

THE THIRD IMPERIUM

Solomani Rim



TRAVELLER

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CONTENTS

<i>Introduction</i>	2
<i>The Solomani Rim</i>	3
<i>Subsectors of the Solomani Rim</i>	45
<i>Adventures in the Solomani Rim</i>	112

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INTRODUCTION

The Solomani Rim is a long-settled and important sector on the frontier of the Third Imperium. It has been a border province, a birthplace of empires and a battlefield that has twice shaped the destiny of Charted Space. Its worlds include many that have made history, chief among them Terra, the cradle of Humaniti and homeworld of the Solomani race. It is also the home of another important alien race, the enigmatic Vegans, who have been both close allies and hated enemies of the Solomani for over 3,000 years.

Once a frontier, today the Solomani Rim is one of the wealthiest and most densely populated sectors in Charted Space with 400 worlds and 1.3 trillion inhabitants. Yet a mere century ago the sector was torn asunder by a bitter war between the Third Imperium and the rival Solomani Confederation. Uneasy peace now prevails but the scars of the Solomani Rim War still remain, including an ongoing Imperial military occupation of many worlds, racial tensions, a cold war and a border patrolled by two great battle fleets.

Welcome to the Solomani Rim, where Humaniti began and history is still being made!

The Name and the Sector

'Solomani' in the sector's name is from the racial name of the Solomani. 'Rim' comes from its location on the edge of the Imperium closest to the galactic rim.

The Solomani Rim consists of 16 subsectors: Ultima, Suleiman, Concord, Harlequin, Alderamin, Esperance, Vega, Banasdan, Albadawi, Dingir, Sol, Arcturus, Jardin, Capella, Gemini and Kukulcan. The Solomani Rim has changed hands many times. In the year 1105 it is divided. 12 subsectors are ruled by the Third Imperium, including a two-subsector client state, the

Vegan Autonomous District. The remaining four subsectors are governed by the Solomani Confederation.

Directions in Space

Coreward refers to the direction toward the galactic core. From the Solomani Rim, it is also conveniently the direction toward the Imperium's core worlds and Capital. Diaspora sector, also controlled by the Imperium, is directly coreward of the Solomani Rim.

Rimward is the opposite direction, away from the core and toward the galactic rim. Aldebaran sector, containing Home, capital of the Solomani Confederation, lies directly to rimward, along with other sectors controlled by the Solomani.

Spinward means in the direction the galaxy is rotating Magyar sector, split between minority Imperial and major Solomani Confederation control is directly spinward. Even further to Spinward of the Solomani Rim is the Aslan Hierate.

Trailing is the opposite of the spinward, away from the direction the galaxy is rotating.

Alpha Crucis sector, under minority Imperial and majority Confederation control is directly to trailing of the Solomani Rim. Even further to trailing is the Hive Federation.

On typical subsector maps, up is coreward, down is rimward, right is trailing, left is spinward.

Dating Systems

All dates in this book use the Imperial calendar counting up or down from the founding of the Third Imperium in year 0 (4524 AD). The present date is 1105 (5626 AD).



THE SOLOMANI RIM

The Solomani Rim is one of the richest regions of Charted Space, with approximately a sixteenth of the entire productive wealth of the Third Imperium, but its economic power is insignificant compared to its role in the history of the Solomani and Vilani races.

HISTORICAL OVERVIEW

The Ancients are known to have visited the Solomani Rim as early as -300,000, where they collected samples of early Humans and canines from Terra/Sol. Their other activities in the sector remain mysterious. A few ruined Ancient bases, all apparently little more than rubble, have been found in the subsector but there are no signs of the destroyed planets or massive megastructures that mark their presence in more distant sectors like the Spinward Marches or Hinterworlds.

Rise and Fall of the Vegans

The first race native to the sector to develop space travel was not the Terrans but rather the Vegans, a humanoid race from Muan Gwi/Vega. They ventured into space around -6200 and then sent sublight ships to colonise the nearby world of Muan Issler. A mere century later the Vegans met merchant adventurers from the Geonee, a Vilani-influenced minor race of Humaniti. From these the Vegans purchased jump drive technology and by -5700 they were building their own starships.

Like the Vilani the Vegans were a conservative race. They expanded slowly but deliberately, building each colony up before moving to the next. Over 600 years the Vegans settled several worlds within five parsecs of Muan Gwi and their first and largest colony on Muan Issler reached a population of over 100 million. In -5122 these worlds formed the Vegan Polity – the first interstellar society in the Solomani Rim.

Even as the Vegans were exploring their immediate neighbourhood the First Imperium of the Vilani, the Ziru Sirka, was in the midst of their great period of expansion. The Vilani Consolidation Wars were intended to bring all other interstellar races under their rule.

It was about -5000 that the First Imperium's fleets reached the Solomani Rim, a region they referred to as the Kushuggi or 'rim worlds' sector. The Vilani established their first outpost at Karpaty/Harlequin, then called Lakish. Their initial progress was slow but in -4467 they made contact with the Vegan Polity.

Initial relations were tense. The Vegans had received disturbing reports of the First Imperium's aggression from traders and had initiated a military build up, attempting to re-establish their long-dormant military traditions and building warships and planetary defences.

The Vilani established an advanced base at Shulgiasu/Vega in -4450. Attempts by the Vegan Polity at diplomatic negotiations came to naught due to the inflexibility of imperial policy. In -4445 the Vilani suddenly attacked. The Vegan Consolidation War was a short but fierce affair. The Vegans proved adept at space battle but far less skilled in ground combat. Once planetary defences were breached their colonies rapidly fell to the Vilani and their allied troops. Even so, the steadfastness and depth of the Vegan defences threatened to make the war far more costly than the Sharurshid bureau could afford. To force Vegan surrender the Vilani fleets launched massed nuclear strikes against the 'second Vegan homeworld' of Muan Issler. These eventually overwhelmed the defenders and devastated the planet. Faced with the prospect of a similar attack on Muan Gwi and virtual genocide for their race the Vegan Polity surrendered.

The Vilani's Rim Province

The Sharurshid bureau of the First Imperium – specialising in interstellar trade – were given authority over the Vegan worlds and the region beyond. Exploration and development were slow as Sharurshid was focused on integrating the stubborn Vegans. Their initial expeditions convinced them there were no major interstellar cultures rimward of the Vegans and thus limited opportunity for further profit. They instead began a slow process of locating and settling the more promising worlds in the sector.

Initial Vilani settlement proceeded from Harlequin and Vega subsectors into Esperance subsector by -4300. This was followed by slow but steady spread of outposts and settlements across the rest of the coreward half of what is now the Solomani Rim.

In -4038 Sharurshid formally organised the worlds under their control into Kushuggi Province. At this point this 'Rim Worlds' province consisted of these subsectors: Harlequin (then Arkiirkii), Vega (then Duuskirka), Esperance (then Urima), Banasdan (then Nisinasha), Ultima (then Darrukesh), Suleiman (then Ishnar), Concord (then Ikaakur) and Alderamin (then Shululsish) along with the coreward region of Albadawi subsector (then Apishlun). Its first capital was Shulgiasu/Vega.



It was not long after this that further Vilani expansion gradually slowed and then ended, not just in the Rim Worlds Province but across the entire Vilani Empire. To most Vilani, and certainly its leaders, the empire appeared to be large enough. Perhaps it was already too large to easily govern. Steady growth was replaced by a policy of consolidation and internal development of the habitable worlds already settled.

Not everyone in the Vilani Empire agreed with these conservative ideals. The frontier of the Rim Province attracted a dissident progressive Vilani faction known as *Kimashurgur* or 'Virtue of the Foremost'. Refugees from persecution elsewhere in the empire, they established their own colonies beyond the Ziru Sirka's borders on the fringes of the Rim Province in Albadawi. Around -3500 the Kimashurgur pocket empire spread into Dingir and then Sol subsector. Its farthest extent terminated a mere three parsecs from Terra/Sol – the as-yet undiscovered and still primitive homeworld of the Terrans.

The Vegans – while still militarily cowed – continued to worry the Ziru Sirka due to their stubborn unwillingness to adopt Vilani culture. The rise of a *Kimashurgur* empire a mere subsector away from the Vegan worlds created the unpleasant possibility that these dissidents might make common cause with them. In -3400 the First Imperium bestirred itself. The provincial governor launched a military campaign that crushed the Kimashurgur pocket empire and absorbed Dingir, Albadawi and the coreward portion of Sol subsector into Rim Province. The Vilani Empire had reached its greatest extent.

Terra

At the time the Vilani Empire was crushing its dissidents, Human civilisation on Earth – or Terra – was entering the Middle Ages. As progress in the First Imperium slowed down and then stopped Terrans had their Renaissance, Industrial Revolution and first Space Age. Once gravitics and fusion power were developed Terran nations and corporations rapidly colonised their own solar system. Their first sublight ships were launched to both near and distant stars. Terran scientists invented jump drive and in -2424 their first jump capable ship visited Barnard system and made first contact with a small Vilani outpost there.

Interstellar Wars

The epic saga of Terra's initial contact with the Vilani of the Rim Province, the outbreak of war with the First Imperium in -2408 and the lengthy struggle – the Interstellar Wars – that followed are recounted at length in *Alien Module 5: Solomani*. Terra survived the shock of initial contact, bounced back after their first military defeat and forged Earth and its first extra planetary colonies into the united Terran Confederation in -2398.

In an on-again, off-again series of wars the Terrans slowly increased the size of their Terran Confederation at the expense

of the Ziru Sirka. Long-range Terran colonisation expeditions – some even using sublight technology – crossed jump 2 and jump 3 gaps to settle worlds to rimward of Sol subsector that the Vilani had ignored. Terrans were the first to establish colonies in Arcturus, Gemini, Capella and Kukulcan subsectors.

