved (both by custom and by law) a distinctive design for its personal stationery. Well-known throughout the Imperium through its use for routine messages and for Imperial appointments, this writing material is a cream-colored artificial vellum, embossed with the Imperial Seal in gold. Because it is used for Imperial appointments (even when issued in blank for offices in the marches) all Imperial officials are familiar with the design and can readily tell normal forgeries from the real thing.

Imperial Sunburst: The symbol of the Third Imperium established by Cleon (the first emperor) when the empire was proclaimed. Images show him standing before the original banner with a golden yellow sunburst against a black background, representing Capital's type G star against dark space.

In 247, the Eliyoh (a nonhuman minor race) joined the Imperium. To that race the symbology was unimpressive. The Eliyoh vision is centered in the far infrared, which resulted in distinction between the official colours of black and yellow being impossible. So the Empress Porfira declared that the symbol would have no official colour.

The original banner in the Imperial throne room is still black with a yellow sunburst. The Imperial Interstellar Scout Service uses a red sunburst; the Imperial Navy, yellow; the Imperial Army, black; the Imperial Marines, maroon.

Imperial Warrant: The Imperial Warrant is an instrument of power issued at the highest levels of government. A warrant is a written or electronic document provided to trusted agents of the Imperium as a method of bypassing the bureaucracy. Typically, a warrant is provided by the Emperor to an individual who utilises the power it provides to accomplish some mission. Missions may include establishment of colonies in areas requiring development, the assumption of military command in the midst of a crisis and

the unilateral establishment of new noble lines to administer provinces that have suffered from war or economic collapse.

See also Imperial Edict 97.

Instellarms, LIC: Founded in 626, shortly after the end of the Civil War, by Axel Murdoch, a retired colonel of mercenaries. 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 still costing billions of credits. Where Murdoch got his financing is not known.

Murdoch's connections with various mercenary unit commanders coupled with a willingness to ignore the Imperial regulations on mercenary warfare where the profits were large enough enabled Instellarms to dominate the mercenary arms trade in the coreward sectors of the Imperium within 90 years and in the Imperium as a whole within two centuries.

Manufacturing, buying and selling military equipment of all sorts, Instellarms is a specialty supplier of mercenary units of all sizes and types. 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 and chemical, bacteriological, or nuclear weaponry but these can sometimes be obtained on low law level worlds for astronomical prices.

Stock ownership: Murdoch Holdings, LIC- 32%, Hortalez et Cie- 30%, Noble families- 8%, Ling-Standard Products- 6%, Ichiban Interstellar, LIC- 5%, GSbAG- 5%, Sternmetal Horizons, LIC- 8%, Other- 6%.

Interdiction: The Imperial practice of interdiction of worlds within the boundaries of the Imperium has long been a source of contention between liberal and conservative factions in the government. Interdictions must be approved by a member of the Imperial family but generally such approval is given in response to a request from an interested service, almost always the Scouts or the Navy. It is generally held that the Scouts recommend interdiction to shield a young or sensitive culture from the interference that trade and commerce will bring. The Navy is held to be more vindictive in its recommendations, using interdiction to punish local governments or to hide its own mistakes. Interdicted worlds are awarded Red Zone travel ratings by the Travellers' Aid Society.

See also Red Zone.

Interdiction Satellite: While most worlds that are under interdiction will have blockade forces to intercept incoming traffic, some have to make do with automated systems. A variety of automated satellites are used to enforce Imperial interdiction. These range from warning buoys that automatically record ship transponder codes, all the way up to armed and armoured stations that will fire on approaching vessels.

Interface Lines: Where one territory ends and another begins, the special interface shipping line meets the needs of the marketplace. Interface lines provide passenger and freight service across the border. They carefully maintain favour with both sides of the border, and sell as part of their product easy transit over the line.

The Vargr Extents are full of interface lines serving the many distinct Vargr territories. Interface lines operate along the Imperial border with the Aslan, they serve the interface with the K'kree, they even serve along the borders with the Solomani and the Zhodani.

Interface lines may serve routes either long or short. Some merely reach from a major world on one side of the border to a similar major world on the other side. Others (trading with the K'kree, for example) may operate a trade route as long as 75 or 100 parsecs in order to transport goods from one territory to another.

Iolanthe: Empress of the Third Imperium. Iolanthe Guuilibataashullibaa was born in 1052, the daughter of the senior duke of Gushemege sector, and member of a prominent Vilani noble family. She married Strephon in 1079, in the eighth year of his reign.

Her primary avocation is the preservation of developing cultures within the Imperium.

Iridium Throne: The shining Iridium Throne is often considered synonymous with the Emperor and Imperial power. The throne is a teardrop-shaped hemisphere mounted on a powered, rotating base. All possible comforts are provided for the Emperor by the gleaming shell of the throne, as well as a fair degree of armour protection. Traditionally, the Emperor sits in his Iridium Throne and receives the new nobles of the Imperium, entertains guests and ambassadors, and views recorded messages from high-ranking nobles requesting aid or assistance.

Islands Cluster: In the centre of Reft Sector, deep in the Great Rift, lies the Islands Cluster. It is an isolated grouping of stars initially settled by the European Space Agency Long Range Colony Mission, a 2000-year long mission launched in the mid-21st century. There are currently 28 inhabited worlds within the Islands Cluster.

See also European Space Agency Long Range Colony Mission.

Jgd-II-Jagd: The Jgd-II-Jagd are a gas-giant dwelling intelligent species originating on a world on the coreward edge of the Imperium. Although technically a minor race, they possessed very advanced technology even before they were first contacted by Vilani explorers in about -4200; in the period since, for

obscure reasons, they have never employed jump drives, although their slower-than-light ships have ventured several parsecs from Jagd, and Jgdi colonies are spread across three subsectors. Jgdi have very occasionally travelled further afield than this in heavy life support units carried by bulk transporters, and Jgdi travellers have even collaborated with humaniti in exploration and exploitation problems. The Jgdi are the most advanced gas-giant dwellers in the Imperium.

The Jgdi have roughly spherical bodies, about 3metres in diameter, dotted with clusters of sensory cells and with three long manipulative tendrils distributed regularly around the 'equator'. The densest mass of sensory organs, plus a large number of manipulative 'feelers' and feeding structures, are sited on the lowest point of the body.

Jgdi thought is alien to all other races' intelligence; hence communication is a persistent problem. The obvious difficulty of simply conversing is generally solved by use of powerful human or Jgdi computer translators, but even these tend to struggle with many concepts; nor is pronunciation of synthesized phonemes always easy (the race name is a human corruption of something produced by an early Jgdi machine). In general, relations with humaniti and other races are restricted to trade and informational exchanges. The Imperium classifies the Jgdi as a friendly associate species with autonomous government; actually, no formal pacts exist, although relations are in a state of stable equilibrium.

Jump Dimming: The transitions to and from jumpspace are momentous occasions during an interstellar trip. Following an old Vilani superstition, the pilot of a ship customarily dims the ship's interior and exterior lights before going into jump. Historically, this custom derived from the need for most of the ship's power to be diverted into the computer and jump drive systems, so that the jump drive could be guided into creating the jump field properly. Zhodani and Solomani pilots do not follow this tradition of 'jump dimming'.

Lights on a ship are typically dimmed for a period of about two minutes; the lights are brought back up to full strength as soon as the ship is in jumpspace.

Jumpspace: The basic concept of interstellar travel is that of an alternate universe. Theoretically, jumpspace is an alternate universe, each only dimly understood from the standpoint of our own universe. Jump is defined as the movement of matter from one point in normal space to another by travelling through an alternate space (called jumpspace). The benefit of jump is the distance covered, currently up to 6 parsecs, and that the time required is relatively invariant at about one week.

Entering jump is possible anywhere, but perturbations due to gravity make it safest to begin a jump at least 100 diameters out from a world or star.

Kian: A large flightless animal that originated on Prilissa (Spinward Marches 3035) and is used on many worlds as a beast of burden or for riding. Though they resemble Terran ostriches and are often described as a bird, kian are actually bipedal mammals. Kian fill many of the same functions as horses and have been exported throughout the Marches almost as widely.

Kian are plains dwellers, travelling in herds of 10 to 60 individuals, feeding upon grasses, leaves, or similar plant matter.

Externally, the Kian is a large bipedal creature with a long neck, short tail and no other limbs (the remains of an atrophied pair of fore-limbs can be found in some species). Kians are thickly furred, their coats showing distinctive colour patterns of brown, gold, lemon-yellow and black. A kian's legs are powerfully muscled for fast movement over long distances. The sturdiness of their overall frames has made them a frequent choice for use as mounts and pack animals on the planets where they occur. Kian's hearing and eyesight are extremely good, reflecting their predator-laden environment of origin.

Along with Terran horses, Kian are used as ceremonial mounts for the Imperial Household Cavalry.

Kirur (Kirur/Thirty 0505-B863A03-F): Homeworld and capital of the Two Thousand Worlds, the interstellar empire of the K'kree. The planet's oceans are extremely shallow and the world exhibits almost no volcanic activity, very unusual for a world of its size. Kirur has one large continent, which was conquered in prehistoric times by the current ruling clan; Kirur is one of the most politically stable planets known.

K'kree: The K'kree are the most massive of the major races, and are the only example of a major race descended from herbivores. An adult K'kree stands about 1.5 metres at the shoulder and between 2.0 and 2.4 metres tall when standing erect.

Weight averages 550 kilograms. They are bilaterally symmetrical, hexapodal, and homoeothermic. They bear some resemblance to the centaurs of ancient terran myth, a trait noted by the earliest explorers.

The arrangement of the manipulative organ (or hand) on the front limb is one of their most interesting features. A complex system of cartilaginous tubes permit the fingers of the Centaur hand to telescope up out of the way when the hand is used as a weapon. Fully extended, the fingers are mutually opposable to each other and to the 'thumb' which is in reality an extension of the ulna. The K'kree hand is very flexible but somewhat weaker in grasping power than the human hand.

The K'kree are covered with a short gray or black fur, with a dense black mane covering the head and neck and upper back of both sexes. Unlike Terran mammals, the young are

fed partially digested regurgitated food instead of milk. Males average 15% to 20% larger than females.

K'kree are extremely conservative in all aspects of their culture. Ceremonial military units (such as bodyguards) are armed with equipment that K'kree military technology outdated centuries ago and aside from modifications made necessary by the discovery of spaceflight, K'kree government has not changed significantly in many centuries.

Because of their origins as plains-dwelling herd animals, the Centaurs are intensely claustrophobic; they cannot stand to be enclosed. Centaur cities are clumps of low, broad, transparent domes, the buildings inside never more than one story in height and open to the sky. Internal building divisions are achieved with curtains or tapestries.

K'kree are extremely gregarious and are never found alone. A one centaur will quickly sicken and die if removed from others of their species for any length of time. Receiving a trade or diplomatic delegation from the centaurs means entertaining the entire family (one or more wives, servants, scribes, assistants and so on) of the merchant or the ambassador. The K'kree word for 'my' refers to a possession of an individual's Noble herd, not to that of an individual. Privacy and individuality are exotic and little-understood concepts for the K'kree, and strike them as being unnatural and possibly even immoral.

K'kree society is divided into castes. The system is a remnant of ancient times, which no longer fit their culture perfectly but the K'kree stick with it because it is traditional. There are hundreds of castes, but the distinctions are too faint for non-K'kree to understand. For simplicity, castes can be divided into three general groupings: noble, merchant and servant. It is possible for a family to rise in caste, but this is a rare occurrence.

The lowest caste, the servants, has come to include farmers, factory workers, and unskilled labourers as well as servants for all classes. The next higher caste, the merchants, includes most skilled workers, scientists, engineers and technicians, scribes, and government administrators as well as merchants and businessmen.

Nobles are the governmental officials (the Krurruna and others) the high military officers, diplomats and heads of trade and manufacturing concerns. Nobles are usually garbed in much more ornate fashion than the lower castes.

Every male K'kree must serve a term in the military upon coming of age. Warriors are drawn from all castes, rank in the military being determined by the caste of origin (nobles enter the service as general officer trainees, merchants as lower officers and non-commissioned officers and so on). Upon completing the required term of service, a warrior returns to his original caste and position. Warriors are the only Centaurs permitted to bear

weapons and are further distinguished by their peculiar flared and horned helmets. They serve as soldiers, police, fire-fighters, and body guards for diplomatic and mercantile expeditions.

Female K'kree are casteless, taking on the caste of their father or husband. Females have no position in government or society other than the rearing of young.

K'kree Government: The basis of K'kree government is rooted in the traditional herd system. The basic unit of government is the herd consisting of thousands of individuals of all sexes, castes and ages) led by krurruna (literally: bosses) under a single steppelord. In recent times, most herds have been assigned specific geographic areas (several may be assigned to a city, or a single herd may be assigned millions of hectares of farmland). A number of herds are governed by a single "lord of steppelords" (usually the ruler of a planet) and the Centaur race as a whole is ruled by a 'Steppelord of the 2000 Worlds'.

See also *Kirur*, *Two Thousand Worlds*.

Knight: The lowest of noble ranks is knight, awarded as an honorific rank in recognition of achievement or service. A knighthood entitles the individual to use the prefix Sir (some females prefer Dame, but such usage is obsolete) before the name, and to suffix the initials of the order of knighthood after the name.

Knighthood is awarded within an order. Several dozen orders of knighthood exist within the Imperium. Some are restricted to specific classes of individuals, such as members of the Imperial Family, racial Aslan, racial Vargr, or other special groups. Others are awarded for specific achievement or service, or for holding specific positions within the government. Still others are broadly based orders into which most new knights are inducted.

Knighthood, Orders of: The most common orders of knighthood in the Imperium are the Order of the Emperor's Guard, established in 52 and originally limited to the Emperor's personal retainers but now of wide and diverse membership and the Order of Starship and Crown, established in 17. More exclusive orders have also been established: the Order of Hlyuea (established to honor loyal Aslan citizens), the Order of Gvadakoung (established to honor loyal Vargr citizens) and the Honorable Order of the Arrow, (established to recognise interstellar explorers). The domains each have orders named for them: The Order of Antares, the Order of Vland, the Order of Sylea, the Order of Sol, the Order of the Gateway and the Order of Deneb. Of these, the Order of Sylea is administered by the Emperor himself, in his role as Archduke of Sylea; the Order of Deneb has never been used, as no Archduke of Deneb has ever been appointed.

Kuzu (Kuzu/Kilane 0406-A876986-E): Homeworld of the Aslan race and capital of the Aslan Hierate.

Lair (Lair/Grnouf 0802-A8859B9-F): 'Homeworld' and capital of the largest state in the Vargr Extents. Unusually enough for the capital of a star-spanning empire, several sections of the planet still boasted independence from central control only a few years ago.

Lanthanum: A rare earth element, the first of the inner transition metals. It is vital to the construction of the inner coils of interstellar jump drive units.

Leaping Snowcat: The Leaping Snowcat, (*Thalailurus uncia*) is a carnivore/pouncer native to many worlds of the Imperium, including Vland and Pretoria. In Vilani culture, the snowcat is a symbol of powerful surprise.

Lesser Rift: Broad expanse of space with a very low density of stars trailing the main region of the Third Imperium. This rift is a pronounced impediment to interstellar travel, for it

constrains jumps through the Empty Quarter. The Lesser Rift is lesser only when compared to the larger, more prominent Great Rift spinward of the Imperium.

The Lesser Rift, like the Great Rift, has provided long-term security for the Third Imperium by constraining access to the Imperium's borders.

Liberation Front: A growing separatist movement on many worlds in the Spinward Marches. The Liberation Front is fighting for the right to be independent from the Imperium and other political powers. For the most part, the group's motives are peaceful but they do not shy away from sabotage. They only use violence when necessary and always avoid civilian casualties.

Ling-Standard Products: Originally a mining firm (and still very active in that area) LSP currently engages in a wide spectrum of activities including (but by no means limited to) 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. Also concerned, to a small degree with banking, insurance and other activities. LSP maintains mining and manufacturing facilities throughout the Imperium and beyond.

Stock ownership: Imperial family- 8%, Hortalez et Cie- 26%, GSbAG- 23%, Noble families- 8%, Murdoch Holdings, LIC- 8%, Other- 27%.

Llellewloly: Minor Race native to Junidy/Aramis (Spinward Marches 3202B434ABD-9). Llellewloly have five multi-jointed limbs which function as hands and feet interchangeably. Their main sensory organs are also located on the limbs. The spherical central body is covered with long, coarse hair, part of their adaptations to the extreme temperature variations of Junidy's day. The human minority on Junidy often refers to the Llellewloly as 'dandelions', often in a disparaging manner.

Llellewloly have a complex society with many dimensions of social precedence; the same individual may be entitled to high status in one situation and low status in another, and to make an error concerning propriety is a serious matter.

Loeskalth: Minor human race from Gushemege sector; known only from ancient First Imperium records. During the early stages of the First Imperium the Loeskalth culture absorbed a great deal of science and technology indirectly from the Vilani and founded a small empire which embraced, at its height, most of their home subsector.

About 5,400 years ago, the Vilani consolidation destroyed the Loeskalth Empire and absorbed the civilization into the mainstream of Vilani culture. An aggressive and warlike race, the Loeskalth resisted but were ultimately overwhelmed.

Long Night: (-1776 to 0) The period of interstellar decline and anarchy between the fall of the Rule of Man (also known as the Second Imperium) and the establishment of the Third Imperium by Cleon I.

It was a period where worlds were cut off from one another, technology was lost and the population on many worlds simply failed to survive. Charted space is only just emerging from this period, which is commonly held to be from -1776 to 0 according to the Imperial calendar.

Low Berth, Low Passage: Term used to describe travelling in cold sleep. Cold sleep is induced hibernation brought about by a combination of drugs and low temperature. It can be dangerous for unhealthy passengers.

Lucan Alkhalikoi Alkhalikoi: Prince of the Imperium. He is the younger of the twin nephews of the Emperor Strephon, son of Duke Dresden and Princess Lydia. Lucan was born in 1094, five minutes after his brother, Prince Varian. He is fourth in line to the Iridium Throne.

Luugiir: (*Aeromedusae globosus domer*, floater and gasbag, among others - the Luugiir is found on many worlds throughout the Imperium and adjacent regions. Domesticated Vilani colonists sometime early in the First Imperium, the animal became a common and popular pet and was spread throughout Vilani space. Its original homeworld is no longer known, though it is probably one of the low-gravity, dense-atmosphere worlds included in the earliest Vilani interstellar sphere of influence.

The Luugiir is invertebrate-like, resembling in some respects a Terrestrial jelly fish; its position on the evolutionary scale, however, is much superior, and it has been surmised that the animal's home world never developed vertebrate-like forms. Luugiirs earn their names from their highly unusual nature. Through a mechanism that continues to fascinate xenobiologists right down to the present day, these animals generate and store hydrogen gas in large bladders, turning them into organic balloons.

Luugiirs have a natural defense against predators, in the form of four specialised 'stinger' tentacles. These inject a fast-acting poison that inhibits the involuntary muscle action of most animals. The poison causes respiratory failure, seizures and death, typically within 10 minutes for humans. Domesticated Luugiirs, however, usually have their poison sacs removed, in the same way as the scent sacs of a pet Terrestrial skunk can be rendered ineffective.

Lydia Aella Alhalikoi: Princess of the Imperium, younger sister of Emperor Strephon. She is third in line for the throne.

Kudeback's Gazelle: Kudebeck's Gazelle is an oddity. It is not native to the world of Victoria but that is the only world where it is found in the wild. In external appearance it closely resembles a 6-legged version of a Terran gazelle, though there are significant external differences.