The major battlefields of the First through Eighth Interstellar Wars took place in Sol and then Dingir subsectors. As the Terran Confederation won victories it not only established its settlements but also conquered and colonised Vilani-occupied worlds. In the Eighth Interstellar War the Terrans conquered the remainder of Dingir subsector and reached Vega. The Vegans revolted against the First Imperium in -2275 and the Vegan Polity was restored in -2284. Terra and its Vegan allies controlled over half of the Solomani Rim including all territory rimward of Vega. Terran technology also surpassed that of the Vilani Empire.

The Ninth Interstellar War saw the final conquest of the Solomani Rim by the Terran Confederation and its allies. Through most of the unnumbered conflicts that followed – the Nth Interstellar Wars – the Solomani Rim ceased to be a battleground and became a home front, its worlds increasingly distant from the fighting.

In some ways this was the golden age of the Solomani Rim. The resources from hundreds of conquered worlds poured into Terra and the old colonies in Sol subsector. Massive industrial facilities were established to build warships and merchant vessels that supported Terra's continued victorious campaigns. The old ravages of war in the Rim were repaired and on many worlds the desperate struggle could be forgotten amid new prosperity. The population on Terra itself grew increasingly distant from the war as the fleet headquarters was relocated to Dingir and more and more fighting was left to its ever-expanding colonial populations who dwelt elsewhere in the Solomani Rim.

The populous mother world remained a source of immigrants to other worlds but in this era they would often colonise conquered Vilani planets rather than carving out new frontiers. Terrans and Vilani blended together on some worlds and even intermarried. On others worlds – especially those closest to Terra itself – successive waves of Terran immigrants achieved demographic dominance, utterly swamping the Vilani populations. The ancient Vilani cultures and populations were submerged in the Terran tide.

Rule of Man

The First Imperium was effectively defeated by -2219 but this victory contained the seeds of the Terran Confederation's own downfall. The Terran military shouldered the responsibility for administering the shattered Vilani Empire. Political and social differences between mother Terra and its far-flung fleets and



colonists came to a head. After a military coup by the senior echelons of the Terran Navy the Terran Confederation was dissolved in -2204 and replaced with the new Rule of Man.

Terra was deliberately stripped of political power in the coup that established the Rule of Man. Bereft of the institutions of the Terran Confederation power at home reverted to that world's old national governments. These proved unable to maintain a united front with each other or their colonies; Terra retreated from interstellar politics. The Vegans also found their political independence once again subordinated to another Human empire, albeit one whose policies were less onerous than those of the First Imperium.

The Rule of Man's first capital was established at the Terran Navy's Fleet Headquarters at Dingir but its bureaucratic heart became the Vilani capital of Vland. In -2176 the difficulty of maintaining two distinct capitals saw all government functions moved two subsectors coreward of the Solomani Rim to Hub in Massilia sector. The Solomani Rim was returning to what it had been under the Vilani: a distant provincial region, albeit one that was now freer, far more heavily populated and dominated by Solomani and Vegans.

It was in the Rule of Man that the term Solomani first came into use to refer to Terrans, since its rulers aimed to distance themselves from Terra itself. At the same time, with new settlement underway of even more distant rimward territories the old name 'Rim Province' ceased to be applicable. The name Solomani Rim came to be gradually accepted across Charted Space. It first appeared on Rule of Man maps around -2100.

Dingir remained an important provincial capital of the Solomani Rim throughout the Rule of Man era. Terra in particular and the Solomani Rim in general remained an important industrial, commercial and cultural hub and a continued source of emigrants.

The Rule of Man's Second Imperium was essentially a hybrid of Solomani and Vilani society, with a greater Vilani influence the farther one got from the Rim and toward the capital. In the Solomani Rim itself Rule of Man culture was strong in Dingir subsector thanks to the influence of the capital and in the coreward subsectors of the Solomani Rim – Concord, Ultima and Esperance – where the greater residual Vilani populations remained. Most of the older Terran-settled worlds in the Solomani Rim stubbornly resisted the importation of new Rule of Man social, political and cultural mores. Beyond the immediate sphere of Dingir, many residents of the Rim, Solomani or Vegan, recoiled at the very idea of a ruling Imperial aristocracy – even one led by former Terran Naval officers. This independence was to stand them in good stead in the coming dark age.

The Long Night in the Solomani Rim

The autocratic-bureaucratic regime of the Rule of Man proved unable to revive the glory of the moribund Vilani Empire. It fell into economic decline and political disorder. The empire splintered into successor states that fought devastating wars for control of the old Imperial core. The Rule of Man degenerated into banditry and piracy.

Due to its position on the periphery, the Solomani Rim lost contact with central government as early as -1850. Despite this the Rule of Man maintained its authority from the provincial capital at Dingir until -1695 when the government could no longer afford to maintain its own fleet. More and more power devolved to individual worlds.

Thanks to the Solomani Rim's distance from the Imperial core it escaped the worst factional fighting. True darkness never fell. There were several worlds within the sector that maintained pockets of high technology and continued local interstellar trade. The many Solomani worlds of the Rim were also less reliant on central planning and foreign imports than in other sectors of the Second Imperium, which had never fully shaken off the tightly integrated Vilani bureaucracy. Thus, while many worlds suffered a significant technological and economic decline, few collapsed entirely. The presence of two major racial home worlds – Terra and Muan Gwi – helped ensure the sector remained a bastion of civilization.

The Vegans regained their independence during the Long Night. They took responsibility for their own defence from the Rule of Man around -1650. The Vegans did not engage in military expansion but did take several Human-settled worlds – such as Bellerophon – under their protection and in the process introduced them to Vegan culture.

Although stripped of its military strength Terra itself had developed a large merchant fleet. In -1690, soon after the collapse of the provincial government on Dingir, Terra formed a close trade alliance, the Terran Mercantile Community (TMC) with its oldest colonies. As the Rule of Man ceased, the TMC merchant ships served as the glue that held the Solomani Rim together. They took up patrol duties and also mounted long-range expeditions that brought much-needed supplies to distant Terran colonies. Over time interstellar trade contracted. Around -1200 the TMC began to pull back into Sol subsector. Now more concerned with defence and unity than with trade, the TMC began to take on the trappings of an interstellar state.

An ongoing threat to civilisation during the Long Night were the reavers. These were warlords and pirate bands that operated in numbers large enough to plunder entire worlds. Most were based in Reaver's Deep, Dark Nebula and Magyar sectors.



Between -1500 and -1100 reaver fleets out of Magyar sector raided into the Solomani Rim, as did some land-hungry Aslan *ihatei*. The Reavers terrorised worlds in Ultima, Alderamin and Albadawi subsectors and threatened to penetrate deeper into the sector. Fear of the reaver menace and the contraction of the TMC's area of influence to Sol subsector catalysed the creation of other interstellar alliances. These worlds became known as the Rim States.

Dingir had been the provincial capital of the Solomani Rim under the Rule of Man but was unable to sustain its control over the entire sector. Its military aristocracy still remained strong enough to exert hegemony over much of Dingir subsector. In -1136 this relationship was formalised as the Dingir League. The League directly controlled all worlds within five parsecs of Dingir/Dingir and exerted significant influence beyond. For many centuries in the Long Night the Dingir League was a trading partner and political rival of the other Rim States. The Dingir League also mounted military expeditions to protect the Rim against those reaver pirate fleets that ventured into it.

Several worlds in what are now Concord and Suleiman subsectors had retained interstellar technology. As the TMC gradually withdrew to Sol subsector they organised a coalition for mutual defence and trade. In -1115 this became a loose federation, the Easter Concord, named after its leading world. The Concord included worlds with both Solomani and Vilani cultures, unlike the more homogenous Dingir League and TMC. It evolved into a strong, stable and pluralistic polity that kept the flame of civilisation burning in the coreward regions of the Rim throughout the Long Night and into the Dawn.

Due to the strength of the Easter Concord reaver fleets began bypassing the coreward regions of the Solomani Rim. In -1118 a large reaver fleet was defeated at Jaroslav/Albadawi by the Dingir League aided by ships from the Terran Mercantile Community. This victory marked the end of major reaver threats to the organised Rim states although small-scale raids and piracy continued throughout the Long Night.

The TMC's failure to sustain a mutual trade pact with the Easter Concord and the growing strength of the rival Dingir League pushed Terra into a stronger and more effective political federation with its oldest colonies. This new polity, the Old Earth Union, was formed in -1110. The Old Earth Union directly controlled most of Sol subsector along with a few worlds in Dingir and Gemini subsectors.

The Union traded with the Dingir League, Vegan Polity and Arcturus Federation but it also considered itself the true heir to the old Terran Confederation and this hubris occasionally led its leaders into military adventurism. The democratic governments and populist leaders of Terra were prone to occasional spasms

of popular nationalism and martial sentiment. The Union sent small expeditionary forces to spinward into Magyar sector and beyond, where they intervened on behalf of Solomani that were threatened by Aslan expansionism. In -574 the Old Earth Union became embroiled in a brief but bloody war with its former ally the Dingir League over the border world lilike. It was indecisive: lilike became a neutral buffer state but Sirius station was destroyed, leaving a 'Sirius Gap' that persisted for centuries.