On metal-poor Victoria, the skeleton of the kudie is the primary structural material for most buildings, wagons, and airships.

Maghiz: In the Darrian language, Maghiz means chaos. It is an appropriate name for the disaster that effectively destroyed the Darrian civilisation in -998, when a science experiment triggered a massive series of flares in the Darrians' sun, Tarnis. The flares and their accompanying electromagnetic pulse devastated the Darrians' interstellar culture, throwing most worlds into collapse.

MagnetoDynamics, Inc: Established in 1040 with an Imperial charter and a mineral exploitation grant for Fulacin (Fulacin/Rhylanor 0203-A674120-D). The corporation holds several patents for the recovery of precious and heavy metals from atmospheric and oceanic suspension, and originally obtained its position on Fulacin for the use of these properties.

Following the severe economic downturn associated with the False War (1082 to 1084), the company encountered a cash slowdown and suspended operations for a period. In 1089, an influx of capital allowed the company to resume operations. In partial support of this new era, the company also established a large starport facility (currently typed as class A, minus) with construction and overhaul facilities for ships up to 10,000 tons, completed in 1099.

The starport facility, envisioned as ultimately supporting mineral export traffic, has served an interim purpose of supporting (through landing fees and other income) the on-going survey of the world for ultimate exploitation.

MagnetoDynamics' exploitation grant expires in 1199, with a renewability clause for an additional 100 years upon demonstration of efficient and profitable operations. Stock ownership in the company is divided approximately as follows: Spinward Marches nobility- 8%, Imperial Family- 5%.

Main: A grouping of systems forming a chain of worlds all reachable by jump-1. This grouping provides a sort of 'corridor' allowing jump-1 capable ships to travel to any world along the chain. Many such groupings of worlds exist in the Imperium. Prominent examples include the Spinward Main in the Spinward Marches, the Vilani Main centered in the Vland Sector, The Sylean Main in Core Sector and the Antares Main originating in the Antares sector.

Major Race. An arbitrary distinction based on the achievement of a specific intelligent race. A race that achieves interstellar travel (jump drive) through its own efforts is classed major; one that does not is classed minor. To date, the generally accepted major races include Humaniti (Zhodani, Solomani and Vilani, but not other examples), Aslan, Hivers, Centaurs, Vargr, Ancients and Droyne.

The Suerrat (a human race) have been held to be minor because their achievement of interstellar travel utilised generation ships. Similarly, the Geonee were originally thought to be a major race but their development of jump drive was based on recovered Ancient artifacts rather than true racial efforts. The Geonee dispute this prevailing opinion and hold the (generally unshared) view that they are of major standing. The Droyne have been demonstrated to be major, with evidence showing them having developed jump drive as far back as -7000.

Makhidkarun: This corporation is one of the three original Vilani bureaux. It originated with the aristocracy, and emphasised interstellar government. Sometime, shrouded in the mists of the Long Night, it transformed into a megacorporation. All that can be stated with certainty is that its corporate form pre-dates the Third Imperium. Makhidkarun specialises in the communications and entertainment industries. The firm produces fine musical recordings of all types, two and three dimensional motion

pictures, books, magazines and art reproductions of all sorts. Its communications division produces a wide variety of data processing, storage and retrieval equipment and the requisite software for it. A gourmet foods division trades in all manner of rare and expensive foods, wines and delicacies.

This old Vilani Megacorporation is not the largest manufacturer of robots but it is the most innovative. The company's research staff is responsible for many of the Imperium's significant breakthroughs in synaptic processing.

Stock ownership: Imperial family— 5%, Noble families— 28%, Hortalez et Cie- 28%, Investment trusts- 25%, Private ownership-14%.

Margaret Yetrina Tukera: Princess of the Imperium and Duchess of Delphi and Anaxias.

Margaret, great-granddaughter of Emperor Gavin (946-1031) is a first cousin (once removed) of Strephon. She is married to Count Blaine Trulla Tukera (of the Tukera Lines megacorporation Tukeras).

Marquis: The third level of noble rank is the marquis. A marquis is associated with a single world (generally a large and important one with a type A or B starport). The title consists of the world name after the title, as in the Marquis of Aramis (or, alternatively, the Marquis Aramis).

Mercenary. The remote centralised government of the Imperium is possessed of great industrial and technological might but it is also unable, due to the sheer distances and travel times involved, to exert total control everywhere within its star-spanning realm. On the frontiers, extensive home-rule provisions allow planetary governments to choose their own forms of government, raise and maintain their own armed forces for local security, pass and enforce laws governing local conduct, and regulate (within limits) commerce. Defence of the frontier is primarily the responsibility of local indigenous forces, stiffened by scattered Imperial naval bases manned by small but extremely sophisticated forces. Conflicting local interests often settle their differences by force of arms, with Imperial forces looking quietly the other way, unable to effectively intervene. They are able to operate as a police force only in the most widespread of conflicts as they cannot jeopardize their primary mission of defence of the realm. Only when local conflicts threaten either the security or the economy of an area do Imperial forces take an active hand, and then with overwhelming speed and force.

In this environment, the soldier-for-hire finds active employment. Tolerance by the forces of the Imperium makes the hired military force a practical matter. Imperial policy allows the marketplace to provide military force to those who can afford it; one line of thought is that hired military can be more effectively controlled if it gets out of hand, as opposed to nationalistic or politically motivated military forces.



The Imperium does stand ready to enforce its own standards however. Certain basic restrictions against improper scales of force are observed and weapons such as poison gas or nuclear devices are prohibited. If matters get out of hand, then the local Imperial forces stand ready to intervene. The general situation tends to keep the mercenary forces within the Imperium in check.

Megacorporation: An extremely large interstellar corporation. When a corporation is truly Imperial in scope and can provide services to all regions of the Empire, it earns the term megacorporation.

Only 13 companies are acknowledged to be megacorporations. Because of their size, megacorporations have truly astronomical numbers of employees, shareholders and profits. Their upper level executives labor at broad policy questions, and are largely out of contact with day-to-day (and even year-to-year) activities of the corporation. The real power in the company lies in the hands of the regional managers (under whatever title they have) who control the actual operations of the business. While they may control only a small fraction of the megacorporation's assets, they wield more power in some areas than do the representatives of the Imperial government.

A small number of Imperial regulatory agencies have power over the megacorporations, and the companies are subject to any applicable local taxes as well. Nevertheless, if Imperial sovereignty is not blatantly violated, regional managers can usually conduct their company's business as they see fit. Because a direct confrontation with the Imperium would be bad for business, intentional violations of Imperial laws occur on a covert basis only.

Meson Accelerator (also: Meson gun, Meson cannon, Meson weapon): The Meson Accelerator is a dual particle accelerator, designed for work with electrons and positrons. The collision of an electron and a positron creates a pi neutral meson. Mesons have short half-lives, which can be prolonged to precise duration by accelerating them to relativistic speeds. Mesons do not interact significantly with other particles, and matter is therefore transparent to them. By controlling the velocity of the beam, the mesons may be caused to decay inside a target, producing intense radiation effects.

The Meson Gun is a weaponized version of the Meson Accelerator, producing strong pulses of mesons designed to produce maximum damage effects in a target. Most large modern warships have meson accelerators as their main weaponry.

Because the beam does not interact with rock, there are deep meson sites used for planetary defence. The sites are buried deep into the world's crust and can defend against attacking ships with impunity. Unfortunately the sensors necessary for targeting and possibly the power source (detectable by neutrino emissions, if fusion) are not as fortunate, and are often priority targets. Indeed, as a matter of course, the Imperial Navy targets neutrino emissions for destruction when invading a world.

Meson Screen: A variation of the nuclear damper that provides specific protection against meson gun fire. The device projects an interruption of the strong nuclear force, causing premature decay of incoming mesons.

Middle Passage: In order for starships to fill their staterooms with passengers, middle passage is offered on a standby basis, in the event that not enough high passages are sold. While middle passengers occupy staterooms normally similar to those occupied by high passengers, they do not receive the service or entertainment accorded the higher paying passengers. In addition, the quality of the cuisine is rather low. Baggage totalling 100 kilograms is allowed. A middle passenger may be 'bumped' and the stateroom taken by a late arriving high passenger; the middle passenger's ticket is returned, but no other compensation is made. The middle could then buy a high passage and 'bump' another middle passage, if the extra cost seemed worth it.

Miniphant: (*Microelphss ver.*) During the earliest days of expansion into space from Terra, a number of worlds were settled whose terrains challenged the best overland

transportation systems. Dense jungle growth and swamplands foiled road building, and local vegetation sometimes proved nearly unkillable. Since the colonies had (initially at least) very low technologies, one solution to the problem was to use specially bred beasts of burden. These animals could be sent to the colonies in embryonic form and soon became the low-tech alternative to the truck and ATV on many worlds.

One of the animals developed for this program was geneered from the Terran Indian Elephant (*Elphas indicus*). These beasts were ideal for overland travel in forests and lesser swamps. Later colonies carried the animals to other colonies and over the years, numerous varieties were developed. The most popular of these are several species collectively referred to as miniphants, so-called because of their smaller size and mass. Miniphants were bred for tractability and high intelligence. They stand an average of 2.05 metres at the shoulder; males weigh 1,800 kilograms, females weigh 1,600 kilograms. No tusks are present but miniphants compensate for this lack when lifting loads by having more powerful trunks.

There is a fair chance of running across miniphants on worlds with Tech Levels between 0 and 3, especially in the Solomani Rim, and they can be found on some higher tech level worlds in remote and backward regions, employed as cargo handlers, pack and hauling beasts and mounts.

While they cannot speak, they can understand spoken commands readily, even when given in whispers. A large number of commands may be learned and will be retained for a long period of time, though few tasks of exceptional complexity will be known. Miniphants make slow but patient learners. They have emotions as humans do, play games and practical jokes and are amiable. If used as a pack animal or mount, miniphants can carry up to 350 kilograms comfortably or can pull up to 2,000 kilograms in a wagon or cart.

Minor Race. A Minor Race is an intelligent race that has not achieved jump drive through its own efforts. For most races, this classification is appropriate. Many are contacted before they have reached a technological level capable of even considering jump drive, thus permanently prejudicing their potential. Indeed, the shock of such classification and the realisation that this classification pervades interstellar society, is sufficient to relegate a race to a permanent role as shopkeepers and accountants. Some slump, while others violently resist the classification. The fact that the typing is informal and arbitrary, and tends to elevate those already in power, has made resistance difficult, if not impossible.

Minor Race, Human: Any one of a number of human offshoots. While most are the result of Ancient transplantation and genetic engineering, a few are more recent. They are the result of more modern attempts to engineer humans to survive in hostile environments. Including these later additions, there are nearly 40 minor human races in charted space.

Minor Race, Non-human: There are over 200 non-human minor races within the confines of charted space. There is no real commonality between these species, save their possession of intelligence and the fact that they arrived late to the interstellar party.

Monadium: Impenetrable bluish-gray metal used as the basic construction material by the Ancients at the site on Antiquity/Ian (Corridor 0816). It has defeated all efforts to determine its exact composition, though some experts believe it contains titanium. Even modern tech level 15 plasma and fusion weapons have been unable to penetrate it.

Monitor: Class of large military non-starship, often with armour and armament equivalent to heavy capital-class vessels, like cruisers, battle cruisers and battleships. Used to provide the heavy firepower for systems defence forces. Similar in design to battleriders, though some are constructed with asteroid hulls for cost-effectiveness.

Moot: The Imperial government's only deliberative body. It has few powers and even more rarely exercises them. In theory, the Moot includes all Imperial nobles of baronial or higher status, but most nobles do not find it convenient to travel to Capital, and so many of those seated hold proxy votes. Large blocks of these votes can be wielded by a single influential noble.

Technically, the Moot is supreme in the Imperium but its power is extremely limited. In practice, its deliberations are advisory to the Emperor and he is wise to heed them. The Moot has only one power: to dissolve the Imperium. When this power is brought to bear, it compels compromise between opposing factions.

When an Emperor dies, abdicates, or otherwise becomes unfit for office, the Moot becomes important as the validating body for the new Emperor. It has the power to examine the qualifications and credentials of the heir apparent and, in unusual situations, to reject him.

The Moot holds its sessions in the Moot Spire, which, at 1.75 kilometers high, is the tallest building on Capital. By tradition, the Spire is the only building allowed to tower above the Imperial Palace, which is 4.25 kilometers away. Elevators with gravitic compensators can speed visitors from the bottom to the top in 18 seconds. At the top of the Spire is the High Moot, where select committees hold the most private deliberations.

Mora: (Spinward Marches 3124) Capital of the Spinward Marches Sector, and site of the first major Imperial establishment in that sector.

Mora was settled in 60 and financed by Ling-Standard Products. It was soon a thriving trade centre, building new ships, overhauling old ones, and producing other manufactured

goods on the side. At one end of the trade routes through to the Sword Worlds Confederation and the Darrians, Mora became known as the 'Gateway to the Marches'.

Mora sits fairly near the centre of the Domain of Deneb, astride the Spinward Main. The bulk of the world's 10 billion population resides in a sprawling mega-city, straddling the equator and covering most of the major continent. The Duchess Delphine currently holds the reins of power in the world's matriarchy.

The Mora system's belt is home to most of the significant biotech industries in the Spinward Marches. The belt environment has provided them with a safe and flexible environment for research while being positioned at a large nexus of trade routes.

Muan Gwi: (Solomani Rim 1717 A456A86-F) Capital world of the Vegan Autonomous District. This low-gravity, arid world is the birthplace of the Vegan minor race. The planet is dotted with clusters of mega-cities, supporting the world's billions of citizens. Each cluster is dominated by a single *tuhuir*.

Naasirka: Naasirka is a Vilani megacorporation that specialises in the manufacture of information storage and processing equipment and software, computers, robots and other complex electronic devices. It was one of the three original Vilani bureaux. It originated with the Shugilii, the food-preparation caste. It floundered for a time after it found that it could not control food supplies on most worlds it dealt with. Ultimately, though, it became a broad-based organization, emphasizing energy, transport and luxury goods.

The firm's current corporate incarnation is of uncertain lineage but it is known to have been in business prior to the founding of the Sylean Federation. Naasirka is the largest supplier of communications equipment to the Imperial Interstellar Scout Service's Xboat branch.

Naasirka is also the largest manufacturer of robots in the Imperium. Naasirka's robots rarely use innovative technology, but their aggressive marketing staff has placed more robots than either Makhidkarun or LSP, Naasirka's two largest competitors.

Stock ownership: Imperial family—4%, Investment trusts—24%, Noble families- 23%, Hortalez et Cie- 11%, Other corporations- 14%, Igsiirdi family- 13%, Private ownership- 11%.

Naval Base: Port facility for the support, maintenance, repair and refit of naval vessels. Planetary surface facilities are generally provided for vessels of 1,000 tons or less; orbital facilities handle larger ships. A naval base has several distinct parts to it; each part helps in the accomplishment of the overall mission of the base. The typical naval base is composed of an orbital berthing area, a surface berthing area, a maintenance section and an administrative headquarters.

Berthing areas provide locations for ships to lay over, whether for a day or for months. All berthing areas include provisions for refuelling from storage tanks or fuel lighters. Maintenance sections at naval bases vary from base to base. Where such a section would be redundant to the local starport shipyard, it is small and repairs or alterations are carried out under contract to the local facility. Where adequate local facilities do not exist, the naval base itself may have a large maintenance section capable of extensive repairs and refits. Maintenance is performed on the ships on the world surface or in orbit as necessary. The administrative headquarters handles the day-to-day operations of the base, as well as its paperwork (including the allocation of funds, distribution of personnel and disbursement of maintenance and repair contracts).

The naval base is not a tactical unit. It has no battle forces of its own and does not exert control even over local system defence boats (which are under a separate command). The naval base is responsible for supporting the fleet and keeping it in optimum condition for its combat missions.

Naval Depot: Depots serve as focuses for naval efforts, supplying a fleet's every need, providing construction and repair facilities, and producing and testing experimental ship prototypes. A depot generally occupies an entire system. Facilities, materiel and personnel are extensive enough to repair and resupply a large fraction of the fleet at any time. A depot may be isolated from outside contact for years at a time without serious setbacks. As depots cover large parts of a system, there is no distinction between orbital and surface berthing.

In peacetime, the main function of a depot is the design and testing of ships. A large staff of naval architects (the cream of the area) and construction personnel is maintained at every depot. In wartime, depots serve as repair and resupply centres for the fleet. In emergencies, the depot's construction yards are sometimes pressed into service for production of military ships.

Since a depot is obviously a very sensitive installation, security is tight. An extensive array of both entry and exit codes are employed to insure no unauthorised vessels enter or leave the system. Contingents of marines and system defence boats are stationed throughout the system and are constantly ready for action. There is usually no more than one naval depot per sector, placed in systems where they will be close enough to the expected action to be useful but far enough back to insure that they will not be captured.

Newts: See Bawapakerwa-a-a-awapawab.

Nobble: This animal is a large herbivore grazer, indigenous to Tarsus (District 268). It has a stocky body and short stubby legs as an adaptation to the climatic extremes of its homeworld.

The popular nickname for these beasts comes from the knobby projections on the end of their 1.5 metre-long tail. Wild nobbles mass about 3 tons, ranched (semi-domesticated) nobbles about 4 tons. Nobbles are covered all over with small, feather-like structures, in several lengths. The inner layer is short and thin filaments, an excellent insulating material. The outer layer consists of long, wide filaments, which trap air in the inner layer. The head is short and wide, with the eyes set far apart. The large mouth is filled with large batteries of teeth-like grinding structures.

Nobbles are extremely defensive of their herds, although ranched ones will tolerate people and machines at a closer range than wild ones. When threatened, they will form tight circles around their young, with their thrashing tails outside.

Nobility: The foundation of interstellar government within the Imperium. The Imperium depends on nobles ranging from knights to archdukes to carry the chain of authority and the mantle of responsibility from the Emperor to the people.

The Imperial nobility is a narrow class of persons at the upper strata of society who hold, either personally or through their family line, noble rank from the Emperor. Noble rank is a mark of high social status for citizens and serves two purposes. It rewards individuals for significant achievements and it provides social station for the political leaders within the government. All but the highest noble ranks (count, duke, archduke) can be awarded in recognition of achievement or pre-eminence in a field of endeavour.

The nobility includes within it a subset called the peerage, consisting of all nobles except knights and baronets. Except in extraordinary situations, to hold a high office in the Imperial bureaucracy, a person must be a peer (although not all peers hold office).

Nobility is usually hereditary. Once granted, a title continues to be passed down to succeeding generations. Titles need not pass through the first born (although this is the accepted practice), and individuals with several titles may divide them among their children as they see fit. An individual who is a member of a close family with noble rank is usually considered a member of the nobility even though that individual may not personally hold a title.

Nobility is acquired through letters patent (patents of nobility) issued by the Emperor. Traditionally, appointments are published in the Holiday List (appearing on the first day of the new year) and in the Birthday List (appearing on the Emperor's Birthday). Additional patents of nobility for political purposes or special occasions are published when necessary.

Norris Aella Aledon, Duke: Duke of Regina, Count Aledon, Marquis of Regina, Baron of Yori. Born 1063, second issue of Duke Willem Caranda Aledon and Fiorella Havasu Aella of Efate. Norris was enjoying a successful career in the Imperial Navy when the accidental death of his older brother William in 1097, during what would turn out to be their father's last year of life, forced him rapidly into the unaccustomed role as the impending heir.

As he was unmarried and had no heir, one precaution that he was convinced to take during this period was the creation of a clone, which he insisted be female. This clone is Seldrian Aledon Aledon, still his heir.

Nth Interstellar War: Any one of an indeterminate number of interstellar wars fought between the Terran Confederation and the First Imperium during the Period -2408 and -2219. The First Interstellar War (-2408 to -2400) marked the initial clash between Terra and Vland. The peace that concluded the hostilities was both uneasy and short.

The second through seventh wars were marked by seesaw exchanges of territory, mostly confined to the Dingir and Sol subsectors. These initial wars were fought, on the Vilani side, with only the forces available to the Vilani provincial governor; the central government was preoccupied with other problems. This was fortunate for the Terrans, as Vilani power, even at this late date, would have been sufficient to crush the Terrans in short order had it been applied. The eighth war finally broke open the frontier and ended in the first major Terran victory.

Finally, the Imperium took notice, and dispatched major fleet elements to the area, but the time for action had passed. Terran invention of the jump-3 drive made the ninth war a crushing victory for Terra and forced the Imperium to relinquish most of the Solomani Rim. Thereafter, the Terrans were almost constantly on the offensive. In the centuries after the conclusion of the wars, no consensus could be reached in the academic community as to when the later conflicts began or ended; all were interrupted several times by armistices, cease fires, or shaky periods of peace (indeed, a new war would often break out along the front lines before the existence of a peace treaty could be communicated to the respective capitals).

Periods of warfare are lumped together or split apart depending on the historian's individual point of view, and a single war to one historian can be identified as two or more wars by others. The situation is complicated by the fact that records for some of the years in question are sketchy. To clarify matters, an accommodation was arrived at which simply labels all interstellar wars after The Ninth with the indeterminate variable N. Proper usage calls for the war to be defined with the actual years being discussed.

Many history texts use this system to refer to all the wars except the first. The Nth interstellar War (-2235 to -2219) ended the series of wars when the Vilani Imperium collapsed, as much from its own weight, age and decadence as from Terran victories. The Terrans then moved quickly to occupy the remaining Vilani territory.

See First Imperium, First Interstellar War, Rule of Man.

Nuclear Damper: Nuclear dampers are passive defensive devices that create an interference field in which the strong nuclear force can be manipulated. A series of nodes and anti-nodes are created, either to enhance or degrade the strong nuclear force.

Focusing a negative node on incoming nuclear warheads lowers the potential barriers around nuclei, thus suppressing the strong force; the warheads shed neutrons at very low energies and are rendered harmless after a short exposure. Both fission and fusion warheads are affected, as fusion warheads use a fission trigger to create the heat required for the fusion reaction.

Dampers may also be used to eliminate radioactive contamination from an area. The damper is focused on the contamination and forces the radioactive particles to shed radiation until they are inert.

Nuclear dampers may be mounted in spaceships or on vehicles. A damper unit consists of three components: two separate damper projectors and a fire control system. Shipboard dampers are generally mounted as far apart as possible, and contain an integral fire control system for efficiency.

A further development of the nuclear damper is the damper box. This focuses a positive node on its contents, raising the potential barrier and preventing nuclear decay. Damper boxes are used to store collapsing rounds, allowing materials with short usable half-lives to be used as ammunition.

Nuclear Dampers are one of the three advanced scientific discoveries and new technologies behind many other technologies, the other two being gravity control technology and the Jump drive.

Oberlindes Lines: Established in 1084 with an Imperial charter specifying trade and commerce within the Spinward Marches and supporting distant trade with states bordering the Imperium. Oberlindes is one of the major shipping lines within the Regina subsector, with feeder routes to all major starports; Oberlindes expansion into neighboring subsectors has improved star service but alienated many of the older and more conservative lines.

The Oberlindes name is an old one in the trade and commerce business in the Marches. Roxanne Oberlindes established the

first line to bear the name in 487. She built a family business, which thrived between each of the several wars that wracked the Marches throughout the past half-millennium. The first major increase in Oberlindes' size came in 1049, with the acquisition of *Emissary*, a surplus cruiser declared excess by the Imperial Navy. This ship, armaments intact, served as the flagship for Oberlindes' excursions into the Vargr Extents on trade expeditions; the venture proved highly successful. A base for Oberlindes was established just beyond the Imperial border (some irregularities in the ship transfer made it impractical to bring the ship into the Imperium) and served as a clearinghouse for trade good shipments between Regina and the Vargr worlds.

In the years following the False War, Oberlindes Lines obtained an Imperial charter and began operations with a large fleet composed almost entirely of navy surplus ships- now numbering in the hundreds. The organisation concentrates on the smaller feeder routes, but has recently expanded into main line service, in direct competition with Tukera Lines and other more established major shipping lines.

Sergei hault-Oberlindes, patriarch and controller of the line, was awarded a baronial patent, complete with estates on Feri (Feri/ Regina 0405-B384879-B), by direction of the Emperor in 1101 for his contribution to the economic recovery in the Marches following the Fourth Frontier War.

Oberlindes Lines is a family company with stock ownership divided approximately as follows: Oberlindes family- 78%, investment trusts- 10%, corporate employees- 8%, Imperial family- 2%, and public (individuals)- 2%.

Octagon Society: Established in 342, the Octagon Society was the first major distressed spacefarer assistance operation to appear in the Spinward Marches. The group thrived on public contributions and some tax revenues for 150 years before it collapsed in the late 400s when scandals emerged over quality of shelter construction and the disposition of certain funds.

Society shelters were generally of an octagonal shape. Large hostels were established on major worlds, while smaller weather shelters were placed on frontier or unsettled worlds. The characteristic octagon shaped buildings are still visible on various worlds, although none are still in use as shelters for distressed space-farers. The Octagon Society was dissolved in 499 and its assets were sold at auction.

Off-dirt Rank: Military jargon for the courtesy title 'major', applied to captains of ground troops when aboard starships, to avoid confusion with the starship captain.

Olympiad: Common translation of *tleqazdijdiet*, a Zhodani measure of time representing three Zhodani years (each approximately .75 standard years). An olympiad is used to

denote the period from one set of psionic games to the next. The olympiad is used in the Zhodani calendar to mark dates, which are further subdivided by year, season and day.

Onnesium: Rare element, atomic number 118, mildly radioactive and a proven room temperature superconductor. Onnesium, one of the stable superheavy elements, is normally found as small, silvery spheres embedded within meteoric nickel-iron. Created within supernovae, onnesium is plated onto asteroidal surfaces, and can eventually be discovered in free-floating or in impact craters upon planetary surfaces.

Oort Cloud: A spherical shell around most stars containing numerous small bodies of cometary material. A typical Oort cloud is about 0.5 to 1 light year from its primary and has an aggregate mass about that of Terra; density is thus extremely low. The main constituents of cometary bodies are ice and dust ('dirty snowballs'). Bodies in the Oort cloud are occasionally perturbed by collisions or by the influence of nearby stars into orbits which pass near the star; these form the visible comets. The Oort cloud is named after its discoverer, Terran astronomer Jan Oort.

Outcasts of the Whispering Sky: Minor race native to the world 214-389 (Hinterworlds 1328).

Also known as 'Stalkers' for their extensible necks, the Outcasts are small, round quadrupeds with one eye on top of their necks. The brain and all other organs are located in the body. They communicate thru light patterns, so to them, the starry sky appears to be saying something that they can't quite 'hear' or understand. They occupy 10 systems and an Ancient, partially-completed ringworld in the Leenitakot system. They rigidly control access to the ringworld and the Leenitakot system is rated as a Red Zone as a result.

Outrim Void: Colloquial term for the region to the rimward of the Spinward Marches. It consists of many small states, empires and independent worlds. The region is largely unknown to the civilian population of the Imperium.

Outworld Coalition: Traditional name for the belligerent groups allied against the Imperium during the various Frontier Wars. Commonly applied to any alliance of powers threatening the Spinward Marches and Imperial territories spinward of the Great Rift. The original Outworld Coalition was formed in the early 500's at the instigation of the Zhodani Consulate. Vargr allegiances vacillated, but memories of the Imperial campaigns against certain Vargr states in the Corridor swayed some into membership. Zhodane, as the major partner, contributed military aid and assistance (such as technicians and advisors). While some Vargr governments contributed personnel and naval units, other Vargr remained neutral or sided with the Imperium.

The initial history of the coalition was one of continuing struggle for organization, as the Zhodani were continually occupied in establishing Vargr governments and then maintaining them in power. The intent was for the Vargr to harry the coreward edge of the Spinward Marches, especially Regina and Aramis subsectors, while the major thrust from Zhodane took Cronor and Jewell subsectors. The Vargr portions of the offensive failed dismally. Furthermore, the failure resulted in a collapse of the coalition. The internal Imperial upheavals, like the Civil War that followed the initial Frontier War exposed a continuing weakness in the Imperium, and the Outworld Coalition reformed after a hiatus of five years.

At the appropriate moment, the reformed Coalition again attacked the Marches, this time taking portions of Jewell subsector. Although the Vargr again failed to take any territory permanently, their performance as a whole was considerably improved. Traditionally, frontier wars in the Spinward Marches have involved coalitions of Zhodani and certain Vargr states. The Sword Worlds have also joined the coalition at times.

Pacification Campaigns (76-120): A series of economic, diplomatic and military operations directed at forcing membership in the Imperium upon those worlds which resisted the initial efforts to annex them. Although the campaigns were predominantly economic and diplomatic in nature, the Imperium was not averse to using force when peaceful methods failed. Imperial battlefleets and ground forces rarely failed when brought to bear. By 120, the pacification campaigns ended, and the initial phase of the Imperium's growth came to a close.

Pan-Galactic Friends of Life: The Pan-Galactic Friends of Life are a dedicated positive-action group strongly concerned with protecting endangered species and threatened ecologies. Once considered a lunatic fringe group, their defense of the declining herds of dawnsingers on Phireene earned them considerable exposure and a great deal of respect.

PDPT-beta: PDPT-beta is a chemical compound discovered by Seaharvester Corporations scientists on Bellerophon (Solomani Rim/ Esperance 0709 A88A986-E). They obtained it from the corpse of a pre-reproductive phase daghadasi specimen in 1099. The full name of the compound, Cis-1, 2 p aradichlorotriethylaminoprocyclohepatrenyl- 4-tricyclohexene-beta, is rarely used.

The chemical serves as the basis for a family of experimental broad-spectrum antibiotics which can be selectively 'tuned' to wipe out specific types of bacterial, viral, and cancerous growths, while leaving adjacent benign growths untouched. Thus far, no synthesis of the chemical has been produced and no source other than the daghadasi oguls has been discovered.

Peerage: The hierarchy of nobles within the Imperium. Knights and baronets are not considered part of the peerage, and it is typically confined to hereditary nobles only.

Personality Overlay: A combination of techniques, including hypnosis, drug therapy and others, that allows an artificial personality to be overlaid on top of a person's actual personality. The overlay is designed to subtly interact with the subject's own skills and memories to create the new persona and requires a skilled operator to create. It can even fool psionic scans.

Phoenix Project: Reported plot by Solomani guerrillas on Terra to rise and destroy Imperial forces occupying Terra. Imperial intelligence reported penetration of the project command in 1045, with subsequent compromise of its basic plans and dismantling of its structure.

The Phoenix Project was supposedly born in the final years of the Solomani Rim War (990 to 1002) as Solomani leaders saw the possibility of their defeat and the loss of the homeworld to the invading Imperials. The project was said to have consisted of two distinct parts: prepositioned caches of military goods to supply the rising and a continuing program for the training of guerrillas.

The caches were concealed in many different places on Terra, in areas calculated to preclude accidental discovery over the years. Each cache contained large quantities of munitions, weapons, vehicles, and medical supplies, all of varying technological levels so as to be of use regardless of the technical knowledge of the users. Each cache was hidden with its location entrusted to a single local family. These families were to form the core of the guerrilla forces when the rising was to take place.

A massive Imperial counter-guerrilla effort in 1040 - 1045 was directed at the discovery and destruction of the caches and the arrest of the families entrusted with their secrets.

Persistent rumours of two additional aspects of the project - Lambda (a codeword to trigger the rising) and Omega (the reinforcement of the uprising by off-world Solomani) - have been dismissed as baseless by Imperial officials.

Many historians believe that the extent of the plot was greatly exaggerated by Imperial authorities, holding that it was little more than an extreme example of wishful thinking on the part of the Solomani leadership. At any rate, the Phoenix Project no longer threatens the security of the Imperium, if indeed it ever did.

Postal Union: A group of political units associated to a greater or lesser degree for the purpose of communication among citizens, businesses and governmental units.

Nearly all star systems are members of one postal union or another. Governments cooperate along their borders in order to allow the efficient flow of communications between them. Members

of a postal union forward mail through their territories (subject, of course, to local security needs, acts of war and so on) to the proper addresses. On the average, communication is at the speed of the fastest available transportation, which means about three or four parsecs per week.

Porozlo, Battle of (980): In the third Frontier War, the Zhodani through Vilis and Lanth subsectors toward Rhyllanor met a not unexpected problem- Rhyllanor has no gas giant, although it does have a strong naval base to defend it. Neighbouring Porozlo (Porozlo/Rhyllanor 0305-867A74-A) not only had a gas giant for quick refuelling, but also possessed a naval base of potentially great use to invading naval forces.

The battle began with the appearance of a single large Zhodani task force off Porozlo's primary; it proceeded directly to the larger of two gas giants in the system. The local naval base reacted immediately, even admirably, considering that there was no warning of Zhodani approaches this far from the front lines. However, as the first Zhodani task force refuelled, portions of it engaged the local defences, preoccupying them as a second task force appeared and drove straight for Porozlo. The threat of action against the planetary defences and facilities prompted the world government to declare Porozlo an open world. Naval forces either surrendered or jumped to safety at Rhyllanor.

The fall of Porozlo provided the Zhodani with a supporting base for their siege of Rhyllanor. Ships could easily refuel at the gas giant, jump-1 to Rhyllanor for raids, attacks, or blockade patrols and still have enough fuel for jump-1 back to Porozlo, where the class A starport and the captured naval base stood ready to repair any damage immediately.

Since the war, Porozlo's naval defences have been considerably improved.

Pseudo-Biological: Refers to a robot or software program that it sufficiently life-like to pass as a real person. Such a construct can hold a conversation on a variety of topics, at least in a general sense.

Pseudo-biological communiqué: Due to long communication lead times, pseudo-biological programs are often used in interstellar communications. The sender creates a simulation of themselves and loads it up with the message, along with a database covering any conceivable contingency related to the original topic. In this way, the recipient can actually hold a conversation with the program to get the answers required, along with such things as personal messages, reports and the like.

Psionic Games: A continuing competition held by the Zhodani government for excellence in psionic achievement. The psionic games are held once per olympiad, for a period of nearly four weeks, on Zhodane. The participants (mostly intendants) are selected by the various ruling councils and preliminary

competitions are held to reduce the numbers to manageable size. Intendants who do well in the games are promoted to noble status. Because the Zhodani system provides psionic training to all nobles and to the intendant class, the psionic games are a popular device for the masses to see the powers of their rulers in action. Competition is staged in nearly all fields of psionics, including telekinetic weight-lifting, distance and accuracy teleportation, and many other events.

Psionics: The criminal use of mental powers to manipulate matter and energy, to sense, and to communicate. It has been demonstrated that minds (human or non-human, conscious or unconscious, intelligent or unintelligent) contain some capacity to operate without apparent use of physical facilities.

Until circa -1000, psionics was little studied in most regions, except on a disorganised level (parapsychology, the occult, spiritualism and so on). It was known and practiced among the Zhodani and by some minor races but it was by no means widespread.

However, during the Long Night, many races, (human and others) turned introspective. As a result, many finally began to engage in serious research in psionics, which revealed much about the empirical nature of the phenomenon, although the principles involved were, and remain, little understood.

However, even though it assumed scientific validity, psionics remained a backwater science until about 650, when it underwent a tremendous burst of popularity. Psionics within the Imperium reached its peak in the latter half of the 700's. In the 790's, however, the crest of popular opinion broke with the revelation of scandals within the Psionics Institutes; the result was the psionics suppressions (800 to 826), which shifted public opinion away from support of psionics.

Psionics Institute: Any clandestine organization devoted to the illegal training of individuals in the use of psionics talents. Active Imperial campaigns to eradicate the Institute have been pursued for over 200 years.

Organisations of this nature have existed since before the advent of space travel but attained prominence only during the Long Night, when reproducible scientific discoveries made psionics a teachable, learnable science.

In the Imperial antebellum period, psionics institutes were rare, being formed only on a few scattered worlds which, for one reason or another, had an unusually high rate of psionic talents appearing, or which encouraged psionics for social, political, or commercial reasons. In the years after the Civil War, institutes were organised on most high population worlds within the Imperium.

Psionics institute is a generic name; each such institution was independently organised and maintained. Institutes were generally supported by that portion of the population that had psionic talents; since that portion was small, they were viable only on high population worlds (approximately one billion or more).

During the psionics suppressions, the institutes' charters were revoked, and talented individuals were persecuted. In some cases, the individuals fled to assume new identities on other worlds; in others, whole families emigrated to the Zhodani Consulate or to other places beyond the frontiers of the Imperium.

Following the psionics suppressions, there were, in theory, no psionics institutes remaining in the Imperium. In practice, underground institutes are thought to have remained on many worlds.

Psionics Suppressions (800 to 826): The revelation of scandals (financial, ethical, and moral) within the psionics institutes in the years 772 to 798 resulted in a shift in public opinion against the institutes. Over a 26 year period, various institute charters were cancelled, leading figures jailed or otherwise repressed, and restrictive laws passed limiting or prohibiting the practice of psionics.

Many institute figures went underground, to espouse their cause in a type of guerrilla war. Popular prejudice against psionics continues to the present day. The average citizen will admit to a general dislike of psionics and if pressed, will usually state that psionics violates a person's right of mental privacy.

Psychohistory: The science of historical prediction and macro-social manipulation, sometimes called memetic engineering. The main thesis of psychohistory is that the actions of millions, or trillions of individuals take on a fluidity and predictability that can be compared to that of molecules in a gas. The very size of the population being dealt with factors out individual peculiarities, and allows the prediction of its behaviour. With the ability to predict the reaction of a population to a particular stimulus, there comes the ability to manipulate that population, psychohistorians reason.

Psychohistory began as a combination of public relations/ advertising techniques and behavioural science and although its techniques have been put on a more rigorous footing, the basic principles are still not well understood. A number of minor experiments have confirmed the general validity of the science, but it was also shown to be too expensive to be of any practical utility. Research continues at a small number of Imperial universities.

Q-ship: A Q-ship gives the outward appearance of a conventional (and helpless) merchant vessel but is armed and armoured like a military vessel. Turrets over and above the vessel classes' typical number are installed as pop-turrets to conceal them. Heavy anti-vehicle weaponry is often mounted to give boarding vessels a surprise and marines or other ships troops will be present as well.

Rachele Society: Secret Vilani supremacist group founded on Pretoria/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 (Deneb/Pretoria). Zid Rachele disappeared in 1015 after escaping from the prison world Exile in Usani Subsector (Deneb/Usani 1928). In 1103, Zid Rachele and the Rachele Society surfaced again in Lishun in a brief power play at the Dynam Naval Depot (Lishun/Masionia 1219). Rachele and his followers attempted the theft of several mothballed naval warships but were quickly defeated. Zid Rachele's vessel was destroyed in the battle.

Rachelean Revolts (1010-1011): Major uprising on Pretoria (Deneb/Pretoria) fomented by the Rachele Society, which has resulted in martial law, enforced the Imperial Navy, ever since. The Imperium as a rule does not interfere with local politics but their intervention was forced when a Scout base on Saki (Deneb/Pretoria) was destroyed by a nuclear weapon.