With its expansion into Dingir subsector checked, the Old Earth Union turned its attention to rimward, attempting to take control of a rich group of independent worlds in Gemini subsector in the so-called Near Boötes Cluster. These were a dozen closely spaced habitable worlds straddling the border of what is now Capella and Gemini subsectors. They had been discovered and settled by colonials from Sol subsector early in the Rule of Man but were cut off during the Long Night. Around -450 the Old Earth Union reopened trade but this soon turned into an effort to establish its own colonial presence in the Cluster. Not wanting to become a mere appendage of Terra the worlds of the Cluster forged their own commercial and military alliance – the Boötean League – between -430 and -400. The Boötean League instituted protectionist policies that insulated them from Terran traders while fostering links with nearby independent worlds.

The Old Earth Union's militaristic period ended in -420 when a civil war on Terra forced militarist leaders forced into exile. After that the Union followed a less belligerent path.

The Arcturus Federation was the least technologically advanced of the Rim States. It was a pocket empire that sprawled across the borders of Banasdan and Arcturus subsectors. Originally consisting of colonies owned by Banasdan/Banasdan, it reorganised into a true interstellar state in -242. The Arcturus Federation traded with the Vegan Polity and various independent worlds. As it expanded into Arcturus subsector it made contact with worlds that were trading with the Old Earth Union. From -100 onward the two polities developed ever-closer relations.

Dawn on the Solomani Rim

In the old Imperial core the Sylean Federation had established a powerful new Third Imperium. Its Imperial Interstellar Scout Service reached the Solomani Rim in approximately 100. Over the next few decades they entered into diplomatic and trade relationships with the Easter Concord, Dingir League, Old Earth Union, Arcturus Federation and Vegan Polity. The Imperium also helped indirectly persuade the Boötean League to end its isolationist period. Relations between the Boötean League and the Old Earth Union thawed; the League used its Terran neighbours to gain access to Imperial technology without becoming an Imperial client.



The peaceful incorporation of the proud, technologically developed, populous and wealthy Rim States into the Third Imperium required a delicate diplomatic dance. Contact with the far larger Imperium with its more advanced technology produced culture shock and socio-economic stresses; in the Arcturus Federation, this may have been the underlying cause of a brief civil war in 200. However, the Imperium could afford to move slowly. The Rim States were a tremendous prize but that had also become used to their own independence. Adding the Solomani homeworld of Terra and the old military capital of Dingir would grant legitimacy to the claim that the Imperium was the true heir to the old Rule of Man. Successor emperors – although occasionally distracted by problems elsewhere in the empire – chose to woo the Rim States through a slow policy of patient diplomacy and gradual economic integration rather than conquest.

The Easter Concord was the first Rim state to be contacted by the Third Imperium and also the first to agree to membership. The Concord worlds found the Imperium shared a broadly similar culture to their own: both had a mix of Vilani and Solomani social systems overseen by an interstellar aristocracy, while giving individual planets considerable independence within a larger framework. After a lengthy period of commercial and military cooperation the Concord dissolved their polity and joined the Third Imperium in 426. The ruling aristocracy of the Easter Concord were granted titles of Imperial nobility.

The Vegan Polity, Dingir League, Arcturus Federation and Old Earth Union were less willing to accept formal membership in the Third Imperium. They were sceptical of the stability of the Imperium autocratic system and feared the loss of their own institutions. All had political systems that were quite distinct from the interstellar feudalism; the Imperium seemed to have unfortunate echoes of both the Vilani empire rigidity and the disorganised autocracy of the Ramshackle Empire. The remaining Rim States had been happy to accept the benefits of renewed trade and technology but reluctant to give up their independence. In fact, they were doing quite well on their own. Between 300 and 400 the Old Earth Union and Arcturus Federation, now recovered from its turmoil, had begun spreading into Arcturus subsector and bringing worlds they contacted back into interstellar civilisation.

In 550 the Vegan Polity and in 582-583 the Dingir League and Arcturus Federation all succumbed to intense economic and diplomatic pressure and joined the Imperium, the Vegans doing so with great trepidation. The Old Earth Union's strong republican traditions and sense of cultural identity made its population equally reluctant. Old Earth Union leaders even flirted with the idea of forming their own confederation in consort with

the Boötean League or independent polities in nearby Alpha Crucis. The risk such a move might lead to hostilities with the Imperium and the lack of any unifying ideology that could bind together these disparate Solomani states ended that dream. In 588 a sustained public relations offensive in combination with substantial economic inducements convinced the Old Earth Union's worlds to vote to join the Imperium.

The Old Earth Union was the last of the Rim States to join the Imperium. The Boötean League and several independent worlds to rimward of Terra considered membership. Events far from the Solomani Rim would soon validate their desire for independence while making many of the former Rim State populations regret their membership.

The Civil Wars and the Solomani Movement

The Imperium had expanded too quickly; it had outgrown its own communications and strained its own institutions. Far from the Solomani Rim, in the distant Spinward Marches, the Imperium fought its First Frontier War against the Zhodani. Angry at the lack of support his fleets received, Grand Admiral Olav hault-Plankwell turned against the empress, ushering in a period of Civil Wars that tore the Imperium asunder.

Beginning only 16 years after the Old Earth Union joined the Imperium, the Civil Wars lasted nearly two decades. With 18 emperors claiming the throne in as many years, the wars disrupted commerce and delayed the economic improvements that had induced the Rim States to join the Imperium. Although the Rim itself was never part of the fighting, two claimants to the throne drew upon its resources, ships and troops, some of whom never returned. As the Civil Wars raged there was sense in the Solomani Rim that the security, prosperity and stability under the Imperium they had been promised were a lie.

Solomani Revolution

In the period during and after the Civil Wars, political discontent in the Solomani Rim became unified under a powerful new ideology: the Solomani Cause. It combined populist disdain for Imperial power with the idea that the Solomani race of Terra was culturally and genetically superior and had a manifest destiny to rule others. The Solomani Cause began as a reaction to the growing power of Vilani industrialists within the Third Imperium and the threat they posed to entrenched Solomani interests. It gained strength after the emperor married a Vilani, ending the previous domination of the throne by Solomani emperors. Now a theory used by nobles and military officers to justify their policies had wider appeal. If the emperor was no longer Solomani, that called into question the legitimacy of the emperor and the Imperial system itself.



The populist, anti-aristocratic leanings of many in the Rim States had fused with an ideology that proclaimed their own superiority. Instead of an emperor and nobility ruling through their bloodline the Solomani Movement said every Solomani was a ruler.

Where the Imperial government argued, after the lesson of the Civil Wars, for slow and managed growth, the Solomani Movement demanded expansion. As late as 675 the rimward sectors of the Solomani Rim were still undeveloped. Opposition to these policies could be painted as an attempt to prevent the Solomani from achieving their destiny.

In its embryonic phase, diverse Solomani Movement factions formed on Terra and other Rim worlds. Solomani Movement political theorists at the University of Terra developed the political and philosophical basis for the Solomani Cause and for an independent state. Solomani Movement-inspired political parties ran for office on several worlds. The original Solomani Party first came to elected power on Terra in 680.

There was no unified interstellar Solomani Party at first. Different 'grassroots' factions supporting the Solomani Causes existed through the Rim and beyond that supported elements of the Solomani Cause to one degree or another. In the Solomani Rim these included the highly politicised Solomani Student movement centred on the University of Terra and its many affiliates. It included regional corporate groups like the embryonic merchant line Transstar that was struggling against competition by Imperial megacorporations and the influential Near Boötes Business Association who wished to use the Solomani Movement to support rimward expansionism. It included diverse members of the aristocracy and military that believed in the manifest destiny of the Solomani race, as well as the League of Solomani Veterans who represented families of Rim soldiers lost fighting in the Civil Wars. At the other end of the spectrum there were anti-Imperial factions like the Citizens for a New Terran Union who wanted to replace the Imperium with something new. Together these factions and thousands of others representing interests, both inside and outside the Rim, came together to form a single political movement. The first all-Solomani Party congress was held on Terra in 685. It formed a unified interstellar political party, without prior precedent in the Imperium.

The Solomani Movement grew quickly. In the Solomani Rim the first Solomani Parties were voted into power on democratic worlds like Terra and Prometheus. The various parties and non-governmental organisations came together on Terra to establish an interstellar Party and also lay the groundwork for a separatist state that could leave the Imperium entirely. In an effort to prevent this from occurring Empress Margaret I came together with Solomani Movement moderates and agreed to

their demands for a charter that formed a Solomani Autonomous Region. It covered a sphere 50 parsecs across centred on Terra, hence the region's alternate name: the Solomani Sphere. This gave the Solomani Movement control of a region that extended somewhat beyond the current bounds of the Imperium and included many worlds that had yet to accept the Solomani Party. Within the Solomani Sphere the Solomani Party largely supplanted the authority of the sector and subsector dukes. This was exercised through its executive, the Committee of the Solomani Autonomous Region Congress (COMSARC) based on Terra.

The Solomani Era

For two centuries the Imperium ignored its rimward frontier as the Solomani asserted their own independence.

Initially COMSARC included representatives of both nobles and planetary governments. Many nobles in the Solomani Rim sympathised with the Solomani Cause. As the Solomani Movement took an increasingly anti-Imperial position, nobles found themselves forced to choose between their Solomani Cause and their oaths of fealty. Pro-Imperial nobles began fleeing the Solomani Rim to escape persecution, such as the Count of Jael in Arcturus subsector, who preferred exile to becoming a puppet of the Solomani Party. Other nobles were pressured into supporting Solomani policies, or voluntarily joined the Party. In 716 the position of Archduke of Sol was allowed to lapse after the death of the incumbent left no heirs not associated with the Solomani Party. This was initially an exceptional action but after the heir to the Duke of Albadawi joined the Solomani Party in 735 it became a firm Imperial policy to refuse to recognise the transfer of such titles to any heirs taking such actions. Many pro-Imperial nobles who remained began going into hiding or fleeing the Rim to escape persecution. Among the first to do so was the Count of Jael/Arcturus in 719. The aristocracy began to die out within the Solomani Rim, almost completely vanishing by 760.