See Rachele Society.

Ragfish (*Triaeroproson enteronophagus*) Sometimes known as the blotch, this piscine bizarre creature is native to several freshwater bodies on Onicrom. Most humans find them unusually, disgustingly, ugly in appearance and repulsive in their habits.

Though quite rare, they have become popular as novelties with wealthy aquarists, and have been known to sell for as much as Cr15,000. They are also known for their lethal poison, which is injected into their prey through a telescoping hollow anterior spine. In their natural habitat, small fish are attracted to feed on ragged strips of mucus-covered skin which float from the ragfish's body (and from which the name is derived). These small fish attract larger animals, which fall prey to the creature's poison spine. While the prey is still dying, the ragfish disgorges a number of intestinal tubes with sucker heads, which attach to the prey, secrete digestive juices and ingest liquid and semi-liquid tissue. Besides being much sought-after by fish collectors, they have been used occasionally as assassin's weapons. The fish will attempt to inject anything that disturbs it.

Ragfish can survive for long periods under adverse conditions, even in chlorinated swimming pools and the like. The animal's mantle will keep it moist and alive for as much as eight hours out of water.

The ragfish averages 40 centimetres in length and masses about .5 kilogram. The anterior spine, which is less than 10 centimetre long when collapsed, snaps out to 25 centimetre when triggered by nearby motion or physical contact. The venom is quite lethal, similar to Terran rattlesnake venom but much more dangerous.

Ramshackle Empire: Common disparaging term used during the Long Night to refer to the Rule of Man, also known as the Second Imperium. As the successor to the First Imperium, the Rule of Man took over the territories (and the problems) of its predecessor. Pro-Second Imperium histories contend that the Rule of Man delayed the inevitable collapse. Pro-First Imperium histories claim that the First Imperium was stagnant, but stable, and that the Ramshackle Empire actually precipitated the Long Night by looting subject worlds and promoting Terran superiority.

See Rule of Man.

Red Zone: The Traveller's Aid Society travel zone classification for a nation, world, or system that is dangerous to travellers. In general, the imposition of a red zone classification indicates the location is quarantined, interdicted by higher authority, or at war. Quarantine indicates that a dangerous disease is present and the danger of war is self-explanatory but interdiction requires further discussion.

Interstellar governments often find it necessary to restrict access to worlds or systems for political or military reasons and do so by publishing interdictions. Enforcement of interdiction varies with the reason for the restriction. Interdiction may be imposed on a world if it is a military base or other sensitive installation, for the private reservations belonging to powerful families desiring seclusion, for developing societies that the government has elected to allow to evolve in isolation, or for valuable resource areas being saved for later development or exploitation.

Reference: (Core 0140) The astrographical centre of the Imperium. The Galactic Prime Meridian passes through Reference. Reference is also the location of the Imperial archives.

Regular Squadron: Imperial naval forces are arranged into three broad spheres based on their hierarchy within the Imperium. Regular squadrons are front-line units equipped with the best possible ships and personnel. They are assigned to the numbered fleets of the Imperium and stationed at naval bases within the Imperium. Regular squadrons carry the term Imperial in their name. For example, Imperial BatRon 21 is a regular squadron.

Repatriation Bond: A document guaranteeing passage of an individual to a specified location upon completion of contract work, or upon suspension of contract work for any reason. Repatriation bonds are guarantees given as inducements to workers who might otherwise be wary of leaving their own worlds with no assurances that they could return. They are most commonly used by mercenary units. Repatriation bonds are usually administered by a large financial institution, which holds the necessary funds in escrow.

Ringworld: An incredibly strong band of material rotating about a central star, generally in the star's life zone. Ringworlds use centrifugal force to provide a simulation of gravity. A ringworld at the distance of Earth's orbit and with a width of 1.6 million kilometres has a usable surface area of approximately three million Earths.

There is at least one unfinished ringworld in the Hinterworlds sector, in the Leenitakot system (1432 Hinterworlds).

Robot: Typically a self-mobile, computer-controlled machine designed to perform a range of tasks. This covers everything from common household robots to Zhodani warbots and a great deal of ground in between. As of TL15, pseudo-biological robots can be built that can mimic the outward appearance of a human well enough to fool most inspections, save medical or internal scans. At the same time, advances in computer science and robots can create a learning system, which many would argue is self-aware.

Rosette: Three or more equal masses (such as worlds) which are set at the points of an equilateral polygon. The correct equal angular velocities about their centre of mass will result in a stable orbital configuration; no central star is required. Rosettes never occur naturally.

There is an Ancient-built rosette at Tireen (Knaeleng 2910) in the Vargr Extents.

Rule of Man (-2204 to -1776): (Also called the Second Imperium and, disparagingly, the Ramshackle Empire.) A short-lived interstellar empire, formed after the conquest of the Vilani Imperium by the Terrans. The conquered territories were under military rule from - 2219 to -2204. Vilani military forces were incorporated into the Terran forces. Terran naval officers took over key posts in the Vilani bureaucracy (which was otherwise retained intact).

In - 2204, the Terran Secretariat attempted to transfer control directly to Terra and incorporate the conquered regions into the Terran Confederation. The commander-in-chief of the Terran navy, Admiral Hiroshi Estigarribia, realised that the Confederation government could not possibly control the vast territories of the Vilani Imperium and proclaimed himself Regent of the Vilani Imperium and Protector of Terra, with both states now united in the Rule of Man. Nearly all of the fleet

sided with Estigarribia, both because it was composed largely of colonials, who were under-represented under the Terran Confederation government, and because of Estigarribia's careful preparation. The Confederation was dissolved without significant resistance.

The Terran fleet headquarters on Dingir became the capital of the Rule of Man. The bureaucratic centre of the Imperium remained on Vland, although arrangements were undertaken to gradually transfer it elsewhere.

Upon Estigarribia's death, he was succeeded by his chief of staff, who crowned himself Emperor Hiroshi II. Estigarribia, even though he did not actually assume the crown, is therefore known to history as Emperor Hiroshi I.

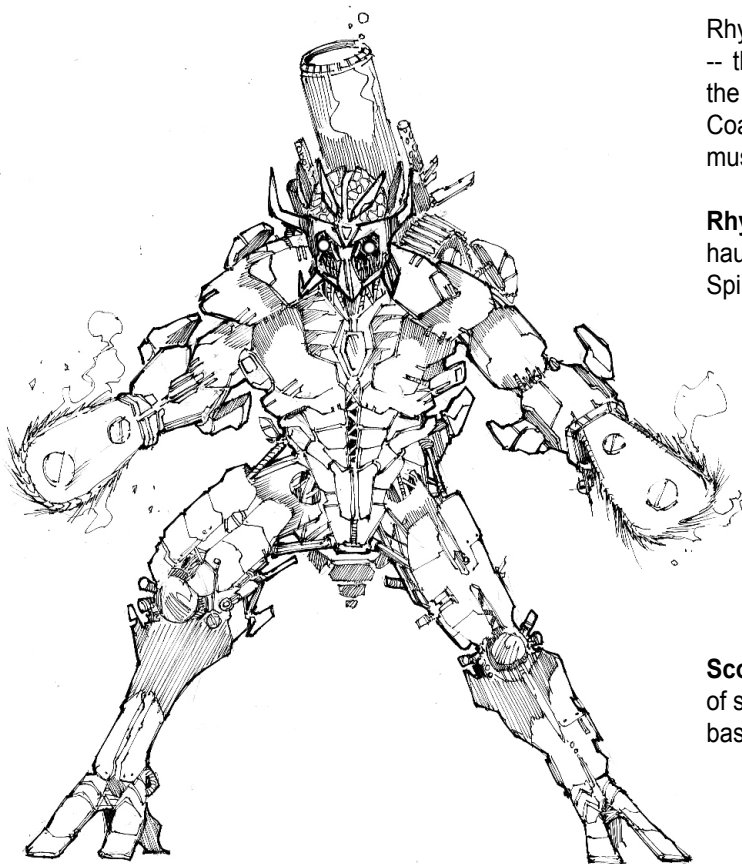
Hiroshi II transferred all functions of government from both Vland and Dingir to a more centrally located world, renamed bilingually Hub/Ershur. This world was to remain the capital of the Rule of Man for the next 400 years.

During the Rule of Man, large numbers of humans from Terra and its oldest colonies emigrated throughout the Imperium. People of Terran ancestry or culture (many of them assimilated Vilani) assumed positions of power on most worlds, becoming industrialists and administrators.

The problems of sheer size and scientific stagnation, which had brought about the fall of the Vilani Imperium, continued to plague the Rule of Man. The Vilani had coped with the problems of ruling a large empire by a rigid caste system, with all citizens rooted permanently in their places but this system could last only as long as there was no significant external threat. The Terrans did away with this system but were not able to replace it with a new social order. The destruction of the caste system swept away the foundations of society. Key industries fell apart as their workers became free to move elsewhere.

The -1776 date for the end of the Rule of Man is arbitrary, and notes the financial collapse of the central government, when the Treasury at Hub/Ershur refused to honour a monetary issue of the branch treasury at Antares. The resulting lack of confidence within monetary circles marked the end of large-scale interstellar trade and of effective governmental power within the Rule of Man. Although the Imperium did not completely fall apart for many years, the Rule of Man had effectively ceased to exist as a viable interstellar community, and the period known as Twilight had begun.

The Third Imperium refers to the Rule of Man as the Second Imperium, which emphasises its own roots in the Solomani-dominated Second Imperium and the Vilani-dominated First Imperium. Anti-Solomani elements, however, emphasise the failure of the Solomani-dominated Ramshackle Empire.



Rule of Terra: Solomani terrorist group active in selected regions of the Solomani/Imperial border. Violently anti-Imperial even by the standards of most Solomani political groups, the Rule of Terra seeks to force the return of all 'rightful Terran property' to Solomani hands through assassination and other acts of violence.

The organisation, although interstellar in scope, was apparently not a very strong organisation in the beginning; some of its claimed attacks have proven to be accidents, while others were the work of different dissident individuals or organisations.

The Rule of Terra's acts, although not its goals, have been disavowed by many other Solomani groups, including the Confederation government. In return, the Rule of Terra has attacked even Solomani populations, stating that 'all who do not contribute to the Manifest Destiny of the Race are not worthy to be part of the Race'.

Rhylanor: The subsector capital, Xboat link and site of two major bases. Rhylanor is a high-population, high-technology Imperial world located in the Spinward Marches. Rhylanor is a smallish, normal climate planet with a very thin oxygen-nitrogen atmosphere located in a cluster of three star systems just off the Spinward Main. As such it provides a useful short cut for high-Jump vessels and Xboats but is inaccessible to most commercial ships. The majority of traffic into Rhylanor comes via the Celepina-Jae Tellona link or from Fulacin to Porozlo.

Rhylanor is best known as the birthplace of Olav hault-Plankwell -- the first of the Emperors of the Flag. As Grand Admiral of the Marches, Olav led the March Fleet against the Outworld Coalition in the First Frontier War. His birthplace is now a small museum and attracts many visitors each year.

Rhylanor Taoiseach: The Taoiseach was founded by Olav hault-Plankwell during his tenure as commander of the Spinward Marches naval forces. It was originally a covert paramilitary intelligence force comprised of scout and marine commandoes. In later years, it became attached to the IISS as a cross-Imperial troubleshooting force. After it was exposed in the late 800s, it was disbanded in 907. The public information-gathering arm is still intact, however, and generates reports on trade and technology from all over the Imperium.

Rumours that the paramilitary branch still operates are categorically denied by Scout Service administrators.

Scout Base: Port facility for the support, maintenance and repair of scout vessels. The scout service maintains a variety of scout bases scattered throughout the Imperium, with installations tending to be on less well-developed worlds with star-ports type D or C. Scout bases tend to be surface installations equipped with basic facilities for fuelling and for minor maintenance activities oriented toward ships of 1,000 tons or less. Scout bases are positioned in systems more out of the way than are naval bases and for a reason. The scout bases serve as a source of ships carrying dispatches from the well-travelled xboat lanes to more remote worlds.

Scout bases also have other responsibilities and most have an administrative responsibility in addition to the maintenance and refuelling of scout ships. Within a subsector, one base will hold responsibility for cartography within the subsector, another will be responsible for technical developments and still another for contact or liaison activities. The scout base is more extensive than an xboat station but less comprehensive than a way station.

See Way Station, Xboat Station.

ScoutRon: Scout squadrons are composed of ships assigned to the Imperial Interstellar Scout Service. They rarely serve as ScoutRons; instead, the ships are assigned to other squadrons based on need. For example, many fleet couriers are considered scout-type ships. When a fleet courier assigned to BatRon 10 is sent with dispatches to BatRon 11, it is automatically reassigned to BatRon 11 when it arrives. Ships awaiting assignment to serving squadrons are assigned to a ScoutRon, as are ships being resupplied or undergoing repairs.

Seedspitter: (*Pseudotupaia gigans*) The seedspitter is a small, moderately intelligent animal native to the forests and uplands of certain worlds throughout the Imperium.

Externally, the seedspitter resembles the Terran shrew but is larger, massing about 3 kilograms (about the size of a small domestic cat). It has reddish-grey to reddish-brown fur, a domed head and an elongated nose.

At one time the seedspitter secreted an irritant poison similar to a bee's venom into a chamber located behind its upper lip. It would fill this chamber with venom, constrict it rapidly and squirt the irritant out through an opening in its upper lip, with sufficient force to propel it one or two meters. The irritant could paralyse small animals, which formed a significant part of the seedspitter's diet.

As time passed, the animal learned to pick up fruit seeds or small stones with its tongue, insert them into its poison cavity and propel them at predators. In time, the seedspitter developed this skill to the point where it only secreted enough poison to lightly coat the seed and lubricate its passage out of the chamber.

Because of its affectionate nature and its appealing appearance, (the upturned corners of the mouth give the appearance of a perpetual smirk), the seedspitter is a common pet on starships, where it helps in pest control. Seedspitters are easily trained to do tricks such as hitting a target, or 'juggling' seeds by repeatedly spitting them into the air, catching them and spitting them again. Well-trained animals can keep four or five seeds in the air at once.

Second Frontier War (615 to 620): Fought between the Outworld Coalition and the Imperium during the period of the barracks emperors. Arbella (587 to 666) was named Grand Admiral of the Marches by Cleon V and led the combined local and Imperial forces to defeat the Coalition and then proceeded to reestablish the central Imperial authority. She was named regent in 622 as a result, and Empress in 629.

Second Imperium: See Rule of Man.

Sector: Mapping unit in astrography equal to 16 subsectors. Average density is 500 to 650 worlds per sector. Sectors are named and several synonyms are in common use, including march (or marches), region, reach (or reaches), quadrant, and matrix. The Spinward Marches, for example, is a sector. As a rough means of comparing size, the sector counts of the large interstellar states and areas of settlement are: the Imperium: 19; the Aslan Hierate: 15; the Hive Federation: 11; the Two Thousand Worlds: 9; the Vargr Extents: 9; the Zhodani Consulate: 8; the Solomani Confederation: 5.

Seneschal: An aide or executive officer. For high-ranking officials, the wide range of responsibilities are manageable only through computer assistance. Even then, the information

flow may be too great. The seneschal is a product of the computer age - an adjutant or assistant with responsibilities in information management. The seneschal has no authority of his own; he manages the massive input of information associated with his superior's position, keeping the official informed but not overwhelmed.

Shudusham Concords: Agreement signed by the 12 worlds of the Sylean Federation at Shudusham (Core/Capital) in -110, which dealt with weaponry carried by robots. The Concords have no legal force now, of course, but many worlds have adopted similar or identical standards using the Concords as a template and most robots produced commercially in the Imperium are designed with these restrictions in mind.

Six Races: Traditional term for the intelligent races which dominate this region of the galaxy. It appears independently in Aslan, Vargr, and Centaur literature. There is some disagreement as to the meaning of the term and the identity of the races involved. Most commentators agree that all of the six races must be major races; the candidates are Aslan, Centaurs, Droyne, Hive, Solomani, Vargr, Vilani and Zhodani. Various racially-based hypotheses have emerged but none has gained ascendancy.

Sleeper Ship: Type of slower-than-light starship where the crew and passengers spend all, or most, of the journey in low berths. Even for fast vessels, such journeys can take years, decades, or even centuries.

Smaetal swarms: Popularly known as 'smaets', minnies and piranha bugs, these carnivorous insect-analogues are extremely small, flying life-forms native to Smaeta, near the Imperial core, but now found infrequently on countless humid, tropical environments on worlds across the Imperium.

They are commonly spread by tramp freighters and merchant vessels carrying consignments of tropical fruit and control of these and similar pests is a major concern of port and customs officials everywhere. Each adult smaet weighs less than .1 gram and has a wingspan of less than one centimetre. They are generally encountered as an upright, pillar-shaped cloud, about two metres tall, which drifts along just above the ground. One cloud may contain over 50,000 individuals.

These clouds of carnivorous insects will approach any homeothermic life form of more than about 50 kilogram mass at the speed of a man's run. A single bite is no more than an annoying pinprick, but thousands of bites in the space of a few moments can be deadly and smaets are classified as dangerous life forms.

Smaet swarms can be dispersed by flamethrowers and insecticidal sprays and fogs. Little else can significantly damage a swarm, however. Only fully-sealed suits, such as vacc suits, battledress, combat armour and combat environment suits will protect from a smaet swarm.

Solomani: Strictly, a member of that human race which developed on Terra from the original human stock (*H. sapiens*). The term Solomani is often used to refer to members of the Solomani race (or, more palatably to some, to members of the human race of Solomani descent) or to members of the Solomani political movement. Its original meaning is obscure but the word seems to have originally meant either men of Sol or sole men. After the Solomani developed jump drives in -2431, Solomani humans were scattered to the stars in several waves. Early colonisation efforts first settled the worlds closest to Terra; the later conquest of the First Imperium and the establishment of the Rule of Man sent more Solomani humans out, primarily to occupy the former Imperial regions.

Solomani Autonomous Region: Area within the Imperium granted self-government through a charter from Empress Margaret I in 704. The charter granted control of the region of space within a radius of 50 parsecs of Terra (hence the name Solomani Sphere) to a Solomani governing body, which was given broad powers of authority.

For 200 years, the Imperium effectively ignored the region, concentrating instead on its coreward frontiers. By 940, Solomani oppression of non-human (and non-Solomani) worlds forced Empress Margaret II to revoke the region's charter.

After years of diplomatic actions proved fruitless, it was decided to forcibly reintegrate the region into the Imperium. Naturally, the Solomani resisted and the Solomani Rim War (990 to 1002) began.

Solomani Confederation: In 871, the government of the Solomani Autonomous Region reorganised itself as the Solomani Confederation, in an attempt to strengthen its claims to the heritage of the old Terran Confederation. Although tantamount to a declaration of independence, the reorganisation was officially ignored by the government of the Imperium, until the increasingly belligerent and extremist policies of the Solomani caused many border worlds under Solomani rule to petition the Imperium for redress.

The branches of the Solomani Confederation's government took the names of the government of the Terran Confederation but the present institutions have little resemblance to those of the past. The chief governing body of the Solomani Confederation is the Secretariat. The Secretariat is presided over by the Secretary-General, who is elected from its membership. The Secretary General is the chief administrative officer of the Solomani government, and while the office holds great power, it is fully accountable to the Secretariat.

Representatives to the Secretariat are appointed by the governments of the individual districts. The number of representatives each district may appoint is determined according to that district's contribution to the Solomani economy.

A district typically consists of a single world but low population worlds or depressed areas are combined into multi-world districts. In the case of a district such as this, an election is held to determine the representative from that district. These, however, are not elections in the normal sense; the governments vote, rather than the populace. Each government of such a district is allocated votes (again, according to its economic importance) which are used to elect a representative for that district.

All government officeholders and officials must be members of the official party, the Solomani Movement. Although it formerly possessed great power and influence, the party is now weak, decentralised, and of little importance. The real power in the Confederation is held by the government and the various factions.

Because of the greater degree of local autonomy that exists in the Solomani Confederation, interworld factionalism exists to a much greater degree than would be allowed in the Imperium. Coalitions of worlds exist outside the normal government channels, sometimes equalling them in importance within a given region.

For example, the Near Bootes cluster, in the Capella subsector, dominates large portions of the adjacent subsectors, both economically and politically. Bootean mercantile interests heavily favour peaceful trade with the Imperium and their influence with the Confederation government is considered to be the primary reason for the unofficial detente between the Confederation and the Imperium. Another example of this factionalism is the ongoing trade war between Kukulcan (Kukulcan 0405) and the coalition of Thetis (Kukulcan 0108) and Laputa (Kukulcan 0310). The war is causing severe damage to the economy of Kukulcan but the Thetis-Laputa coalition has thus far been able to muster enough power to prevent effective intervention by the Confederation government.

Solomani Hypothesis: When the Solomani discovered jump drive in -2431, they also discovered that more than a dozen human races had already colonised the worlds surrounding Earth. At the time, there was no satisfactory explanation for the more than 40 genetically identical human races.

The Solomani Hypothesis, first proposed by Magis Sergei haut-Devroe (64 to 141), theorised that all of the many widely scattered human races of the galaxy originated on Terra and he thought that they were transported to their current homeworlds by an alien race (called the Ancients) for purposes that even today

remain unclear. The approximate date of the scattering has been established as -300,000.

When Terra was incorporated in the Imperium in 588, a small historical mission verified much of haut-Devroe's work. The hypothesis was already generally accepted by the majority of the human population in the Imperium.

More than 40 known human races have been located (and several more of them failed to adapt to their new worlds and are now extinct); only three of these human races have reached widespread prominence: they are the Vilani, the Zhodani and the Solomani.

Most other human races accept the hypothesis but lend it no special importance. This hypothesis, though, is used by the Solomani Movement as a basis for its claims of Solomani racial superiority.

Solomani Movement: An organisation devoted to the doctrine that humans of Solomani descent are superior to all others and are most fit to rule the galaxy.

Solomani Rim War (990-1002): War between the Third Imperium and the Solomani Confederation during which a large portion of the Solomani Rim sector was returned to Imperial control.

Hoping to profit from Imperial preoccupation with the Third Frontier War and the disorganisation that followed upon the abdication of Styryx in 989, the Solomani reasserted their control over the complete Solomani Sphere, including those portions reabsorbed into the Imperium (see Solomani Autonomous Region). The Imperium declared war in 990.

The initial phase of the war went very well for the Solomani. Although the Imperium maintained sizable fleets along the border, they were inferior in strength to the massed naval elements of the Solomani Confederation. In most areas, the Solomani regained the border worlds lost to the Imperium in the last half century and even occupied a number of worlds that had never been part of the Solomani Sphere.

However, Solomani fortunes were checked in 993 when a large invasion force attempted to regain the worlds in the Old Expanses sector. The fleet encountered near-fanatical resistance and was repulsed with heavy losses.

The period from 993 to 998 was one of stalemate. The Solomani abandoned their plans of further expansion in order to rebuild their forces. However, their policy of inflexibly defending every border world was a constant drain on their resources and the Solomani were not able to regain the initiative. By 998, the Imperial navy had achieved strategic dominance, as the greater industrial base of the Imperium made its power felt.

The last phase of the war, 998 to 1002, consisted of a near-continual advance by Imperial forces into the heart of the Solomani Sphere. The basic Imperial strategy was to attack along two parallel axes of advance, with lesser task forces spreading out to create a huge pocket of Solomani Territory.

Although the Solomani occasionally achieved a tactical success against a task force (such as the Battle of Kagukhasaggan in early 1002), they were unable to halt the main advances. With the liberation of the Vegan district in 1001, the Imperium gained the secure base envisioned in the reign of Styryx. The loss of the Vegan district prompted the Solomani to embark on a desperate gamble. Recalling the time when the outnumbered Terran Confederation was able to defeat the Vilani Imperium, the Solomani consolidated their remaining naval forces into a single fleet and struck at the Imperial fleet advancing out of the Vegan district.

At the Battle of Dingir, in early 1002, the Solomani Grand Fleet was scattered and substantially destroyed. The remnants of the Solomani fleet fell back deeper into the Sphere, with the Imperial forces firmly establishing themselves in Terra's own subsector.

The Imperial high command decided that Terra would have to be invaded, in order to end forever all claims of Solomani superiority and thus the use of Terra as a rallying standard elsewhere in the Sphere. In order to invade Terra, a sizable fraction of the Imperial forces in the Solomani Sphere were assembled into an assault force, effectively ending the pursuit of the defeated Solomani fleet. The invasion began in the second quarter of 1002 and the hard fought campaign lasted until nearly the end of the year.

In the end, the Imperium conquered the planet. However, the battle for Terra had consumed so much of the Imperial military's resources that the Imperial high command felt they lacked sufficient strength to resume their advance into the rest of the Solomani Sphere. Accordingly, they negotiated a temporary armistice with the Solomani military commanders, who were glad to gain a respite to regroup their remaining forces. The war ended on this basis as both the Imperial and Solomani civilian governments, concerned with the strain placed on their economies by the protracted war, informally agreed to extend the armistice indefinitely.

Although scholars continue to debate the wisdom of invading Terra, some claiming that the battle was a marginal if not pyrrhic victory for the Imperium, the general consensus is that the war as a whole was a major victory for the Imperium. A substantial amount of the Solomani Sphere was reabsorbed by the Imperium and a vigorous Vegan Autonomous District was set up to oversee Imperial interests along the new border.

While the Solomani Confederation continues to exist, the central tenet of the Solomani Movement is largely discredited. In fact,



with the strong Imperial presence along the border, the Solomani Confederation seems to have abandoned any plans to resume the conflict in the near future, concentrating instead on reviving its claims to certain worlds in the more loosely organised Aslan Hierate.

Solomani Sphere: See Solomani Autonomous Region.

Sophont: A generalised term for an intelligent life form.

Sophontology: The study of intelligent life forms. Subsidiary branches of this science include cultural sophontology, the comparative study of sophont societies; physical sophontology, the study of the genetic and physiological makeup of intelligent life; and developmental sophontology, the study of the various means by which life forms evolve intelligence.

Sphereworld: See Dyson Sphere.

Spinward Main: A grouping of systems in the Spinward Marches sector, each within jump-1 of another. This grouping forms a corridor that allows jump-1 capable ships to travel to

15 of the 16 Spinward Marches subsectors and to 223 of the sector's 440 worlds.

Springer's (*Arachnofelis* var.) Springers (also called cave spiders, spider-cats and shrew-spiders) are eight limbed quasi-mammalian carnivores. Their origin world is not known but they are found throughout the coreward regions of the Imperium. Although spread widely by the mysterious Ancients, the range of the springer was increased considerably by the colonists of the first Imperium, as a means of biological pest control. Mass is between 250 and 500 grams, and springers average 15 centimetres in length.

Springers are active trappers and hunters, and can spin webs from glands on their chests. While they are venomous, their venom is normally only dangerous to humans with allergies.

Starburst for Extreme Heroism (SEH): The SEH is the highest honour that can be achieved by an individual under arms in the Imperium. Generals, Admirals and Subsector Dukes will all salute the sophont who has shown the outstanding heroic qualities necessary to win the award.

Starport: Establishment for the landing, servicing, refuelling, and control of starships. Starports range in quality from A (the best and most extensive) to E (the worst, little more than a spot of cleared ground).

Starports generally have two components: a surface facility and an orbital facility. The surface facility includes cargo handling installations, a landing field, control towers and other necessary areas. Surface starport components are frequently called Down, as in Regina Down Starport, though the term Downport is often used. Orbital facilities are present (usually in stationary orbit above the surface component) to enable handling of unstreamlined ships and to allow construction of heavy craft in orbit. The orbital component is often called Orbital, as in Regina Orbital Starport, though the term Highport is in common usage as well. Type D and E starports have no extensive orbital facilities but usually have navigational satellites or similar equipment. Non-streamlined ships at these starports must be serviced by shuttles.

Starports, being the primary point at which starships interact with a system, are usually the location for additional bases, such as scout bases, naval bases or other military installations and for shipyards.

Sternmetal Horizons, LIC: Sternmetal is primarily engaged in mining operations and manufacturing. It produces mostly 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.

Stock Ownership: Imperial family— 2%, Hortalez et Cie— 29%, Investment trusts- 32%, Noble families- 18%, Antares Holdings, LIC- 19%.

Subsector: Mapping unit in astrography. Average density: 30 to 40 worlds per subsector. Subsectors are noted within a sector by their position using the first 16 letters of the alphabet (A-P). In addition, they are named and may be called by a variety of synonyms for subsector, including province, cluster, or district. Imperial convention is to assign numbers to districts (for example, District 268) which are under Imperial protection pending integration into the Imperium.

Superdense Material: Superdense is an armour/hull material made of crystaliron steel that has its structure partially collapsed by an extremely strong artificial gravity field. This process makes the armour extremely strong and dense.

Survey, First (published 420): The first comprehensive astrographic and demographic survey of the Imperium, performed by the Imperial Interstellar Scout Service. More than

a 100 years in the making, its publication in 420 made available the Imperium's records on its constituent worlds for public use.

Survey, Second (published 1065): The second comprehensive survey of the Imperium, performed by the scout service, updating the long obsolete and incomplete data in the First Survey. The Second Survey was 70 years in the compilation, went to greater lengths than the first survey and included more world data as well as more complete astrographic data. In addition, the expansion of the Imperium since 420 had added many new worlds that had to be included.

Schunemann und Sohn AG, LIC: SuSAG engages in a wide range of chemical, pharmaceutical and geneering activities. 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 of 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 products extremely valuable, the firm maintains a large paramilitary security force, equipped to Tech Level 12-14 standards.



SuSAG was founded in 252 by Gustav Schunamann, financed from royalties received for his purification process for various psi-drugs and using the shell of a bankrupt Sylean firm (hence the archaic AG in its name). With the Psionics Suppressions in 800, psi drugs were declared illegal, all plants engaged in their manufacture within the Imperium closed and all stocks confiscated and destroyed.

Fortunately for SuSAG, the firm had by then expanded into other operations and although badly damaged, it managed to survive and prosper. SuSAG often engages in clandestine military ventures (using mercenary units) to protect their extra-Imperial interests.

Stock ownership: Schunamann family- 52%, Imperial family— 2 1/2 %, Hortalez et Cie- 9%, Other corporations- 23½%, Private ownership- 7%, Other- 6%.

Sinzarmes: Headquartered on Efate, in the Regina subsector, Sinzarmes provides transport from the subsector's many worlds to the major trade route worlds. Sinzarmes is also a major mail carrier, delivering xboat messages to worlds off the main routes.

Star Trigger: Darrian weapon based on the device that caused the Maghiz. The threat of the Star Trigger has been enough to guarantee the territorial integrity of Darrian space during the various Frontier Wars.

Strephon Aella Alkhalikoi: Oldest surviving issue of Paulo III. Born in 1049, proclaimed emperor by the Moot in 1071.

In the early 1100s, Strephon launched a series of reforms, giving Archdukes additional governing powers and taxation authority. The restoration of governing and taxation powers was designed to reconnect the Iridium Throne to the lives of Imperial citizens, shifting from its then-current position as a distant and abstract authority.

During Strephon's reign, the Fourth Frontier War (1082 to 1084) erupted; although it was concluded with little actual input from Capital, Strephon was nevertheless credited with the speedy end to the conflict.

Suerrat: The Suerrat are a minor human race transplanted to Ileish (Ileish 2907) by the Ancients. The Suerrat claim to be a Major Race as they independently developed interstellar travel. However this was based on generation ships, not jump technology, so the claim is not generally accepted by other races.

The ancestral Suerrat lived in their homeworld's lush equatorial forests and were well adapted to that environment. Early Suerrat literally lived in trees, having tamed and then moved in with, a local predator that made burrows in the largest trunks.

The Suerrat exhibit several genetic traits that are dormant in Solomani or Vilani, producing what many Solomani think of as 'ape-like' features. They are small but heavy for their size, very broad across the chest, and quite muscular. Their feet are slightly prehensile and Suerrat shoes are soft and mitten-like. On the right surfaces they are likely to go barefoot. They are comfortable with a much lower light level than a Solomani would be. Their retinas are more sensitive, their eyes are larger and their pupils larger still.

The Suerrat grow a coat of fur over most of their bodies, missing only on their palms, soles and from the neck up. This fur is usually red and quite long. Curiously, they cannot grow facial hair. Suerrat do not have more hair than Solomani, it is just that Solomani 'fur' is much finer and shorter than Suerrat fur.

Sword Worlds Confederation: A loose confederation of worlds in the Spinward Marches, spinward of Imperial space and coreward of the Darrians. The first settlement in the region was on Gram in – 399, by humans of Solomani descent.

By ca. -200 the settlement of the area was largely complete, and the first interstellar government in the region, the Sacnoth Dominate, was formed in -186. Consisting of the 20 worlds settled up to that point, the Dominate lasted until -102, when it was fractured by rebellion into several smaller states.

During the ensuing centuries, various Sword World governments rose and fell, sometimes coalescing all the worlds under a single world's domination, sometimes splintering into several small states. Contact with Imperial traders in 73 brought increased trade and had a stabilising influence on the region but this stability was short-lived.

The First Frontier War brought a desire for cooperation among the various squabbling worlds and the end of the war saw the formation of the first unified confederation in centuries, centered on Sacnoth and referred to as the Second Dominate. As a result of the Outworld Coalition's victory, the Sword Worlds annexed Terant 340, Torment, Trifuge and Cunnonic, all in the Darrian subsector.

The Second Dominate held power until 698, when it was overthrown by a coalition headed by Gram. The Gram Coalition ruled until 788, when a short war with the Darrian Confederation resulted in the loss of the four worlds gained during the First Frontier War.

Public outrage at the mishandling of the war caused the subsequent fall of the Gram government. The replacement for the Gram Coalition was the Trilateral Alliance, a decentralised organisation headed by Narsil, Sacnoth, and Durendal. The Alliance broke up in 848, due in large part to the inherent weakness of its organisation, and an interregnum of essentially

independent worlds lasted until Gram reasserted its influence (helped substantially by Zhodani money and advisors, rumour has it) in 852. This government has remained in control down to the present.

The government allows almost complete local autonomy. Individual worlds maintain separate military forces, pass their own laws and completely regulate their own internal affairs. The Confederation government regulates interworld trade, handles diplomatic relations with outside powers and adjudicates interworld disputes.

In peacetime, the Confederation government maintains a pool of high-ranking military officers (selected from the military forces of all worlds) who are trained in large unit command and staff operations. During time of war, all military forces are confederalised, and placed under a single unified command. For ground forces, divisions will be commanded by generals from the individual worlds, corps and higher organisations by Confederation officers. The component forces of a division will be from the same world whenever possible. For naval forces, individual ships are under the command of local officers, squadrons or higher organisations under Confederation officers.

Sylean Federation (-650 to 0): Large interstellar federation that served as the basis for the Third Imperium.

Established on Sylea in -650, the Federation grew slowly, absorbing several surrounding worlds and increasing trade and interaction between worlds.

By -30, the real power in the Federation was an industrial consortium headed by Cleon Zhunastu. Cleon, a Solomani noble of great vision, used his family industrial base and the support of other families (obtained by the persuasiveness of his personality) to obtain behind-the-scenes control of the Federation government and begin an active campaign to increase the number of worlds under its control.

After 30 years of economic and diplomatic manoeuvring (and occasional military action), Cleon had increased the size of the Federation, extending its control to the edge of what is now Core sector. Cleon envisioned a territory larger than a single sector, however, and concluded that the tightly controlled, highly centralised nature of the government of the Sylean Federation was not suitable for a large, star-spanning empire.

Cleon decided the Federation had served its purpose and began plans for a more suitable form of interstellar government, which would allow greater local autonomy but maintain cohesion over large distances. In addition, to restore the past glories of the Rule of Man (and therefore lay claim to all former territories of the First and Second Imperiums), Cleon proposed to revive the Imperium.

This was made possible by the fact that in the closing years of the period known as Twilight, one of the last claimants to the throne of the Rule of Man had made Sylea his capital. Cleon traced the legitimacy of the Sylean Federation backwards through this emperor to the Rule of Man and (since the Rule of Man claimed to be the lawful successor to the Vilani Imperium) to the First Imperium as well.

In the 651st year of the Sylean Federation, the Grand Senate of the Federation 'persuaded' Cleon to accept the Imperial crown. That year, he was crowned First Emperor of the Third Imperium and proclaimed the 651st year of the Sylean Federation to be the Year Zero of the Third Imperium.

System: A star and its family of planets and satellites. The term system denotes a major world and its associated star (or stars), plus any other planets, satellites, asteroids and other bodies.

System Defence Boat: A non-starship specifically intended for defensive operations inside a star system. Developed on the principle that a non-starship (because of the increased armament made possible by its lack of jump drives) can normally defeat a starship of equal tonnage. SDBs are typically stationed at the vital points of a system (the gas giants, the asteroid belt, the major world, and so on) and attack invading vessels according to one or more predetermined plans.

System Defence Boats range in size from 100 to 1,000 tons and are constructed at all tech levels from 8 to 15. There are hundreds of different types, depending upon the specific mission for which they are designed.

TankRon: Tanker squadrons are special-purpose units dictated by the need for Imperial Navy vessels to travel farther than their fuel tankage will allow. TankRons carry large quantities of fuel and are positioned to refuel other squadrons as they cross territory that would not otherwise provide fuel resources for them.

Tarsus (Tarsus/District 268 0308 B584620-A) Agricultural world in District 268 of the Spinward Marches, notable for the production of nubble meat and nubble hide. The world itself has an extreme axial tilt resulting in pronounced seasons.

Technology Level (TL): Technology Level is a measure of the productive capability of a planet. While it indicates the common tech level, it does not preclude items from higher Tech Levels. Tech Level is a general measure and while a world may be TL12 in general, it is quite possible for certain technological developments to be more advanced, or conversely, more delayed, than the general measure would indicate.

See comparative technology charts in Appendix 2.

Terra (Terra/Sol 0207-A867A69-F): Also known as Earth. Origin world of the genetic stock from which all races of Humanity

descended, former capital of the Terran Confederation, former capital of the Old Earth Union and former capital of the Solomani Autonomous Region. The word Terran (used in the past to refer to an inhabitant of this world or to a citizen of the Terran Confederation) is derived from the name of this world.

Terran Confederation (- 2499 to - 2204): The Terran Confederation was an interstellar government consisting of Terra and its colony worlds. The Terran Confederation has its roots in the formation of the United Nations Space Coordination Agency (UNSCA) in -2499, by the Treaty of New York. In addition to handling mundane responsibilities that helped avoid conflict, UNSCA soon became a clearing house for space operations.