Despite such sanctions the Solomani Movement continued to spread throughout the Solomani Rim and beyond. The worlds of the Boötean League in Capella and Gemini, long reluctant to join the Imperium, were early supporters of the Solomani Movement.

Much of the popularity of the Solomani Cause with businesses and ordinary citizens was its advocacy of an expansionist, pro-growth agenda and a new frontier spirit. The Solomani Party sponsored settlement – by pure Solomani – of many undeveloped or unexplored worlds on the rimward frontier. Starting in the early 700s several worlds in undeveloped frontier subsectors like Arcturus began accepting the Solomani Party.

With the creation of the Solomani Autonomous Region the Solomani Party now had control of colonial naval forces within



the Solomani Rim. When the government of Jardin began engaging in military adventurism other worlds in its subsector appealed to the COMSARC for assistance. In 706 Solomani colonial fleets from Albadawi subsector defeated Jardin's navy and replaced the regime with one controlled by the Solomani Party. The rest of the region followed and soon Jardin subsector was brought under Solomani Party control.

Worlds that had been independent since the Long Night became part of the Autonomous Region including Thorwald/Arcturus (joined in 730) and Scandia/Arcturus (joined in 740). In 751 the Solomani Party government on Banasdan, capital of the old Arcturus Federation, initiated a well-funded effort to open up Kukulcan subsector for rapid settlement. A major new colony was planted as established on Caprice/Kukulcan and development of the rest of the subsector followed. Sometimes these colonial adventures were supported by the Party establishment on major worlds as a safe way of ridding themselves of fringe elements of the Solomani Movement. One such example was the subsidized colonisation of Laputa/Kukulcan by radical Solomani Party scientific utopians in 800.

The Solomani Movement also began to show its more radical, racist side. Solomani militants attained power on Nusku/Sol in 750 and immediately began restricting rights of all those citizens who were not pure Solomani. On Easter/Concord the federal system was overthrown by a Party-run coup and a purge of Vilani influences began. A few years later a popular Solomani Party revolution toppled the corporate government on Quaver/Suleiman. Similar revolutions occurred throughout the sector.

The Solomani Autonomous Region encompassed many established worlds that did not have majority Solomani populations. Those worlds with Vilani, mixed race, Aslan or Vegan populations had little use for the Solomani Cause. Within the Solomani Rim this included many worlds within Concord, Suleiman, Esperance, Ultima and Vega subsectors and scattered worlds elsewhere. These populations came under increasing pressure to subordinate themselves to the Solomani Party. By 860 the Solomani Autonomous Region's government controlled nearly all worlds within the Solomani Rim.

Solomani Party control was further tightened after the Solomani Autonomous Region reorganised itself as the fully independent Solomani Confederation itself in 871, shedding the last vestiges of Imperial authority. Efforts by moderates in the Solomani Party – or radicals by Solomani standards – to write protections for minority races into the new Confederation charter failed. Dominated by a 'purist' and 'centralist' agenda, the now centralised and invigorated Solomani Confederation government proved reluctant to tolerate the existence of independent and alien polities within it. In the Solomani Rim that meant an increasingly harsh policy toward the Vegans, stripping

them of the vestiges of self-government they had enjoyed under Imperial rule.

The Imperium had never recognised the Solomani Confederation and in its view the worlds of the Solomani Rim were still under its protection. With petitions for help reaching the Imperial court from the Vegans in the Rim, the Vilani in Old Expanses and other oppressed minorities the emperors felt compelled to deal with the new power that had grown on its rimward flank. In the early 900s, the Imperium tried to reduce Solomani power by diplomacy. Where border worlds petitioned to be removed from Solomani rule, their pleas were granted, with the new order enforced by the Imperial Navy. In support of beleaguered worlds, large Imperial Navy task forces crossed from Imperial-controlled portions of Diaspora into coreward subsectors of the Solomani Rim such as Concord and Vega. They did not risk deeper penetration into the Rim.

The Solomani Confederation initially avoided a major confrontation but minor incidents and skirmishes were common. Solomani privateers in Concord, Harlequin and Banasdan subsector harassed Imperial merchants delivering goods to blockaded Vegan worlds. In response to growing Solomani defiance of Imperial sovereignty and growing violence in the nearby Old Expanses, Margaret II officially dissolved the Solomani Autonomous Region in 940. The Solomani refused to comply and reinforced their border defences.

This was a period of massive military expansion in the Solomani Rim. Naval bases were established everywhere, shipyards were expanded and volunteers were called into Confederation service. War was now inevitable but for several years only border incidents occurred as both sides built up their strengths. In the late 970s, the Imperium was prepared to attack when the onset of the Third Frontier War on its opposite border forced a diversion of resources. The Solomani tried to profit from Imperial weakness by reclaiming lost territory. The Imperium considered this a declaration of war and the Solomani Rim War began in 990.

Solomani Rim War

The Solomani Rim was originally well behind the lines with the Imperial front stretching across a border that ran through Diaspora, Daibei and Old Expanses sectors. Despite this there were a few Imperial task forces operating deep within the Confederation in an effort to support rebellious pro-Imperial worlds and intimidate Solomani governments. The first clash between Imperial and Solomani forces was one such action in Vega subsector. Imperial Navy task force 54 was escorting a humanitarian supply convoy to Muan Kwoyen – a show of force intended to break a Solomani blockade of that Vegan world. At the sudden outbreak of war it was caught by surprise and annihilated by elements of the Solomani 2nd fleet. Only a single



cruiser escaped. That vessel – the fleet intruder *Ischiatic Portent* – escaped to begin an epic odyssey across Solomani space. It destroyed 23 Solomani merchant vessels and 13 escorts before being finally run down and defeated by the Solomani heavy cruiser *Minsk* in a battle off Zapuushar/Concord.

Initial Solomani military successes in Diaspora and the Old Expanses sector gradually turned into stalemate as the Imperium built up its forces and learned from its mistakes. From 998 onward the Solomani Rim became the central theatre of the war as the Imperial Navy pursued a strategy aimed at liberating the Vegan worlds and other pro-Imperial worlds and then striking at the heart of Solomani power on Terra. Imperial fleets began a steady advance along two lines converging on Terra, with the design of surrounding a huge pocket of Solomani space. It was theorised, correctly, that the Solomani would be unwilling to withdraw from Terra. When the Vegan worlds were liberated in 1001, the Imperium gained an industrial base close to the fighting.

Despite the heavy fighting that followed most worlds in the Solomani Rim suffered less than other war-torn sectors. Worlds in neighbouring sectors were often targeted for devastating hit-and-run raids by Imperial cruiser squadrons; in contrast, the Solomani Rim was in the direct path of Imperial fleets with sufficient resources to take and hold worlds.

This would not have spared planets in their path had it not been for the decision of the Confederation's Solomani Rim commanders to switch from a strategy of defending each world to the end – which they had used in Old Expanses – to one of staking everything on a few decisive battles.

The Solomani Confederation gathered its naval forces in the Rim into a single grand fleet and concentrated its ground forces for the defence of a few key industrial centres. As a result, the Solomani Rim saw the greatest fleet engagements in the war. The Confederation Navy's veteran squadrons won battles at Kagukhasaggan and Aggida only to have their Grand Fleet outmanoeuvred, defeated and forced to retreat after the Battle of Dingir.

The Confederation strategy of decisive battle had an unintended side effect that further mitigated the destruction of the war. Individual worlds within the Solomani Rim were stripped of ships to reinforce the Grand Fleet and of ground troops to reinforce the defences on key worlds like Kidashi, Gashidda, Dingir and most of all Terra. When the Solomani strategy failed and the Grand Fleet was defeated at Dingir and fell back into Capella and Gemini subsectors, there was little left in individual systems in the Solomani Rim to oppose the Imperium.

In consequence, when the Imperium's follow-up forces arrived to consolidate their victories, many Solomani Confederation

world governments made the pragmatic decision to surrender as soon as the Navy jumped into their systems or, failing that, immediately after their system defence boats or monitors were defeated. With a few exceptions in Sol, Dingir and Albadawi the Imperium rarely needed to capture Solomani Rim worlds by assault or bombardment so their populations were spared the worst horrors of war. An unfortunate corollary was that it also left in power planetary governments of dubious loyalty to the Imperium who had a legacy of doing whatever they needed to retain power.

On several worlds the Solomani regimes were sufficiently unpopular that the Imperial advance instead triggered anti-Solomani coups and popular uprisings. Examples of this occurred on Muan Gwi/Vega and other Vegan worlds, among the Aslan on Sarmaty/Alderamin and between the subjugated Vilani and mixed race populations of Nisinasha/Banasdan and Darrukesh/Ultima. These sometimes, as on Darrukesh, led to strong anti-Solomani governments coming into power and sometimes anti-Solomani pogroms or reverse-racism in the post-war years. In a few instances civil wars erupted between pro- and anti-Imperial factions or between political, racial or ethnic factions whose unity had been artificially sustained by Solomani Party rule. The worst examples of this strife took place on Easter and Xiwa in Concord subsector. When a civil war had no clear pro-Imperial faction the Imperial forces usually chose to impose peace on a balkanised planet rather than becoming embroiled in choosing sides. Occasionally this resulted in regimes coming to power that were more authoritarian or repressive than the Solomani governments they overthrew, or laid the seeds of future tragedy, as on Xiwa.