One of UNSCA's natural directions was research. In 2087, UNSCA researchers in the system's asteroid belt who were looking for better drives to transport ores discovered jump drive. The first jump drives were used only in the solar system, as they were too weak to be used for interstellar travel. In 2096, for various reasons, the first interstellar jump expedition travelled to Barnard's Star rather than Alpha Centauri.

Upon their return in 2097, the expedition members were hurried into a hushed meeting with UNSCA. The expedition had encountered alien intelligent life and humans no less! The expedition members had encountered a Vilani prospecting camp, an outpost on the very fringe of a vast, advanced empire controlled by alien humans. It came as quite a shock to the Terrans that many of the worlds only a few parsecs away were already claimed. Politicians echoed the popular sentiment that it was unfair for alien humans from several hundred light-years away to claim worlds near Terra. Individual nations began expanding their armed forces and building starships.

Over the course of the next three decades, UNSCA and the United Nations transformed itself into a true world government, which administered the defence of Terra against the Vilani Empire. Terran colonies formed on other worlds were granted membership into the United Nations. In -2400, the UN officially changed its name to the United Worlds. Two years later, the name was changed again to the Terran Confederation. Modern historians, for simplicity, use this term exclusively.

The Terran Confederation fought a series of interstellar wars with the Vilani Imperium over the period - 2408 to - 2219. These wars ultimately resulted in the fall of the Vilani Imperium. The Confederation was dissolved in - 2204 upon the proclamation of the Rule of Man.

See Rule of Man, Nth Frontier War.

Terran Norm (T-Norm): This designation is applied to worlds that are nearly identical to Terra. These are worlds that are Size

7-9, atmosphere 6-7, and hydrographics 5-7 and have average surface temperatures in the range of 10-20 degrees Celsius.. T-Norm worlds are the jewels of any sub-sector and become instant targets for colonisation

Terran Prime (T-Prime): These are worlds that are similar enough to Terra to be considered prime targets for colonisation. T-Prime worlds have size 6-9, atmosphere classes 4-9 and Hydrographics 3-9, with average surface temperatures in the range of 5-25 degrees Celsius. T-Prime worlds are ideal candidates for colonisation projects.

Third Frontier War: (979 to 986): The long period of uneasy peace between the Imperium and the Zhodani Consulate erupted into war in 979 with simultaneous blows in the Querion and Jewell subsectors. Imperial reaction was deficient and the hostilities continued for nearly six years with little to show for it. The armistice finally signed in 986 gave each side little and brought about the abdication of Emperor Styryx in 989.

Third Imperium (0 to present): Also called The Imperium. Founded in 0 by Cleon Zhunastu from the Sylean Federation of what is now Core sector. The Imperium grew swiftly during the early Pacification Campaigns, and then more slowly thereafter until stability was reached in the 600's, by which time the Imperium had absorbed much of the territory of the First and Second Imperiums.

The Imperium can be best thought of as a form of feudal confederation. Member worlds of the Imperium agree to pay taxes and obey a few fundamental laws that the Imperium promulgates, known as the High Laws. In return, the Imperium agrees to patrol the space between the worlds, to protect interstellar trade, to encourage travel and commerce and to arbitrate diplomatic relations between worlds. Beyond this, individual worlds are left to their own devices so long as they acknowledge the power of the Imperium to rule the space between the stars.

Imperial power is present on member worlds in the form of consulates, bureaucratic offices and bases. Sometimes, larger enclaves of Imperial power are placed where they can enhance the emperor's strength.

The Imperium's territory is divided into sectors, which are in turn divided into subsectors and systems. Groups of sectors, called domains, have been created above the sector level. During the Pacification Campaigns, Emperor Artemsus divided space into six regions, labelled them domains and appointed an archduke over each of them. To each archduke, he assigned the continuing pacification of the domain's many systems and their integration into the Imperium. The domains were: Sylea (Core, Fornast, Massilia, Delphi), Vland (Corridor, Vland, Gushemege, Dagudashag), Gateway (Ley, Glimmerdrift Reaches, Gateway,

Crucis Margin), Illeish (Illeish, Zarushagar, Reaver's Deep, Daibei), Antares (Lishun, Antares, Mendan, Amdukan) and Sol (Diaspora, Old Expanses, Solomani Rim, Alpha Crucis). Most of the domains were never totally absorbed into the Imperium. In 589, during the First Frontier War, a seventh domain was established: Deneb (Spinward Marches, Deneb, Trojan Reach, Reft). The intent was to appoint an archduke to be responsible for their supervision. However, the Civil War broke out before an archduke was appointed.

Following the Civil War, the emperors expressed concern about individuals with powers equalling their own, so they moved to lessen the power of the archdukes in the Imperial government. Because of this, no archduke of Deneb was ever appointed. As a result, the domains came to have little practical significance. Each archduke did retain the power to create knights and baronets.

In the years after the Fourth Frontier War and after the problems it presented from lags in communication, Emperor Strephon felt a strengthened archduke position could enable the Imperium to more quickly respond in defending the realm. Against the protests and opposition of some prominent members of the Moot, Strephon re-established the domain as a level in the bureaucracy of the Imperial Navy and returned to the Domain the ability to collect taxes.

See Sylean Federation.

Thunderball: Mercenary jargon for an illegal nuclear weapon.

Travel Zone: Standard form of classification for worlds in terms of relative danger. As a service to spacefarers, the Traveller's Aid Society publishes travel zone classifications that indicate the degree of danger a world presents to visitors. Standard classifications are green (no danger), amber (caution advised) and red (severe danger).

See also Amber Zone, Red Zone.

Tree Kraken: (also called Land Squid, Squibbon) (*Hexapoda strenii*. *H. silvans*, *et al*)

The tree kraken is native to the planet Forboldn but for various reasons can be found on many small, low gravity worlds. The adult tree kraken weighs six kilograms and resembles in general body form the octopus, having a central body, sensory cluster and six radiating tentacle-like arms that surround a central multi-hooked beak-mouth.

Tree krakens are predators, with the six arms being lined with disk-shaped abrading structures. They attack their prey from a height, and some varieties are capable of gliding a significant distance.

Tukera Lines: The Imperium-spanning Tukera Lines actually predates the formation of the Imperium. The original corporation held a charter from the Sylean Federation; with the establishment of the Imperium in the holiday year zero, all such charters were automatically recognised by the Imperium.

Tukera Lines concentrates on the main communications links within the Imperium and operates a vast fleet of jump-3 and jump-4 liners and transports, which follow the established xboat routes. In some subsectors, especially in the older, more established regions of the Imperium, Tukera has a virtual monopoly on long-distance shipping and travel.

Stock ownership in Tukera Lines is divided approximately as follows: Tukera family- 6%, Imperial family- 32%, large corporations- 6%, public (individuals)- 31 %, investment trusts- 25%.

Trojan Clusters: These are asteroid clusters found in the Trojan points of gas giants, if present in a star system.

Trojan Points: Simply put, Trojan points are empty points of space that exert their own gravitational influence due to the gravitational forces of two larger celestial bodies – such as a gas giant and its parent star. They are found in the same orbit as the gas giant, but 60-degrees ahead of and behind the planet. An object in a Trojan point remains in place as long as no other force is brought to bear.

True- Daughter: True-son or True-daughter is a polite term for a clone. Usually reserved for offspring of Nobility created to be heirs to their position.

True-Son: See True-Daughter.

Twilight (- 1776 to - 1526): The failure of the Rule of Man triggered the collapse of most of interstellar civilisation. While interstellar travel and commerce continued, it was at a greatly reduced rate and the many worlds of the Imperium turned in on themselves. The period of collapse is termed Twilight and lasted for two and a half centuries.

Modern historians consider Twilight to have begun in - 1776 when the treasury on Hub/Ershur refused to acknowledge a monetary issue of the branch treasury at Antares, triggering a financial collapse and the destruction of large-scale trade within the Imperium. The end of Twilight is commonly accepted as the year - 1526, when the last governmental body claiming to be the Rule of Man ceased to exist.

Twilight's Peak: Legendary story of lost starfarers who discovered fantastic structures and devices while surviving a terrifying winter season. Based on an epic poem of execrable

quality, the story seems to be based on the disappearance of the *Gyro Cadiz* task force in 984, which has never been completely accounted for.

Two Thousand Worlds: Most common name in the Imperium for the region of space ruled by the K'kree. Two thousand worlds is a literal translation of the K'kree T't'tkakh Xeng Kirr. The same words can also be rendered idiomatically as 'universe'. In times past, the words meant 'night sky', as roughly two thousand stars can be seen from one hemisphere of Kirur, the K'kree homeworld. The name should not be taken to mean that there are exactly 2,000 worlds in the K'kree empire.

The K'kree government is highly conservative. The current dynasty ruling the Two Thousand Worlds has been in power since prehistoric times and the form of the government has remained unchanged except for a few minor modifications made necessary by the problems inherent in governing an interstellar empire.

K'kree expansion into space progressed very slowly after the discovery of the jump drive in -4142. The conservative nature of society and the technical limitations placed upon spaceflight by that society (K'kree spaceships must be very large, for example) combined to inhibit early exploration and colonisation. The discovery of other sophonts caused a xenophobic reaction in K'kree society. The realisation that intelligent carnivores might exist somewhere in space sparked the K'kree obsession to convert the universe to herbivorism. This obsession stimulated the growth of the Two Thousand Worlds to its present size and still dominates K'kree culture.

Local cultures are tolerated and other aspects of K'kree society are not heavily enforced but all races within the Two Thousand Worlds are herbivorous. K'kree contact with the Hive Federation was soon followed by the Hiver-K'kree war of -2029 to -2013. The military technology of the K'kree proved superior in the first stages of the war. The war ended due to non-military considerations, however, when the Hive Federation demonstrated a plan to radically alter the K'kree social order through the use of psychohistorical techniques and threatened to implement it. The K'kree withdrew to the antebellum borders and the border between the two states has remained stable to this day. The K'kree empire eventually stopped in its expansion. Increasing problems of administration over interstellar distances and contact with other starfaring races (such as hivers and humaniti) have stabilized the Two Thousand Worlds at its present size.

Uplift: The process of genetically-engineering an animal species into intelligence. It often involves changing limb shape to provide hands, vocal cords to provide speech and other such changes. Of the Major Races, the Solomani have the most experience with uplift.

Over the centuries, a wide variety of terrestrial animals have been uplifted, including dolphins, orcas, pacific octopus, humboldt squid, chimpanzees, gorillas, orang-utans, leopards and black bears, with varying levels of success. Technically, the Vargr are an uplifted race but it is not considered a wise idea to tell one that to their face.

Varian Alkhalikoi Alkhalikoi: Prince of the Imperium. Varian is the elder of the twin nephews of Emperor Strephon and is the son of Duke Dresden and Princess Lydia. Varian was born in 1094, five minutes before his brother, Prince Lucan. He is third in line to the Iridium Throne, after the Grand Princess Ciencia Iphigenia and his mother, Princess Lydia.

Vargr: Intelligent major race derived from Ancient genetic manipulations of Terran carnivore/chaser stock, apparently dating from approximately the same time that humaniti was scattered to the stars. Inhabiting a region rimward of the Imperium, the Vargr were for years a puzzle to Imperial xenologists. The Vargr biochemistry and genetic makeup are almost identical with a number of terrestrial animals but differ radically from most of the flora and fauna indigenous to Lair, the purported Vargr home world. Researches during the early years of the Third Imperium concluded them to be the result of genetic manipulation of transplanted Terran animals of the family *Canidae*, almost certainly of genus *Canis*. The obvious conclusion, supported by archaeological evidence, is that the race known as the Ancients was responsible.

Physically, the Vargr are not very impressive. The typical Vargr is about 1.6 metres in height and weighs approximately 60 kilograms. They are upright bipedal carnivores, with digitigrades rear limbs and hands very similar in size and appearance to those of a human, although there are significant internal differences. They have approximately the same physical parameters as humans and are able to use the same equipment without modification or additional instruction. On the average their reactions are slightly faster than those of the typical human but individuals vary widely. The Vargr senses of smell and sight are superior to those of humans.

There is no central Vargr government; indeed, there is no governmental type that can be said to be 'typically Vargr'. Every conceivable form of governmental organisation can be found somewhere in the Vargr Extents. The only cohesive force in the Extents is a fierce racial pride that causes a slight tendency towards racial cooperation. The higher the level of the Vargr government, the more unstable it becomes because of the difficulty of obtaining consent of all Vargr involved.

Vargr in the Imperium: While only a few planets populated completely by Vargr exist within the Imperium, there are millions of Vargr citizens of loyal subject planets. Additionally, Vargr adventurers, criminals, mercenaries and traders can be

found throughout the coreward reaches of the Imperium. The only non-human Archduke in the Imperium is a Vargr, Brzk of Antares.

The key elements shaping Vargr societies are a very strong centrifugal force resulting from an emphasis on consensus and informal lines of authority and an equally strong centripetal force resulting from a deeply ingrained family-clan-tribe-nation loyalty.

Centralised authority is extremely limited at the upper levels of Vargr society and action is based on broad coalitional concerns, with a constant splitting and rejoining of dissident factions. Traditionally, this has made it very difficult for more centralised and organised societies such as the Imperium to deal on a meaningful basis with what passes for Vargr states. The Vargr have little respect for formal authority, decreasing as that authority becomes more remote. Vargr generally have more respect for more informal authority figures and are more likely to obey superiors who are better known to them.

The Vargr have an intensive racial pride and are easily insulted. They are prone to enter into fights without regard to possible consequences.

Even among the most stable Vargr governments, a highly charismatic leader can attract followers for almost anything. The neighbours of the Vargr are constantly the subject of impromptu raids and scattered piracy by bands of Vargr (totally without government sanction, of course) who have been talked into a raid, a battle, or a war by a charismatic leader.

Vargr Campaigns (220 to 348): The series of wars, encounters, conflicts and disputes between the Imperium and the various Vargr states in Vland, Corridor and Deneb sectors along the coreward edge of the Imperium. As the Imperium expanded, it initially recruited worlds that were former members of the Second and First Imperium. As its borders reached farther and farther out, the Imperial expansion was met by already established Vargr states of varying sizes. The inevitable conflict that resulted as the Imperium worked to secure its territory and the Vargr resisted are collectively called the Vargr campaigns.

Vargr Extents: The territory dominated by Vargr governments. The term Vargr Extents refers to those sectors with major Vargr populations. Extents are situated roughly coreward of the Imperium, and especially coreward of the Spinward Marches, Deneb, Corridor and Vland sectors.

Vegan: An intelligent race originating on Muan Gwi (Solomani Rim 0717-A456A86-F) and inhabiting the Vegan Autonomous District. They are named by humans after the bright star near their homeworld.

They are upright, bipedal, and bilaterally symmetrical, Vegans also average 2.2 metres in height. They are

bisexual, homoeothermic oxygen breathers with an average lifespan of over 200 years. Because of their low-gravity origin, they are physically quite weak and are unable to live on high gravity worlds.

The head serves both as braincase and as sensory appendage. Auditory organs are located in the collar-like structure around the neck. Despite external appearances to the contrary, Vegans have two eyes, located inside the hood-like fleshy structure that dominates the head. The paired eyes are covered by a transparent eyelid-like structure, which acts as a polarised light filter. This structure protects the eyes from glare, like built-in sunglasses and also serves to keep windblown dust out of the eyes. This filter can be retracted when not needed. The eyes themselves are large and pick up radiation well into the infrared portion of the spectrum, an adaptation to Muan Gwi's small red sun. Since the skull is fixed solidly in place, a Vegan cannot turn its head but the fleshy hood containing the eyes can turn through a large arc.

The mouth is a vertical slit in the upper thoracic region, with paired breathing/vocal slits on either side of it. Two mandibles are located inside the upper chest and grind food between their opposing sets of teeth.



Where the forearm and hand would be on a human, Vegans have three tentacles, which serve them as manipulative organs. Their legs end in broad, splayed feet, which prevent them from sinking into the soft sand. The urogenital opening is a vertical slit located ventrally in the lower abdomen. There are no external differences between sexes.

Vegans have a number of adaptations to the arid dry region of Muan Gwi where they developed. Their tall, thin bodies are designed for maximum radiation of heat. The torso is covered with a thick integument, whose convoluted surface is richly supplied with blood vessels. By increasing or decreasing the supply of blood to the integument, heat radiation from the torso can be regulated to optimum effect (more during the day, less at night). This arrangement obviates the necessity for sweating and its consequent water loss. All orifices of the body can be sealed to prevent unnecessary moisture loss.

The Vegans received the jump drive about - 6000, from Vilani-influenced traders and colonised several nearby worlds before being absorbed by the First Imperium in - 4404. They were severely restricted under Vilani rule, as were all races who resisted being integrated into the rigid Vilani culture. Because of this, they welcomed Terran victory in the Interstellar Wars and the advent of the Rule of Man.

The Vegan Polity prospered under the Rule of Man and survived the Long Night largely intact. However, with the advent of the Third Imperium, the Vegan area was broken into individual planetary states in accord with Imperial policy; non-humans were treated as full citizens but, in order to cement Imperial authority, no multi-world governmental units were allowed.

Under the Solomani, the Vegans were again restricted. Human colonies were founded on many Vegan worlds to maintain Solomani influence there and Solomani governors were installed on all Vegan worlds. After the Solomani Rim War the present Vegan Autonomous District was formed as a counterweight to the Solomani.

Vegan society is divided into hundreds of different *tuhuir*, which might be roughly translated as culture, philosophy, or tao. Each *tuhuir* has its own customs and traditions and its own interpretation of the proper way to live. The civil service that governs the Vegan District is a *tuhuir* that oversees and mediates among all the other *tuhuir*. Although rare, heretical and rebellious *tuhuir* do exist. Archaeology shows that the *tuhuir* were once separate societies, each associated with a particular geographic location, like countries on ancient Earth. Now, however, they are mixed together in complex patterns.

Tuhuir are not hereditary; when a Vegan nears sexual maturity, he or she enters a period of search, which may last for many years. Eventually, the individual chooses a *tuhuir*; once made, the choice is for life. In practice, about 50% of all Vegans enter

the *tuhuir* of their parents (the exact percentage varies with each *tuhuir*); about 0.5% find that they enjoy the search as a way of life and never join a *tuhuir*.

Vegan Autonomous District: After the pyrrhic victory over the Solomani at Terra in 1002, the Imperium found that it could not completely conquer and absorb the Solomani Sphere. The Imperial high command decided to create the Vegan Autonomous District to act as a counterweight to the remnants of the Solomani Confederation. The Vegans have complete internal control over their district but free passage is guaranteed for Imperial citizens and goods. Although many factors have contributed to the present peace and stability along the Solomani Rim, it cannot be denied that the creation of the Vegan Autonomous District has achieved its original purpose.

The worlds of the Vegan Autonomous District are under a single, centralised government. State power is contained in a civil service, chosen and promoted by competitive examinations.

Vemene: The covert security agency of Tukera Lines. The agency's official mission is to thwart piracy, hijacking, theft and sabotage directed against Tukera's ships and planetary installations. Critics charge that the real mission of the Vemene is to suppress Tukera's competition by any means necessary, legal or illegal.

Verbal Override: A procedure used with computer-controlled security systems, where a specific codeword may be used as absolute identification. When used, the codeword bypasses all other identification circuits and automatically authorizes the presence of the individual concerned. Primary use of such systems is in the military, where large numbers of individuals may be using the same system.

Victoria: Interdicted world in the Spinward Marches. The official reason for the interdiction is to allow Victoria's unique human culture to develop free of interference but that does not explain why the Navy also maintains a blockade of the world.

Civilization on Victoria is found at the top of a series of tall mesas, high above the thick, toxic lower atmosphere.