The fighting in the Solomani Rim ended in 1002 soon after the fall of Terra. The Imperial forces had generally advanced up to an approximate line that stretched along the coreward edge of Albadawi, bulged slightly into Capella and Gemini and ran across the Kukulcan border. Aside from exhaustion, there were two reasons for the Imperium to halt at this point. First, this approximately matched the astrographical feature known as the Rimward Gap, a starless region a few parsecs across. While Imperial warships could easily jump across it, the region provided a natural, sparsely populated border. Second and more importantly, the Rimward Gap loosely marked the original extent of Imperial territory. The worlds beyond the Gap, such as those of the Near Boötes Cluster, were ones that had never voluntarily joined the Imperium, or which had been exclusively colonised by pure Solomani after they became autonomous. By halting at the Rimward Gap the Imperium made the statement they would take back what had once been theirs but nothing more.

In practice, such gestures were moot. The Imperial forces had exhausted its reserves of strength. The high command decided to negotiate a temporary armistice with the Solomani, who were



themselves grateful for the respite. The temporary armistice became permanent, as neither side felt capable of continuing the war.

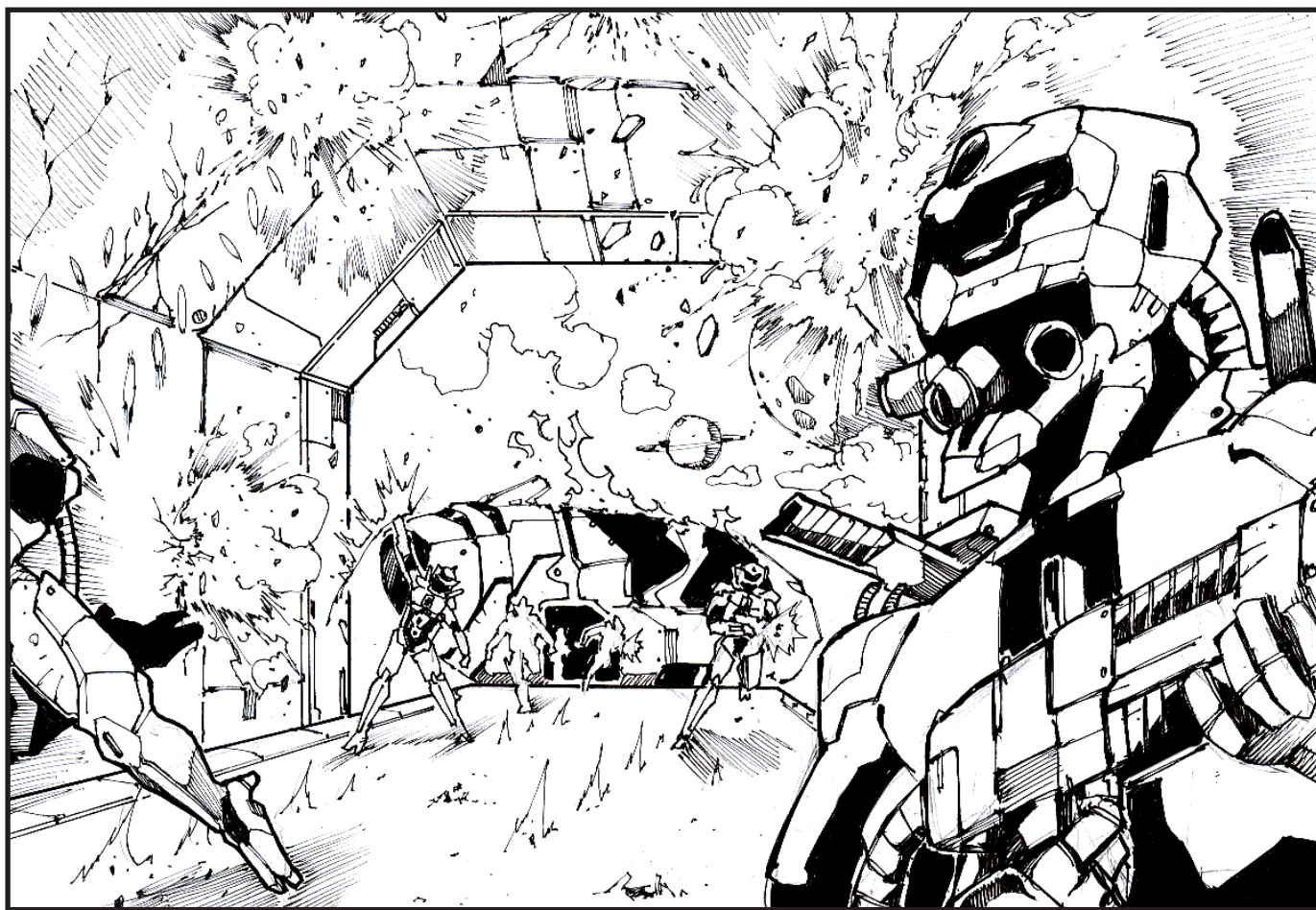
Post-War Reconstruction

In the Solomani Rim, the Imperium faced the Herculean task of occupying hundreds of worlds. Some had welcomed the Imperium as liberators but many considered them foreign conquerors. Although the Imperial forces were usually strong enough to dissuade open revolt they still faced hostile populations and sporadic guerrilla or terrorist attacks.

Worlds that had resisted the Imperium were garrisoned by the Imperial Army and Marines and direct military rule was imposed. The occupational forces worked to restore order, dismantle the institutions of the Solomani Party and SolSec regimes, disarm co-opted local military forces and re-establish the old system of Imperial nobility. Surviving noble houses that either loyally resisted the Solomani Movement or were driven to exile were restored. Where this was not possible, new noble houses were created, or lesser nobility promoted. Rivalry still exists between the so-called 'resistance' and 'exile' houses, with their long and distinguished histories, and the newer noble families.

After major Imperial counter-insurgency operations – notably the eradication of the Phoenix Project network on Terra between 1040 and 1045 – the Imperial government was confident it had solidified its hold over the Solomani Rim. Most major guerrilla groups on Terra and other strongly pro-Solomani worlds had been defeated by 1045, save a few exceptions on the sector's periphery like the Kidashi insurgency. In 1048 Emperor Paulo III was sufficiently pleased by this progress that he instructed the Archduke of Sol to begin restoring political liberties where this would not compromise security. Worlds would even be allowed to form Solomani Parties, provided that these groups renounced violent revolution and accepted Imperial sovereignty.

Over time, these concessions also helped thaw relations with the Solomani Confederation, allowing moderate factions such as the Rim Federalists to gain influence in the Secretariat and over the Confederation military. This led to a general easing of border tensions and resumption of commerce. Merchant starships of both sides could now routinely cross the border without harassment by warships or intrusive inspections. As the economies recovered from the war the spirit of détente began to prevail. Trade picked up, bringing with it a sense of renewed prosperity to the Solomani Rim.





Except for the small number of worlds that suffered either a full-scale assault or a post-war civil war the Rim's planetary infrastructure had survived relatively intact. This stood in marked contrast to neighbouring sectors like Old Expanses where many worlds had been devastated by invasions and counter-invasions early in the war. This enabled the Solomani Rim to become the centre for Imperial and Solomani post-war reconstruction and allowed the sector to quickly rise once again to its former glory.

The post-war century was particularly advantageous for the Solomani-controlled subsectors of the Rim: Capella, Gemini, Jardin and Kukulcan. During the majority of the Solomani Rim War these subsectors were safe behind the Confederation's lines. Some border worlds such as Smade's Planet were devastated by raiding Imperial cruisers but most survived untouched. As a result, the four Solomani subsectors of the Rim also recovered quickly from the war's devastation and indeed saw their economies flourish in the post-war era. Another reason for their prosperity was the rimward shift in the axis of the Solomani economy. Before the war the Solomani Confederation's economic heartland were the worlds on the Rim Main trade routes such as those of Harlequin subsector and the old Solomani worlds of Sol and Dingir subsectors. In the decades after the war, political and economic power shifted rimward. Once hostilities with the Imperium cooled the worlds in Capella, Gemini and Kukulcan subsectors in particular found themselves perfectly placed to benefit from the trade that now began to flow between the Imperium, the border worlds and the younger but rapidly-expanding economy of Aldebaran sector, which now housed the new Solomani capital of Home.

The rimward Solomani worlds in Capella, Gemini and Kukulcan subsector also benefited from another unintended outcome of the Solomani Rim War: the exodus of the merchant fleets. During the fighting in late 1001-1002 the majority of the surviving Solomani merchant vessels from Sol, Dingir and Arcturus fled these subsectors to avoid capture or destruction by the Imperial Navy. They were largely absorbed into the merchant fleets of Capella, Gemini and Kukulcan, greatly augmenting their pre-war tonnage. This left these subsectors well placed to dominate trade with the Imperium as relationships thawed after the war. Jardin did not benefit as much as its neighbours, as a large part of the Albadawi subsector merchant fleet had been caught and destroyed attempting to evacuate Kidashi.

The newfound prosperity of Capella, Gemini and Kukulcan were magnified by other changes in Solomani Confederation policy. Secretary-General Ivan Wolfe's post-war reforms provided

greater political autonomy and military strength – in the form of subsidies for Solomani Home Guard forces – to border systems. The decline in the prestige of the interstellar Solomani Party after the war also saw power shift from the bureaucracy toward that of individual world governments and multi-world alliances. All of these factors helped transform Capella, Gemini and Kukulcan subsectors from important but somewhat underdeveloped regions on the periphery of the Confederation to one of its most productive areas. It also created a region where national and commercial rivalries increasingly trumped the Solomani Cause.

Nevertheless, the continued support for the Solomani Cause among many Imperial citizens is a problem that has not been resolved. Although military rule was removed on those worlds where the population proved cooperative, on other worlds hostility continues. There have been occasional nasty surprises such as a nuclear crisis on the world of Xiwa, the rise of terrorist group Rule of Terra and the sudden anti-Imperial uprising on Scaramouche in 1098. Tensions between Humans and Vegan separatists are also causing trouble; these might or might not be linked to Solomani Party radicals. On the most pro-Solomani worlds, including Solomani strongholds like Terra, Gashidda and Kidashi, military rule still remains, even a century later. On Terra at least, overt acts of resistance are declining and military rule is scheduled to be lifted between 1109 and 1011. The Solomani Confederation continues to generate a great deal of propaganda regarding the future liberation of Terra, support for patriot insurgents on Kidashi and elsewhere and the reconquest of its lost territories.

This plays well with the more hawkish factions of its own populace but border incidents on the Solomani Rim are becoming rare and détente prevails, largely thanks to the moderating influence of vested commercial interests on both sides of the line. In public at least, the Solomani Confederation seems to have transferred its real attention to its rimward frontier and to handling political problems and internal rivalries. The main risk to peace is that if these divisions worsen, some factions in the Solomani Confederation, such as SolSec, may see stirring up conflict with the Imperium as a way to restore unity.

For now an uneasy peace still holds, perhaps because the Solomani Rim is one of the wealthiest and most productive sectors in Charted Space and neither side wishes to risk that prosperity without good cause. One mark of this is that the Archduke of Sol's seat, presently located in Diaspora, may soon be moved into the Solomani Rim.



Timeline

Date	Events
-315000	Ancients visit Terra and take Humaniti to over 100 worlds.
-15000	Rise of modern Homo Sapiens subspecies on Terra.
-9000	Creation of the Vegan Covenant on Muan Gwi.
-6000	Vegan space age; early interplanetary and sublight travel.
-5723	Geonee traders provide Vegans with jump drive.
-5122	Formation of the Vegan Polity.
-5000	The Sharurshid bureau of the First Imperium reaches the Rim Province.
-4520	Fixed point of 1AD in the calendar on Terra.
-4467	First contact between the First Imperium and Vegan Polity.
-4445	Vegan Consolidation War.
-4100	Vilani contact the Gurungan and integrate their world into the Rim Province.
-3500	Vilani <i>Kimashurgur</i> dissident empire in Dingir and Albadawi subsectors.
-3400	First Imperium conquers <i>Kimashurgur</i> ; the empire halts 3 parsecs from Terra.
-2559	Space flight begins on Terra.
-2510	Archimedes base established on Terra's moon Luna.
-2468	Titan Conflict over control of the resource-rich gas giant moon.
-2438	Megacorporation GSbAG allegedly founded on Luna.
-2431	Terrans develop jump drive.
-2427	Terran starship contacts Vilani at Barnard/Sol.
-2408	Interstellar Wars begin between Terra and the First Imperium.
-2398	Terran governments and off-world colonies form Terran Confederation.
-2395	Mars admitted to the Terran Confederation.
-2275	Formation of the Terran-Vegan Alliance.
-2266	Ninth Interstellar War ends. Terran forces conquer Solomani Rim sector.
-2219	End of Interstellar Wars era and defeat of the First Imperium.
-2204	Military coup replaces Terran Confederation with the Rule of Man.
-2204	Dingir/Dingir becomes capital of Rule of Man. Terra loses its political power.
-2200	Term 'Solomani' is coined and soon comes to refer to the Rim.
-2176	Rule of Man's capital moved from Dingir in the Solomani Rim to Hub in Massilia sector. The Solomani Rim is now just a province in the Rule of Man.
-1850	Long Night begins in Solomani Rim as contact is lost with the capital on Hub.
-1695	Rule of Man authority in the Solomani Rim as the Provincial capital on Dingir can no longer afford to support the fleet.
-1690	Terran Mercantile Community (TMC) formed.
-1650	Vegan Polity achieves independence.
-1500	Reaver fleets begin menacing the Solomani Rim.
-1200	Terran Mercantile Community pulls back to Sol subsector.
-1136	Dingir League formed from remnants of the old Rule of Man government.
-1118	Large reaver fleet defeated at Jaroslav by Dingir League and TMC forces.
-1115	The Easter Concord is formed.
-1110	TMC becomes the Old Earth Union.
-574	Ililike-Sirius War fought between Old Earth Union and Dingir League.
-450	Old Earth Union attempts expansion into Capella and Gemini.
-430	Several worlds in Capella and Gemini subsectors form the Boötean League.
-420	Civil War in the Old Earth Union.
-242	Arcturus Federation formed.



Date	Events
0	Dawn: Foundation of the Third Imperium.
100	Imperial scouts reach Solomani Rim sector.
200	Civil War in Arcturus Federation.
300	The Old Earth Union and the Arcturus Federation explore Arcturus subsector.
305	Easter Concord petitions to become an Imperial client state.
426	Easter Concord is absorbed into the Imperium.
450	Jardin subsector colonised.
550	Vegan Polity pressured into joining the Imperium.
582	Dingir League joins the Imperium.
583	The Arcturus Federation joins the Third Imperium
588	Old Earth Union joins the Imperium.
604-622	Civil Wars in Imperium.
680	First Solomani Party government elected on Terra.
704	Solomani Autonomous Region, also called the Solomani Sphere, is formed.
705	Jardin forcibly integrated into the Solomani Autonomous Region.
706	Boötean League joins the Solomani Autonomous Region.
716	The Archduchy of Sol lapses.
750	Solomani Party becomes more radical.
760	The Imperial nobility are effectively extinct within the Solomani Rim.
800	The entire Vegan region has come under Solomani Movement rule.
850	Solomani political theory becomes increasingly racist and chauvinistic.
871	Solomani Confederation founded with its capital on Terra. Imperial Naval Intelligence discretely takes control of the Psionics Institute on Terra/Sol.
876	Palace of the Secretary-General constructed in the Andes on Terra.
900	Oppressed Vegans and Vilani in the Solomani Rim seek Imperial aid.
975	Emperor Styryx begins planning a Vegan Autonomous District.
989	Solomani re-assert claims to full control over the entire Solomani Sphere.
990	Solomani Rim War begins.
1001	Fighting in the Solomani Rim as Imperial fleets drive into the sector.
1002	Kidashi falls with massive civilian casualties. Solomani commanders consolidate a Grand Fleet under Ivan Wolfe. Despite early victories the Grand Fleet are defeated but not destroyed at the Battle of Dingir. The Imperium captures Terra but suffers heavy losses. An armistice is signed ending the war.
1004	Vegan Autonomous District formed as a counterweight to any potential renewal of Solomani ambitions in the Solomani Rim.
1020	Imperial University opens on Muan Gwi.
1032	Lagash made capital of Sol subsector, displacing the traditional role of Terra.
1040	Massive counter-guerrilla effort mounted on Terra against the Phoenix Project.
1045	Ostensible destruction of Phoenix Project on Terra.
1052	Solomani and Imperial Navies allow for improved commerce. Period of détente.
1059	Growing piracy problem in Jardin subsector is officially acknowledged. Solomani Ministry of Justice refers to 'Jardin Syndicate' by name.
1060	Ancient site discovered on New Greenpernt by Solomani archaeologists.
1065	Easing of military rule on Terra.
1080	Thetis-Laputa alliances threatens power of Kukulcan in Kukulcan subsector.
1095	Military rule further eased in Terra system; Solomani Party legalised there. Nuclear war on Xiwa/Concord.
1098	Unity Uprising on Scaramouche/Harlequin crushed by Imperial forces.
1102	Etienne Adair, Archduke of the Domain of Sol, dies of natural causes. His son Kieran succeeds him.
1104	Kukulcan government blames a pirate attack on Thetis-Laputa tradewar.

The Imperium

The greater part of the Solomani Rim – approximately 12 of its 16 subsectors – is ruled by the Third Imperium. Within the Imperial-dominated territory lies the Vegan Autonomous District, a nominally independent two-subsector region under the control of the alien Vegans. It is a client state allied to the Imperium.

The Solomani Rim has the usual system of Imperial nobility in place. Individual worlds are represented by barons or marquises and larger groupings by an Imperial count, with each subsector having a subsector duke. Worlds under military rule do not have resident nobles although they may have non-resident members of noble houses in waiting.

A normal sector in the Imperium has one duke for each of its 16 subsectors. One of these dukes typically rises to prominence and takes the position of Sector Duke, dealing directly with the archduke and exercising executive authority over the senior echelons of the sector's Imperial military and bureaucracy.

There are only nine subsector dukes in the Solomani Rim. This is fewer than the usual 16 due to six subsectors falling largely under Solomani Confederation or Vegan Autonomous District control and one subsector, Ultima, having a vacant ducal seat.

The present sector duke is the aging Duke Robert haut-Beaudoin of Dingir. Until Archduke Kieran Adair removes his capital from Diaspora, Duke Robert is the ranking Imperial noble resident in the Solomani Rim. He is more conservative than Archduke Kieran and has been sceptical of the latter's activist agenda. Should the Archduke move his court to the Solomani Rim this may also diminish Duke Robert's own autonomy.

The Imperial portions of the Solomani Rim are part of the powerful Domain of Sol, which also includes parts of the Alpha Crucis, most of Old Expanses and all of Diaspora sector.

The Archduke of Sol

The emperor's viceroy for the Domain is the recently ascended Archduke of Sol, Kieran Langos Adair. He became archduke upon the death of his father in 1102. His seat is Libert/Libert in the Diaspora sector. Archduke Kieran's racial background is Solomani but his family has a history of loyalty to the Imperium. He traces his ancestry to Baroness Arielle Adair, the Grand Admiral who served as supreme commander of Imperial forces during the Solomani Rim War. She was named Archduchess of Sol by emperor Gavin in recognition of her service at the end of the war. She ably supervised the Imperial occupation and restoration throughout the Domain, and the creation of the Vegan Autonomous District.