Vilani: Human major race (*H. sapiens*) that developed on Vland from human stock placed there by the Ancients. The Vilani were the first of humaniti to develop the jump drive (in - 9235) and were the first humans to establish an interstellar empire. The old Vilani culture that developed during the first Imperium was a rigid caste system based on the idea that each citizen had a specific and set place in the universe and it was each citizen's duty to remain in that place. Society could not afford to let individuals do as they pleased. Not all of the subject races of the Vilani Imperium were able to be completely absorbed into this culture (the Vegans, for example) and those societies did not do well under the Vilani Imperium. The stability which Vilani culture achieved was not obtained without cost. Cultural rigidity

brought with it stagnation and the Vilani Imperium collapsed soon after contact with the young, vigorous Terran Confederation. Currently, Vilani is a cultural rather than a racial or national labelling and is applied to those within the Imperium who retain some of the old ways. The Vilani language survives in certain places, along with a few fragments of Vilani culture, such as musical forms and other fine arts. Certain of the old Vilani noble families have maintained more of the old culture, particularly the families who control the Vilani megacorporations.

Virushi: With a length of nearly three metres, standing close to 1.8 metres at the shoulder, and massing close to 1,000 kilograms, the Virushi are among the largest intelligent races known to the Imperium. Virshash is a size A, dense atmosphere world just within the borders of Imperial space within the Reaver's Deep sector; atmospheric density notwithstanding, the planet is heavily irradiated by the more distant of the world's two suns. These factors of high gravity, dense atmosphere and heavy radiation have shaped the Virushi, guiding their evolution into the awesome form of today.

The Virushi are squat, massively built creatures, covered by overlapping plates of leathery armour. They walk — and can run with surprising speed — on four tree-thick legs and are capable of extraordinarily delicate manipulation with two sets of arms. The pair of lower arms are heavily muscled and extremely powerful; the upper pair seem withered by comparison but are amazingly dextrous. The semi-erect posture has led some humans to call the Virushi 'centaurs with tank blood', or 'intelligent bulldozers'. They are immensely strong but this strength must be set against generally poor sensory equipment.

As the Virushi progressed towards civilisation, an unusual social unit called the 'cooperative' by sophontologists came into being. Individual Virushi had to eat a great deal, and range over a wide area, to feed their massive bodies. The tendency, then, was towards a highly individualistic, even solitary existence. However, those individuals who cooperated in building shelters, tools, fire, and of course, families, had a better chance for survival. The resultant culture today is semi-feudal. Obligation and duty are complex and interwoven; the individual's love of freedom is carefully balanced against a feeling of responsibility towards others. The concept of coercive government is inconceivable — and incomprehensible — to these people. They give freely of their own abilities and services, and expect a minimum of outside interference in their lives. A Virushi will work in voluntary cooperation with others but cannot be ordered to do something he does not want to do.

Though they appear frightening to humans, the Virushi are a gentle race — largely because they are of such size and strength. As one of the larger lifeforms on their homeworld, they were never forced to aggressively dominate

their environment. Cultural units never evolved past the cooperative stage. Organised states, large governments, and organised warfare never came into being. Virushi found off their homeworld are most likely to be engaged in a career that stresses service to others; others are often found in work that caters to their highly individualistic way of life. Their great dexterity makes them excellent doctors — a Virushi surgeon was recently elevated to the emperor's personal medical staff. An extreme dedication and fervour to help others characterises such Virushi encountered in jobs of this kind.

Because they will not take orders, Virushi do not join the military, even though their great size would make them fearsome fighters. In their chosen fields, however, the Virushi have distinguished themselves on many occasions.

Vland (Vland/Vland 0307-A967A9A-F): Homeworld of the Vilani, former capital of the Vilani Imperium, current capital of the Vland sector and major trade and manufacturing centre for the core/spinward regions of the Imperium.

Vlazhdumecta: Human minor race spread throughout the Far Frontiers sector. Like most other minor races their history begins with the Ancients transplanting humans from Terra to a distant world.

They bear evidence of incomplete genetic modification, though externally they fall within normal human range for size and appearance, if typically a little on the small side.

War, Imperial Rules of: The rules of war are an accumulation of unwritten concepts established on a case-by-case basis. They have not been officially codified to prevent formal precedent from preventing Imperial intervention. The main aim of the rules is to maintain the economic and military well-being of the realm. The Imperium tolerates the use of force as a necessary outlet for built-up political and social pressures beyond the opponents' ability to mediate. A short war is deemed preferable to continuing tension, sabotage, political agitation, and so on.

However, attempts by extra-planetary forces to seize control of a world's affairs are beyond the scope of the 'safety valve' rationale. Recognising that often some community of interest exists between a faction or state on a planet and some off-planet organisation, the Imperium tolerates 'assistance' as long as it is deemed appropriate to the level of legitimate interest in the affairs of the world held by the extraplanetary organisation. When it has appeared that the primary burden for the conduct of the war has been carried by an extra-planetary power, the Imperium has intervened. One prohibition is clear and firm: use or possession of nuclear weapons, if discovered and regardless of size or type, will almost certainly trigger Imperial intervention. The Imperium alone retains the rights to such weapons, because of their extreme destructive

powers and the relatively low Tech Level at which they can be manufactured. For similar reasons, certain other weapons (chemical and bacteriological agents and meson accelerators, for example) are strictly controlled, although they are not subject to the sweeping restrictions placed on nuclear weapons.

Way Station: The Way Station is a link in the express boat network. The way station is a large (for the scout service) base devoted to overhaul and refit of express boats at points in their journeys. During a normal tour of duty, an express boat will jump from system-to-system, occasionally changing pilots but steadily working its way farther and farther down the line. At each stop (xboat station), the xboat is routinely checked, refuelled, reprovisioned and sometimes recreated. Ultimately, however, the xboat must undergo maintenance and possible repair after the rigours of its mission. The way station performs this function. Way stations have stocks of scout-oriented repair and maintenance equipment, as well as trained staffs of service personnel. They are the equivalent of naval bases, although they are capable of servicing only smaller tonnage ships (10,000 tons and less) due to the size and orientation of their facilities.

Xboat: See Express Boat.

Xboat Station: Facility for handling xboats at a star system. At each system served by the xboat network, an express boat station is maintained to handle the message traffic and to manage incoming and outgoing xboats. Usually located near the edge of a star system, the station picks up messages beamed to it by incoming xboats and relays the data to the local world for delivery. Messages destined for worlds farther down the line are transmitted to a waiting xboat which then jumps for the next world in the network. The xboat station contains receiving and retransmission equipment; refuelling and support facilities for the local staff and waiting crew are also provided. The xboat station maintains a local office on the system's major world for the acceptance of xboat messages, as well as to handle delivery of the messages to addresses on the world.

Year Zero: The base year of the Imperial calendar and the founding year of the Third Imperium. By selecting a base year numbered zero (instead of the generally selected year 1). The Imperial dating system became a standard number line extending forwards and backwards in time. Years before the founding of the Imperium became simple negative numbers and the differences between dates before and after the founding of the Imperium could be determined by subtraction.

See also Dating Systems.

Zhodane (Zhodane/Gaval 0309-A6547C8-F): Capital of the Zhodani Consulate and homeworld of the Zhodani people.

Unlike the capitals of other empires, Zhodane is largely divided into the estates of the members of the ruling Zhodani council, making the world's population unusually low. The Zhodani call the world Zhdant.

Zhodani: Human major race (*H. sapiens*), inhabiting the Zhodani Consulate, a region spinward of the Imperium. The Zhodani are a branch of humanity similar in most respects to other human races. In general, they tend to be taller than Solomani or Vilani and lithe of build. Their most important difference is the acceptance and use of psionics.

Zhodani society is divided into three classes: nobles, intendants and proles. Nobles are the enfranchised ruling class and receive psionic training from childhood. Intendants are managers and administrators of society, and also receive early training. Proles constitute the masses, are forbidden the use of psionics and do not receive training. Within this rigid class system, there are two opportunities for promotion to a higher class. All prole children are tested for psionic potential and those showing high scores are taken from their families and adopted into the intendant class. Intendants are rewarded for great diligence, service to the state, or victory in the psionic games through the granting of noble titles.

The presence of psionics in the hands of those in power means that many aspects of society work at high efficiency. Psychology, behavioural science, communications science and education are more refined and exact than in other societies. Educational methods are finely tuned and capable of teaching concepts rapidly and accurately. Mental deviance or criminal tendencies can be detected early and corrected with facility. Zhodani society is generally a happy one. Individuals are members of a functioning whole, with each making a contribution to its success. The relative lack of upward mobility for the proles is offset by the possibility for their children to move upwards if they have the proper potential. The burden of responsibility imposed on the intendants is lightened by the ever-present possibility of reward through elevation to the noble classes. The nobles themselves temper their burden of authority with comfort derived from their station in life.

The Zhodani have a general distaste for other human races that do not practice psionics. Effective indoctrination and ever-present possibility that one's mind is being read have removed dishonesty and deviance as common features of society. Disagreements still occur, competition thrives and passions flare. But all takes place in an atmosphere of honesty and truth. Individuals can express their feelings without fear and problems are openly dealt with. In non-psionic societies, much is kept secret within the mind. A Zhodani visiting the Imperium would be appalled by the deviousness and dishonesty that pervades society.

Imperial distaste for the Zhodani is based on two facts. First, the Zhodani practice psionics and an Imperial cannot be sure that a Zhodani is not invading his mental privacy at any time. Imperials feel exposed and uncomfortable in the presence of Zhodani. Second, because of their psionic abilities, the Zhodani have the most effective authoritarian rule in history. Imperial citizens, used to a great degree of local autonomy, fear Zhodani conquest because of the loss of freedom it would entail.

The Zhodani consulate is a participatory democracy in which only nobles are allowed to vote. Executive and judicial functions are the responsibility of a series of councils of varying sizes. Each council elects one of its number as executive officer and a number of its members as delegates to the next higher council.

The Zhodani date their empire from the traditional date of the first organized use of psionics on Zhodane, - 6731 Imperial, the year of the first olympiad. They achieved jump drive about 1,300 years later, in - 5415 Imperial. The expansion of the Zhodani was gradual and uneventful. Although some states on the fringe resisted absorption into the Consulate, most were annexed peacefully.

The Zhodani first came into conflict with the expanding Third Imperium in the 500's, starting the First Frontier War in a dispute over present and future limits to settlement in the Spinward Marches area. Continuing frontier wars over the next 500 years have failed to resolve the basic differences between the two empires.

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 in the year -425.

Zirunkariish financed a great deal of the Vilani resurgence following recontact with the Syleans.

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

Stock ownership: Shiishuginsa family— 29%, Imperial family— 18%, Sharurshid Trust- 17%, Hortalez et Cie- 7%, Noble families-12%, Investment trusts- 8%, Private ownership- 9%.

The Emperors' List

The 1,500-year period of interstellar anarchy known as the Long Night ended about a thousand years ago with the establishment of the Third Imperium. The traditions of the First (or Old) Imperium and the Second Imperium remained even after centuries of disorganisation and it was only natural for a new interstellar empire to draw on its predecessors for precedent



and for stability. In a 30 year campaign that moulded public opinion at the same time that battle starships were convincing local stellar governments, Cleon Zhunastu committed a family industrial base and a firm foundation of industrial support to the creation of an empire that would rival the glories of past ages. He succeeded in forming a government that controlled, with velvet-gloved fist, nearly a hundred subsectors.

In the 1,105 years since the assumption of Cleon I, the Emperor's List has been a convenient reference to events in the growth and the development of the Imperium. The relationship of dates and emperors serves as a mnemonic device and lends colour to the data.

Cleon I: First of the Zhunastu dynasty and first Emperor of the Imperium. Born -57, proclaimed hereditary emperor for life in the first year of the Imperium. Died of natural causes in 53.

Cleon II: Only issue of Cleon I; also known as Cleon the Weak. Born 21, proclaimed emperor in 53, abdicated in 54. In point of fact, a recent study indicates that the term weak may be an unfair description of Cleon II. Apparently unsuited to devious

palace politics, but still recognising the need to consolidate the power of the fledgling Imperium, Cleon abdicated in favour of his brilliant chancellor, Artemsus Lentuli. Still vitally concerned with the welfare of his former realm, Cleon spent the rest of his long, active, colourful and from all accounts happy, life on the frontier as a self-appointed (and extremely effective) one-man fire brigade.

Artemsus: First of the Lentuli dynasty. Born -17, proclaimed emperor in 54, died of natural causes in 166 at the then incredible age of 183, demonstrating the characteristic natural longevity of the Lentuli line. The Solomani Hypothesis (that the humans of the galaxy are all descended from one genetic stock, spread by some ancient race for reasons unknown; and that the source of that stock was Terra of Sol) was proposed in 114 and received immediate, although somewhat disinterested, acceptance.

Martin I: Eldest son of Artemsus. Born 12, proclaimed emperor in 166, died of natural causes in 195. Artemsus had an elder daughter but she did not pursue a career in government.

Martin II: Oldest issue of Martin I. Born 53, proclaimed emperor in 195, died in 244 of natural causes without issue.

Cleon III: In the dynastic crisis caused by the death of Martin II without direct issue, Cleon Zhunastu, great-great-great grandson of Cleon II by direct first issue, appeared to be the most legitimate claimant to the throne. Born 201, proclaimed emperor in 244, assassinated in 245. Also known as Cleon the Mad, it appears that while his claim to the throne was flawless, he was not. His behaviour in office soon convinced surviving members of the government that he was a homicidal maniac, and a decision to dispose of him was made and implemented in short order.

Porfira: Fourth in the reestablished Lentuli dynasty, Porfira was the oldest issue of the grand-nephew of Martin II. Born 201, proclaimed empress in 245, died of natural causes in 326.

Angustus: Oldest issue of Porfira. Born 246, proclaimed emperor in 326, died of natural causes in 365.

Martin III: Second issue of Angustus (a preceding infant died in childhood). Born 289, proclaimed emperor in 365, died in an air/raft accident in 456 at the age of 167, having outlived his only issue. In memory of this deceased son, the title Martin IV was never used by an emperor.

Martin V: Grandson of Martin III; oldest issue of Martin IV. Born 357, proclaimed emperor in 456, died of natural causes in 457.

Nicholle: Oldest issue of Martin V. Born 401, proclaimed empress in 457, assassinated in 475.

Cleon IV: Generally believed to be responsible for the assassination of the Empress Nicholle and the murder of her immediate family, Cleon IV was a distant relation in the Zhunastu dynasty and based his claims to legitimacy on that. Generally regarded as an interloper now, Cleon IV is considered to be the first of the non-dynastic emperors. Born 423, proclaimed emperor in 475, assassinated in 555.

Jerome: Ascended the throne by right of moot election. Born 525, proclaimed emperor in 555, assassinated in 582.

Jaqueline I: Ascended the throne by right of moot election. Born 561, proclaimed empress in 582, assassinated in 606. During the reign of Jaqueline, extensive expansion of the Rimward Fringe of the Imperium took place, due primarily to her economic policies which depended on cost-effectiveness. Terra of Sol was reintegrated into the Imperium in 588.

Olav: First of the Emperors of the Flag. Olav hault-Plankwell, as Grand Admiral of the Marches, defeated the massive incursions of the Outworld Coalition in the First Frontier War (589 to 604). Upon return to the Imperial Core, Olav personally murdered the Empress Jaqueline I and proclaimed himself emperor by right of fleet control. Born 532, self-proclaimed emperor in 606, killed in battle in 609.

Ramon I: As Olav's chief-of-staff, Ramon was able to convince large portions of the fleet to attempt an overthrow of Olav. In the Battle of Tricanus 5 (609) Ramon's forces were apparently defeated but Olav's flagship was destroyed with all hands in a final closing action. Born 560, proclaimed emperor by right of moot election in 609, assassinated in 609.

Constantus: Born 562, self-proclaimed emperor by right of assassination in 609, killed in battle in 610.

Nicolai: Defeated the forces of Constantus in the Battle of Rakakaka (610). Born 559, proclaimed emperor in 610, assassinated in 612.

George: Born 558, self-proclaimed emperor by right of assassination in 612, assassinated in 613

Numerous emperors of uncertain status and unlikely heritage ruled fragments of the Imperial Core from 613 to 615. None held a sufficient balance of power to be judged truly an emperor and the Home Worlds had formed a temporarily autonomous state. Nevertheless, no break in the Imperium is judged to have taken place as the Imperial bureaucracy continued to function without interruption.

Cleon V: Born 565, proclaimed emperor in 615 after the re-subjugation of the Home Worlds, killed in battle in 618.

Joseph: Born 581, proclaimed emperor in 618 after defeating Cleon V in the Battle of Markatch (618). killed in battle the same year.

Donald: Born 579, self-proclaimed emperor after the defeat of Joseph in the Battle of Arakoine (618), assassinated in 618.

Emdiri: Born 571, proclaimed empress in 618 by right of assassination, assassinated in 619.

Catharine: Born 582, proclaimed empress in 619, assassinated in 619.

Ramon II: Born 566. proclaimed emperor in 619, killed in battle in 619.

Jaqueline II: Born 569, proclaimed empress after defeating Ramon II in the Battle of the Nivzhine Belt (619), killed in battle in 619

Usuti: Born 558, proclaimed emperor after defeating Jaqueline II in the Second Battle of Arakoine (619), killed in battle in 620.

Marava: Born 551, proclaimed empress after defeating Usuti in the Third Battle of Arakoine (620), killed in battle in 620.

Ivan: Born 580, proclaimed emperor after the defeat of Marava in the Battle of Sulgami (620), killed in battle in 621.

Martin VI: Born 597, proclaimed emperor after the defeat of Ivan in the First Battle of Zhimaway (621), assassinated in 621.

Gustus: Born 581, proclaimed emperor in 621, killed in battle in 622.

Arbellatra: First of the Alkhalikoi dynasty (and occasionally considered to be the eighteenth of the Emperors of the Flag). Born 587, served as Grand Admiral of the Marches and led the defeat of the Out-World Coalition in the Second Frontier War (615 to 620). Arbellastra returned to the Imperial Core with strong fleet elements and defeated the remnants of the Central Fleet under Gustus in the Second Battle of Zhimaway (622). Proclaimed regent in 622 pending the location of a suitable surviving heir to the throne. Proclaimed empress in 629. Died of natural causes in 666.

Zhakirov: Oldest issue of Arbellastra. Born in 624, proclaimed emperor in 666. Zhakirov's marriage to Antiana in 679 marked and cemented an alliance between the Alkhalikoi dynasty and the business interests of the Imperial Core; it broke the power

of the Solomani interests at court and ultimately led to the Solomani Rim War (990 to 1002). He died of natural causes in 688.

Margaret I: Oldest issue of Zhakirov. Born 684, proclaimed empress in 688, died in a tunnel collapse without issue in 736. Margaret established the Solomani Autonomous Region in 704.

Paulo I: Second issue of Zhakirov. Born 684, proclaimed emperor in 736, died of natural causes in 767.

Tomutov I: Oldest issue of Paulo I. Born 712, proclaimed emperor in 767, abdicated in 768, died of natural causes in 801.

Paula II: Oldest issue of Tomutov I. Paula II is perhaps best known for her steady hand at the helm of state during the Psionic Suppressions of 800 to 826. Born 752, proclaimed empress in 768, died of natural causes in 836.



Tomutova II: Third issue of Paula II (preceding heirs died before ascending the throne). Born 782, proclaimed empress in 836, died of natural causes in 908.

Margaret II: Oldest issue of Tomutova II. Born 824, proclaimed empress in 908, died of natural causes in 945.

Styryx: Oldest issue of Tomolin (oldest issue of Margaret II, born 901, died 944). Born 920, proclaimed emperor in 945. abdicated in 989 in the repercussions following the mismanaged Third Frontier War (979 to 986).

Gavin: Oldest surviving issue of Styryx. To Gavin fell the management of the Solomani Rim War (990 to 1021) already set

into motion by his father. Born 946, proclaimed emperor in 989, died of natural causes in 1031.

Paulo III: Oldest issue of Gavin. Born 981, proclaimed emperor in 1031, died of natural causes in 1071.

Strephon: Oldest surviving issue of Paulo III. Current reigning Emperor. Born 1049, proclaimed emperor in 1071. During his reign, the Fourth Frontier War (1082 to 1084) erupted; clever public relations turned the matter to Strephon's advantage, although he actually had little to do with it. The long delay in communications with the front meant that his orders held little sway, and the armistice arrived almost as soon as the news of the war. The conflict, however, has been called the False War, and it resolved little of the continuing tension between the Zhodani and the Imperium.

Comparative Technology Levels

Quality of Life Tech Comparison	
TL	Energy
0	Muscles
1	Water
2	Wind
3	Electricity
4	Coal / Steam
5	Petrochemicals, Internal combustion
6	Nuclear Fission
7	Solar energy, early Fuel Cells
8	Geothermal
9	Early Fusion, Improved Batteries
10	Fusion Plants 2KL Minimum
11	Fusion Plants 1KL Minimum
12	Fusion Plants 250L Minimum, Advanced Fuel Cells
13	Fusion output 3Kw per L, Miniature Super-Batteries
14	Fusion Plants 100L Minimum
15	Fusion output 6Kw per L
16	Fusion output 7Kw per L, 80L Minimum
17	Early Antimatter Plants
18	Antimatter 1Mw/L, 750L Fuel Pod Minimum
19	Antimatter 2.5Mw/L, 200L Fuel Pod Minimum
20	Antimatter 15Mw/L, 40L Fuel Pod Minimum
21	Antimatter 50Mw/L, 5L Fuel Pod Minimum
23	
25	
27	

Computers/Robotics

Fingers and sticks
Abacus / Geometry, Trigonometry
Algebra
Calculus
Mechanical Calculators
Electric Calculators
Electronic Computers (Large Model/1 bis)
Desktop Computers, Expert systems, Model/2
Massive Parallel / Low Data, Model/2bis
Non-Volatile / High Data, Vocal I/O, Model/3
Early Synaptics, voice transcription, Model/4
Synaptic Learning Processors, Hand Computers, Model/5
Low Autonomous Robots, Model/6
Holocystal Storage, High Autonomous Robots, Model/7
Computer/Brain Implants, Model/8
Pseudo-Reality Computers, Pseudo Robots, Model/9
Low Artificial Intelligence, Robots in all Facets
High Artificial Intelligence, Self-Aware Robots
Robots become Society's Basic Workforce

Quality of Life Tech Comparison, continued

Communications	Medical	Environment
0 Runners	Mystics/Herbology	Natural (Caves, Huts)
1 Long Distance Signalling	Diagnosis	Settlements, Towns (Irrigation)
2 Printing press	Internal Anatomy	Cities (Canals, Roads)
3 Telegraph, Audio Recording	Surgery	Cement Structures
4 Telephone	Vaccination, Antiseptics, Anaesthetics	Cities in Rugged/Desert Terrain, Crude Terraforming
5 Radio, Radar	Mass Vaccination, X-Ray	Sealed/Conditioned Cities
Television / Advanced Audio		Skyscrapers, Weather Predict, Underground
6 Recording	Virus, Crude Prosthetics	Cities
7 Early Satellite, Video recording	Organ Transplant, Slow Drugs	Cities in Jungle Terrain
8 Fibre optics	Artificial Organs, Metabolics	Orbital Settlements, Early Weather Control
9 Video Telephone, Flat Screen	Limb Regeneration, Cryogenics, Fast Drugs	Arcologies, Orbital Cities
10 Holovision, Text Transcription	Antiviral Vaccines, Cancer Cure, Growth Quickening	Under-Sea/Under Ice Cities
11 Personal Global Communications	Nerve Refusion, Artificial Eyes	Gravitic Structure Support
12 Real-time Multilingual Translators	Broad Spectrum Anti-toxins, Enhanced Prosthetics	Major Terraforming, Advanced Weather Control
13 Holovideo Recorders	Cloning of Replacement Parts, Reanimation	Non-mobile Gravitic Cities
14 Early Meson Communicators	Genetic Engineering, Memory Erasure	Mobile Gravitic Cities
Meson Communicators, Pseudo	Anagathics, Advanced Pseudobio	
15 Reality Communications	Prosthetics	Complex Terraforming Possible
Personal Meson Communicators,	Brain Transplants, Crude Memory	
16 Personal Holovideo	Transfer	Global Terraforming, Hostile Worlds
17 Pocket Meson Communications	Selective Memory Erasure, Intelligent Antibodies	Total Terraforming to 800Km worlds
18 -	Partial Memory Transfer	Total Terraforming to 4000Km worlds
19	Non-Cryogenic Suspension, Advanced Bioengineering	Total Terraforming
Matter Transport Eliminates Global		
20 Communication Barriers	Total Memory Transfer	Mobile Worlds (Sublight)
Matter Transport Eliminates Intra-		
21 System Barriers	Early Total Rejuvenation	Mobile Worlds (Jump Space), Rosettes
23 Dyson Spheres (Many capsules)		
25 Ringworlds		
27 Rigid Dyson Sphere		

Transportation Technology				
TL	Land	Water	Air	Space
0	Foot - Animals	Raft / Canoe	-	-
1	Wheel - Carts/Chariots	Rowed Galleys, Crude Sailing Vessels	-	-
2	Advanced Wheel - Moveable Axle, Replaceable Rims	Early Multi-Mast Sailing, Crude Navigation	-	-
3	Extensive Road - High-Speed Coach	Multi-Mast Sailing, Navigation	Hot Air Balloons	-
4	Trains	Ironclads, Steamships	Dirigibles, Early Gliders	-
5	Ground Cars, Tracked Vehicles	Personal Self-Propelled Boats, Steel hulls, Early Submersibles	Airplanes, Seaplanes	Early Rockets (unmanned)
6	Amphibian Vehicles, ATVs/AFVs	Submersibles, Scuba, Amphibian Vehicles	Early Jet, Helicopters	Early Manned Rockets, Unmanned Rockets
7	Hovercraft, High-Speed Trains	Hydrofoils, Hovercraft	Supersonic Jet, Hang Gliders	Deep Space Probes (Unmanned), Maneuver-1/2 (non-gravitic)
8	Triphibian Vehicles	Triphibian Vehicles, Early Artificial Gills	Triphibian Vehicles, Hypersonic Jet	Space Shuttles, Space Stations, Maneuver-3-5 (non-grav)
9	Early Grav Vehicles, Ultra High-Speed Trains	Early Grav Vehicles, Artificial Gills	Early Grav Vehicles, Rocket Assist Suborbital	Jump-1 possible, Sublight Interstellar
10	Grav Vehicles		UH Grav Modules	Gravitic Manoeuvre
11	Personal G-Tubes, HV Grav Modules			Jump-2, Thruster Technology
12	Personal Grav Belts, LT Grav Modules			Jump-3
13		Grav Vehicles Merge with Orbital Spacecraft, Jump-4		
14		Jump-5		
15		Jump-6		
18		Self-Aware Starships		
20		Short Range Matter Transport		
21		Starship-Sized Matter Transport		
		Starship-sized Matter Transport Portals		

Military Technology				
TL	Personal Weapons	Personal Armour	Heavy Weapons	Heavy Armour
0	Club, Spear	Fur	-	-
1	Early Weapons (Bow, Sword)	Jack Armour	Catapult	Wood
2	Early Guns	-	Small Cannons	-
3	Rifled Weapons	-	Cannons	-
4	Cartridge	Mesh Armour	Howitzers, Gatling gun	Soft Steel
5	Explosive Grenade, Shotgun	Filter Mask	Mortars	-
6	Automatic (SMG)	-	Nuclear Weapons, Missiles	Hard Steel
7	Grenade Launchers	Cloth Armour, Flak Jacket	Beam Lasers	Composite Laminate
8	RAM Grenade Launchers, Early Laser Carbine	-	Particle Accelerators, Target Designated Missiles	-
9	Laser Weapons	Ablative Armour	-	Light Weight Composite Laminate
10	Advanced Combat Rifle	Reflec, Combat Environment Suit	Plasma Guns	Crystaliron
11	-	Combat Armour	Meson Guns	-
12	PGMP-12, Gauss Rifle	-	Fusion Guns	Superdense Armour, Nuclear Dampers
13	PGMP-13, X-Ray Lasers	Battle Dress	X-Ray Lasers	-
14	FGMP-14	-	-	Bonded Superdense
15	FGMP-15	-	-	Early Black Globes
16	FGMP-16, Plasma Rifle, Neural Gun	Neural Shield	Tractor Beam	Black Globes
17	Fusion Rifle, Plasma Pistol	-	Disintegrators, Antimatter Warheads	Coherent Superdense
18	Disintegrator Rifle, Fusion Pistol	Personal Damper	Long Range Disintegrator/Tractor Beam	-
19	Disintegrator Pistol	-	-	Proton Screen, Plastic Metal Armour
20	-	-	Relativity Beam	White Globes, Proton Beam
21	Relativity Rifle	Personal White Globe	Jump Projector	Jump Damper

LIBRARY DATA ENTRIES

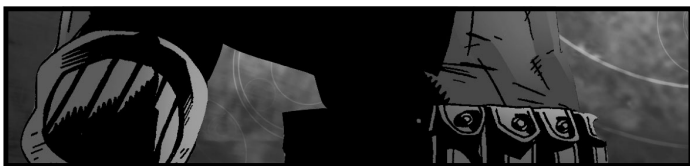
Imperial Date	Solomani Date	Vilani Date	Event
-500,000	495,000 BC	480,000 PI	Ancient cities arise
-400,000	395,000 BC	300,000 PI	Ancients thrive. Humans transplanted
-300,000	195,000 BC	225,000 PI	Final war (lasting 2000 yrs) destroys Ancients
-200,000	95,000 BC	150,000 PI	<i>Homo Zhdorlas</i> arises on Zhodane
-75,000	70,000 BC	55,000 PI	Droyne ascendance on several worlds.
-20,000	15,000 BC	12,000 PI	Ancients' warbots on Vland finally run down.
-15,000	10,500 BC	8,500PI	Rise of modern Homo Sapiens.
-11,000	6,500 BC	5,300 PI	Flowering of Vilani culture.
-10,011	5,493 BC	4,547 PI	First Vilani space explorations.
-9,900	5,382 BC	4,462 PI	Scientific bases established in Vland system.
-9,400	4,882 BC	4,081 PI	Vilani sublight interstellar colonization.
-9,310	4,792 BC	4,013 PI	Vilani discover non-Vilani human civilization.
-9,235	4,717 BC	3,955 PI	Vilani discover Jump Drive.
-8,590	4,072 BC	3,464 PI	Zhodani discover printing press.
-8,500	3,982 BC	3,395 PI	Zhodani develop elementary psionics.
-7,980	3,462 BC	2,999 PI	First Zhodani space explorations.
-7,945	3,427 BC	2,972 PI	Plague on Zhodane.
-6,800	2,282 BC	2,099 PI	Zhodani recovery.
-6,731	2,213 BC	2,046 PI	First Psionic Games. Zhodani calendar begins.
-6,200	1,682 BC	1,641 PI	First Zhodani planetary missions.
-6,000	1,482 BC	1,489 PI	First Zhodani sublight interstellar flights.
-5,823	1,305 BC	1,354 PI	Zhodani Consulate established.
-5,430	912 BC	1,054 PI	Vilani develop Jump-2 drive.
-5,415	897 BC	1,043 PI	Zhodani discover Jump drive.
-5,400	882 BC	1,032 PI	Start of Vilani Consolidation Wars.
-4,698	180 BC	496 PI	Hivers develop inferior Jump drive.
-4,520	AD 1	361 PI	Terran dating system begins.
-4,404	AD 114	272 PI	Vega absorbed by Vilani.
-4,305	AD 213	197 PI	K'kree unification of homeworld.
-4,212	AD 306	126 PI	Hivers discover standard Jump drive.
-4,142	AD 376	72 PI	K'kree discover Jump drive.
-4,045	AD 473	1 VI	Consolidation Wars end; Ziru Sirka founded.
-4,000	AD 518	35 VI	Vilani stop exploring. First Zhodani core mission.
-3,810	AD 708	180 VI	Vargr discover Jump drive.
-3,500	AD 1018	416 VI	First Imperium reaches greatest height.
-2,800	AD 1718	950 VI	First Zhodani contact with Vargr.
-2,559	AD 1959	1133 VI	First Solomani space explorations.
-2,460	AD 2058	1209 VI	Solomani bases throughout solar system.
-2,431	AD 2087	1231 VI	Solomani discover Jump drive.
-2,424	AD 2094	1236 VI	Solomani visit Barnard's Star.
-2,422	AD 2096	1238 VI	First contact with Vilani.
-2,408	AD 2110	1249 VI	First Interstellar War ends.
-2,400	AD 2118	1255 VI	Vargr pillaging starts.
-2,398	AD 2120	1256 VI	Terran Confederation established.
-2,389	AD 2129	1263 VI	Terran Navy uses artificially intelligent robots.
-2,235	AD 2283	1380 VI	Nth Interstellar War starts.
-2,219	AD 2299	1393 VI	Nth Interstellar War ends.
-2,204	AD 2314	1404 VI	Terran Confederation ends; Rule of Man begins.

Imperial Date	Solomani Date	Vilani Date	Event
-2,190	AD 2328	1415 VI	Aslan First World War.
-2,160	AD 2358	1438 VI	Aslan Nuclear War.
-2,136	AD 2382	1456 VI	First Aslan space explorations.
-2,083	AD 2435	1496 VI	Formation of the Tlaukhu. Aslan calendar begins.
-2,074	AD 2444	1503 VI	Fleeing Vilani colonize Trojan Reaches.
-2,045	AD 2473	1525 VI	First contact between K'kree and Hivers.
-2,038	AD 2480	1531 VI	K'kree occupy several Hiver worlds.
-2,029	AD 2489	1537 VI	Hiver-K'kree War begins.
-2,023	AD 2495	1542 VI	Hive Federation established. Navy built.
-2,018	AD 2500	1546 VI	Hiver manipulations of K'kree worlds start.
-2,013	AD 2505	1550 VI	Hiver-K'kree War ends.
-2,000	AD 2518	1560 VI	First Zhodani contact with Vilani traders.
-1,999	AD 2519	1560 VI	Aslan develop Jump drive.
-1,980	AD 2538	1575 VI	First Aslan contact with humans.
-1,802	AD 2716	1711 VI	First human contact with Hivers.
-1,776	AD 2742	1730 VI	Collapse of Rule of Man. Long Night begins.
-1,700	AD 2818	1788 VI	Vargr pillaging ends.
-1,690	AD 2828	1796 VI	Terran Mercantile Community established.
-1,658	AD 2860	1820 VI	Sack of Gashilean. Vargr Enclaves settled.
-1,526	AD 2992	1921 VI	Interstellar trade ceases. Long Night deepens.
-1,511	AD 3007	1932 VI	Solomani Traders contact Darrians.
-1,118	AD 3400	2232 VI	First Aslan Border War begins.
-1,110	AD 3408	2238 VI	Old Earth Union created.
-1,044	AD 3474	2288 VI	Aslan first cross Great Rift.
-1,000	AD 3518	2322 VI	Zhodani Consulate reaches present size.
-924	AD 3594	2330 VI	Darrians reach TL 16. Sun destabilizes.
-650	AD 3868	2589 VI	Sylean Federation established
-630	AD 3888	2604 VI	Island cluster colonized.
-399	AD 4119	2780 VI	Sword World colonization begins.
-200	AD 4318	2932 VI	First human contact with K'kree.
-186	AD 4332	2943 VI	First Sword World confederation.
-110	AD 4408	3001 VI	Shudusham Concords.
-30	AD 4488	3062 VI	Cleon's Campaign begins.
0	AD 4518	3084 VI	Third Imperium established. Imperial dating system begins.
50	AD 4568	3123 VI	First Zhodani contact with Imperial traders.
60	AD 4578	3130 VI	Colonization of Spinward Marches begins.
76	AD 4594	3142 VI	Pacification Campaigns begin.
114	AD 4632	3171 VI	Solomani Hypothesis proposed.
120	AD 4638	3176 VI	Pacification Campaigns end.
148	AD 4666	3197 VI	Scouts recontact Darrians.
210	AD 4728	3245 VI	Vargr Campaigns begin.
348	AD 4866	3350 VI	Vargr Corridor campaigns end.

Imperial Date	Solomani Date	Vilani Date	Event
380	AD 4898	3374 VI	Peace of Ftahahr. Imperial-Aslan border established.
404	AD 4922	3392 VI	First Shudusham Robotics Conference.
420	AD 4938	3405 VI	First Survey of Imperium completed.
426	AD 4944	3409 VI	Easter Concordat absorbed into Imperium.
461	AD 4979	3436 VI	First Aslan contact with Zhodani.
475	AD 4993	3447 VI	Empress Nicholle assassinated.
489	AD 5007	3457 VI	Hive capital moved to Glea.
500	AD 5018	3466 VI	Imperial explorations into Zhodani territory.
588	AD 5106	3533 VI	Terra incorporated into Imperium.
589	AD 5107	3533 VI	First Frontier War starts.
604	AD 5122	3545 VI	First Frontier War ends. Beginning of Civil War.
606	AD 5124	3546 VI	Plankwell murders Empress Jaqueline I.
615	AD 5133	3553 VI	Second Frontier War begins.
620	AD 5138	3557 VI	Second Frontier War ends.
622	AD 5140	3559 VI	End of Civil War.
624	AD 5142	3560 VI	Xboat system established.
679	AD 5197	3602 VI	Solomani power broken at court.
704	AD 5222	3621 VI	Solomani Autonomous Region created.
718	AD 5236	3632 VI	Xboat system covers entire Imperium.
750	AD 5268	3656 VI	Seventh Zhodani core expedition.
799	AD 5317	3694 VI	Crisis of '99.
800	AD 5318	3694 VI	Psionics Suppressions begin.
826	AD 5344	3714 VI	Psionics Suppressions end.
852	AD 5370	3734 VI	Current Sword Worlds government established.
871	AD 5389	3748 VI	Solomani Confederation established.
940	AD 5458	3801 VI	Confederation friction with the Imperium.
950	AD 5468	3809 VI	Solomani reintegrated into Imperium.
979	AD 5497	3831 VI	Start of Third Frontier War.
986	AD 5504	3836 VI	End of Third Frontier War.
990	AD 5508	3839 VI	Solomani Rim War begins.
998	AD 551 6	3845 VI	Imperial advance to core of Solomani Sphere.
1002	AD 5520	3848 VI	Siege of Terra. End of Solomani Rim War.
1005	AD 5523	3851 VI	Solomani Home Guard created.
1040	AD 5558	3877 VI	Destruction of Phoenix project begins.
1045	AD 5563	3881 VI	Destruction of Phoenix project ends.
1065	AD 5583	3896 VI	Second Survey of the Imperium completed.
1082	AD 5600	3909 VI	False War (Fourth Frontier War) begins.
1084	AD 5602	3911 VI	False War (Fourth Frontier War) ends.

JUDGE DREDD

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