Although Archduke Kieran lacks his great-grandmother's military prowess he has enjoyed a distinguished career in the Imperial Diplomatic Corps in Dark Nebula and Reaver's Deep,

where he became familiar with both the culture and politics of the Solomani Confederation and the Aslan. The Archduke is considered to be close to Emperor Strephon and something of a moderate and reformer. It is believed that he supports continued détente with the Solomani Confederation and sees the Imperium as taking a more activist role in improving the lives of its citizens. He is presently unmarried.

Archduke Kieran has spent the last two years dealing with diplomatic and economic affairs in Diaspora and Old Expanses sectors. He now intends to turn his focus to the Solomani Rim. The capital of the Domain of Sol has been in Diaspora subsector for over two centuries but the Archduke is now contemplating moving the capital to the Solomani Rim. This is a move that can be seen as an expression of his own, and the Imperium's, confidence in the stability and prosperity of the region. Intrigue swirls around the choice of a new capital location. Whichever world and subsector is selected is likely to experience a significant economic boom. The Archduke of Sol is perhaps the most important noble in the Imperium outside the emperor's own family. Whichever world is selected may rise to an importance second only to Capital itself.





THE SOLOMANI CONFEDERATION

The Solomani Confederation dominates four of the sector's 16 subsectors – Jardin, Capella, Gemini and Kukulcan – along with a couple of worlds in Albadawi subsector. The Solomani claim to these subsectors is by right of colonisation and self-determination. Most of the worlds in these subsectors either never joined the Imperium or were colonised when the Rim was an Autonomous Region outside the Imperium's control.

In the Confederation territories of the Solomani Rim the executive power is held by the heads of state of individual worlds or by the Solomani Party leaders that pull their strings. There is no single unified subsector or sector executive: the worlds send their representatives directly to the Secretariat that governs the entire Confederation.

This means there is no sector capital: all self-governing Confederation worlds are equally independent member states. Legally speaking, there are no subsector capitals either. However, the Confederation Navy, Army, SolSec and the various ministries of the Solomani Party-dominated Confederation bureaucracy do maintain fleet headquarters and coordinating offices in each subsector. In the Solomani Rim – unlike some other sectors of the Confederation – these offices are centralised on a particular world. Imperial maps refer to these as 'subsector capitals' but that term is not officially used by the Solomani.

The Confederation worlds along the Imperial border, which are profiting most from trade with the Imperium, are those which are most in favour of the continuation of peaceful relations. Further in from the border, where trade with the Imperium is not as important, there is greater militant sentiment. Inhabitants of the rimward frontier feel that peace with the Imperium will result in more attention being paid to their economic development.

The majority of the Confederation's people want peace with the Imperium, not war.

In spite of this, a fair portion of the citizens of the Solomani Confederation support anti-Imperial organisations, some of which make terrorist raids across the border into the Imperial portions of the rim.

Sector Political Powers

All Solomani worlds in the Rim are 'officially' governed by the Solomani Party, the binding organisation under which political and government activity is conducted within the Confederation. The Party, in various forms, also exists on most worlds with a significant ethnic Solomani population within 20 parsecs of the Confederation border. However, in the Rim the Party is discredited by the loss of the Solomani Rim War. Real power in the Confederation is held by the planetary governments, Party factions and alliances. As the Confederation grants its

worlds significantly more autonomy in regard to their planetary affairs, interworld factionalism exists to a greater degree than is tolerated in the Imperium. The major Solomani coalitions are:

Near Boötes Cluster: Spanning parts of Capella and Gemini subsector, this is a historical remnant of the ancient Near Boötes League with significant economic and political strength. Boötean mercantile interests favour peaceful trade with the Imperium and their influence with the Confederation government is considered to be the primary reason for the unofficial détente between the Confederation and the Imperium. They have been remaining carefully neutral in the Kukulcan-Coalition dispute.

Kukulcan: The most populous Confederation world in the Solomani Rim is a power in its own right. The Solomani constitution awards delegates to the Secretariat based on gross planetary product. With the largest Solomani population and a well-developed TL 13 economy, Kukulcan has long exerted economic hegemony over much of the region. Now an alliance by rival powers Thetis and Laputa and bureaucratic paralysis on Kukulcan itself threatens its position.

Thetis-Laputa Coalition: A mercantile coalition recently established in Kukulcan subsector by the second and third most populous worlds there. An alliance of government and corporations within the coalition has begun using an aggressive tradewar strategy to impede Kukulcan's access to markets, severely damaging their rival's economy. Despite tactics that verge on piracy, they have been able to muster enough votes in the Secretariat to prevent effective intervention by the Confederation government.

Jardin: The dominant world of Jardin subsector is a harsh Solomani Party-run dictatorship whose ruler would like to exert a greater hegemony. In practice the society of Jardin, with its extreme emphasis on racial eugenics, is considered too extreme even for most Solomani worlds. Jardin nevertheless has influence of a leader of a militant, 'purist' anti-Imperial factions in the Secretariat and interstellar Solomani Party and as a major trading centre thanks to its importance as sector headquarters of Transstar.

Solomani Confederation Party Factions

The Solomani Party holds sway to a lesser or greater extent on all Solomani Confederation worlds. There are also branches of the Party on most non-aligned and many Imperial worlds, although these may be operating covertly or illegally.

The Solomani Party is relatively weak in the Solomani Rim due to the strength of planetary governments and regional associates like the Near Boötes Cluster worlds. It is divided into dozens of powerful, and hundreds of local, factions. A few of these factions are powerful enough to exert significant influence on many Solomani worlds.



Rim Hawks: Also nicknamed the Black Swans, this faction dominated by those with anti-Imperial views who advocate for a strong Confederation military capability of either deterring Imperial attack or engaging in offensive action if the correlation of forces and events make that possible. The Rim Hawks support a strong central government and increased Confederation military spending on the Navy and Army forces. They are very wary of Imperial intentions and nervous of the growing strength of Depot and the increasing economic and military potential of the Vegan Autonomous District. Black Swan is an ironic name assigned to the faction by its critics who have accused them of harping on the need to be prepared for sudden events that may lead to upheavals in the Imperium that could either trigger Imperial attack or present an opportunity for Confederation military action. The faction has since embraced that name as their own. The Black Swan faction has strong support in Jardin/Jardin, in the Navy and on some worlds close to the Solomani-Imperial border.

Rim Purists: This faction believes the maintenance of racial purity is of vital importance. The loss of the Solomani Rim War was not a disaster from the Purist point of view as it resulted in many of the mixed-race, Vilani, Aslan and Vegan worlds being left behind in the Imperial sphere. The largely pure-Solomani makeup of the remaining worlds held by the Confederation in the Solomani Rim subsectors means the Purists have few racial problems to worry about. Their goal is to keep it that way by preventing mixed-race or non-Solomani arriving from other parts of the Confederation. They do not object to continued trade with the Imperium but fear that close contact may be corrosive to the Solomani Cause and lead to the rise of factions like the hated Embracers. Rim Purists emphasise strong Home Guard forces, stringent genetic testing and laws that prevent and control the immigration of non-Solomani.

Rising Phoenix (also called Terra First!): This faction believes priority should be given to using all means – diplomatic, military or through supporting resistance groups – to force or negotiate the return of Terra to the Confederation. They actively support resistance groups in Sol subsector.

Vega First: A minority faction of the Black Swans that advocate a military strike against Vegans before the Vegans can attack the Confederation. Not to be confused with the mostly defunct Vegan Faction who once advocated a special status for Vegans.

Eschatonic Accelerationists: This faction believes the Solomani Cause will achieve its ultimate expression when Humaniti's technology exceeds that of the Ancients and man become like unto gods. They advocate the use of cybernetics and artificial intelligence to this achieve this goal.

Rim Federalist ('Peace Faction'): This moderate faction wants to reduce central control by the Confederation and

bureaucracy. They argue for ongoing détente with the Imperium to ensure trade and economic growth and allow lower military spending and hence reduced Confederation taxes. They favour a somewhat smaller Confederation Navy, drastic reductions in the manpower of the Confederation Army and greater emphasis on local Home Guard forces. The Rim Federalists are dominant in the Solomani Parties that control governments in the Near Boötes Cluster and among many low-population worlds in Jardin subsector. They are also popular on Kukulcan.

Pure Federalist: This faction is similar to the Federalist but do not favour closer relations with the Imperium. They want a devolution of more power to local Solomani parties so that they can get on with the important business of creating a perfect Solomani society. They are influential on higher-population worlds in Jardin subsector.

Solomani Solidarity: A widespread faction found on most Solomani worlds but with limited political power. It advocates active support for Solomani Parties and guerrillas in the Occupied Systems and continued support of the Solomani Cause.

Pan-Earthers: A radical Party faction that believes that all races that originated on Earth including all of Humaniti – as well as uplifted Dolphins, uplifted Apes and Vargr – are really Solomani and should be granted the same rights. They would like to see a unified Imperium. They are generally considered to be dangerous fanatics in the Confederation but have growing strength on some worlds in the Imperium, including Terra.

The Brotherhood of Man ('Embracer Faction'): This is a Solomani faction that accepts the notion that Humans are the master race of Charted Space but rejects the idea of any distinctions between the different races of Humaniti, at least those that still can interbreed with Solomani. It accepts the idea that Terra has a special place in the origin of Humaniti but The Brotherhood of Man is popular among mixed-race Solomani and also among some religious groups that look toward Terra and Sol with special reverence. The Brotherhood of Man sees the major enemies of the Solomani as the Vegans and the Aslan; they are also very distrustful of the Hiver Federation races. In the Solomani Rim they are apt to conspiracy theories involving various Vegan *tuhuir* and many consider them a dark power that secretly manipulated the Imperium and Confederation into war. Extremist factions in the Brotherhood of Man engage in actions like protecting mixed blood Humans or Vilani from discrimination and plotting terrorist attacks against Vegans and Aslan.

MEGACORPORATIONS

The great Imperial Megacorporations dominate commerce within the Imperial subsectors of the Solomani Rim. Except for Transstar they have a reduced presence within the Solomani



Confederation, which has various legal barriers restricting their operations.

Megacorporations were active in the Solomani Rim between 500 and c.750. Their activities were constrained when the sector became the Solomani Autonomous Region and then the Solomani Confederation. Solomani Parties restricted their ability to hire non-Solomani employees and imposed a burdensome climate of taxation and regulation. Many megacorporations pulled out of the region in favour of local subsidiaries. In the years leading up to the Solomani Rim War those megacorporations who stayed often had their assets seized and nationalised by Confederation regimes.

In 1004 the Imperium's military victory gave it back control over most of the Solomani Rim but it was a Rim that had been devastated by over a decade of all-out war. Imperial policy was to win hearts and minds and reintegrate the Solomani Rim through a massive program of development aid. Imperial megacorporations were key to financing the rebuilding effort and they returned with a vengeance.

The Solomani Confederation had often demonised Megacorporations, especially those that claimed descent from the Vilani bureaux, as instruments of Imperial hegemony. Upon their return most megacorporations did their best to counter this through strong partnerships with planetary governments and existing corporations. Coordinated public relations offensives emphasised the megacorporation's role in rebuilding the ravages of war and in providing jobs for planetary populations. Generous corporate sponsorship and charitable donations were used to win good will in major centres. Today, many large cities in the Rim boast, for example, a General Products Sports Arena or a Sternmetal Horizons Opera House. Billions of students throughout the Rim will attend science or business programs in college on Naasirka or Sharurshid scholarships. Other companies have been less enlightened in their approach.

Delgado

Delgado's recent ascent to megacorporation status – it was founded in 997 – can be traced to profits it made in military contracting during and following the Solomani Rim War. Over the last few decades Delgado's military division has profited from a multi-trillion-credit defence contract to provide nuclear damper and meson screen technology to the Vegan Autonomous District. Recent problems in quality control have endangered this contract. Delgado senior executives are doing everything they can to prevent the lucrative next phase of the Vegan contracts going to rivals LSP and Instellarms.

Delgado's growing portfolio of non-military businesses includes significant involvement in antiquities trading centred both on Terra and on older Vilani worlds. Many Terran antiquities were

taken off the planet during the Solomani Rim War and vanished into the Confederation. Delgado has a network of agents operating quietly in the Solomani Confederation who attempt to acquire these for well-placed clients.

General Products

General Products took the lead in opening up new markets in the sector in the wake of the Solomani Rim War. The company is known here for cheap but reliable industrial products and is the mainstay of starship production. Its Rim operations were aided by a strategic partnership with electronics giant Naasirka, which often provides computers and avionics for its starships and industrial robotic system for its shipyards.

General Products' heavy industrial divisions in the Solomani Rim have been free of the problems that have plagued it elsewhere in the Imperium. After facing public relations problems in some other sectors like the Spinward Marches, General Products have devoted considerable effort to building up its reputation in the Rim as a good corporate citizen. Managers and employees transferred to the Rim offices find the company runs a much tighter ship here. No hint of scandal is tolerated. General Product's Rim division even hires freelance operatives in order to investigate any of its own operations to root out corruption or mismanagement. The Rim branch of General Products enjoys a close partnership with Naasirka. The megacorporation's largest Rim facilities are on Dingir, Khiirshag and Shululsish.

GSbAG

Despite a claimed historical origin on Terra, the company headquarters is actually located well outside the Rim. GSbAG nevertheless has yards in many class A starports throughout the Solomani Rim and is the builder of choice for luxury yachts and couriers. GSbAG is developing plans to build a new civilian yard at one of Terra's starports after military rule is lifted there; Terran ships were once known for their high quality. and GSbAG believe 'made on Terra' will provide cachet among elite Imperial clients of Solomani descent. GSbAG agents are presently studying which of Terra's three ports would be the best location and selecting Terran firms to serve as subcontractors or provide workers.

Hortelez et Cie

This banking and investment megacorporation specialises in loans to planetary governments and the underwriting of large-scale projects of all sorts. Hortelez et Cie was a major player in financing post-war reconstruction in the Solomani Rim and it continues to dominate the financial sphere within the sector. It has branches on all high-population Imperial and Vegan worlds in the Solomani Rim. Residual prejudice against Vilani megacorporations on the many Solomani-inhabited Imperial worlds have given Hortelez et Cie a slight edge over Zirunkariish with many Rim clients.



Instellarms

Instellarms major coup after the Solomani Rim War was an Imperial contract to purchase vast stocks of captured surplus TL 10 to TL 13 Solomani Confederation Army small arms, ammunition, supplies and combat vehicles. These weapons were refurbished, stripped of Solomani identifiers and eventually later resold to planetary defence forces, mercenary units and security forces across the Imperium and beyond. Ironically the high quality of Solomani Army gear has now created a demand among purchasers for both spares and new weapons built to the same pattern. Instellarms originally began manufacturing its own copies of Solomani weapons to fill this demand. As trade relations with the Solomani Confederation have improved it has found it to be cheaper to simply contract with firms in the Near Boötes Cluster to import actual Solomani weaponry.

Instellarms finds it easier to operate in the Solomani Confederation than some other Imperial megacorporations. Unlike all other Imperial megacorporations the Imperial family does not directly own any shares of Instellarms. This allows the company to avoid being punished by certain punitive anti-Imperial Solomani Confederation regulations that impose extra regulations on corporations with financial links to the Iridium Throne.

Ling-Standard Products

This highly diversified manufacturing and mining company has been active in the Solomani Rim in the post-war era. LSP prefers to establish relations with local strongmen, oligarchs and dictators, using bribes and military contracts to ensure access to resources and markets. Often targeted by civilian protests and terrorists, many new LSP facilities have come to resemble fortresses largely staffed by off-world employees and protected by large and unfriendly mercenary security forces. Ling-Standard Products lawyers have also aggressively pursued legal actions against Rim worlds to regain property – and sometimes even entire regions or planets – that were seized centuries ago by Solomani Party governments.

Makhidkarun

This Vilani megacorporation's gourmet food division has been trying to crack the monopoly enjoyed by rival Sharurshid on the export of rare expensive foods, wines and delicacies from the garden worlds of Terra and Gaea.

Makhidkarun's recent attempts to take direct control of the Solomani Rim's electronics consumer goods market have backfired. Its heavy-handed approach to vertical integration has alienated planetary retail outlets throughout the Rim.

Naasirka

This Vilani electronics and information firm has been steadily expanding its influence in the Solomani Rim. The company has a

major robotics research-and-development facility on Shululsish. The company is a prime subcontractor for General Products on the Rim. To facilitate this many Naasirka installations are located adjacent to General Products shipyards. Naasirka electronics are sometimes sold under the General Products label in regions where anti-Vilani sentiment exists – and vice versa.

In addition to operating its own corporate research centres Naasirka's Rim division directly funds a great deal of university research in the fields of computing, mathematics, information theory and artificial intelligence. The company has donated generously to institutions of higher learning throughout the Solomani Rim in order to enhance its access to the pick of their graduates. The new Naasirka Engineering Centre at the University of Terra is one example of their largesse. A more recent initiative by Naasirka is its drive to recruit young Vegan scientists and engineers to work for the company. To this end they have cultivated ties with Vegan *tuhuir* known for their scientific expertise and opened new joint-venture facilities on Muan Issler/Vega.

Sharurshid

The nominal descendent of the great Vilani trade and speculation bureaux that once controlled the Solomani Rim, although its interests here are no longer any greater than those in other parts of the Imperium. It nevertheless has a strong presence on the Rim and a particular interest – going back thousands of years – in the foodstuffs and luxury goods of Terra itself. The majority of rare Terran beverages, wines and spirits are transported in the holds of Sharurshid starships. An exception to this are a few rare and extremely expensive vintages reserved exclusively for the Imperial table. Sharurshid is involved in their selection but they are carried on Imperial Scout Service cruisers.

Sternmetal Horizons

Sternmetal – along with its rival Ling-Standard Products – is the largest mining corporation in the Solomani Rim both on planets and in asteroid belts. The company's industrial division is also the primary supplier of fusion power plants, food synthesis and life support equipment. Many of the Solomani Rim's high population worlds and giant arcology cities rely on Sternmetal equipment and technical support for their very survival. The company has worked hard to earn this trust by emphasising its reliability and excellent service. Rim advertising paints 'Uncle Sternmetal' as the dependable megacorporation that keeps the lights on, the protein flowing and the air pure. Due to the elevated risk of terrorist attacks on critical infrastructure in the Solomani Rim its local divisions also operate a mercenary force who provide and train security guards and emergency response teams that protect critical power plant and life support facilities. Sternmetal's sterling reputation as a straight shooter has also helped the company secure lucrative mining deals, which might otherwise have gone to Ling-Standard Products.



SuSAG

SuSag's presence in the Rim dates from its acquisition of Inidu/Concord from the world's original owners in 425, just before the Easter Concord joined the Imperium. The planet is still a major regional headquarters. SuSAG's pharmaceutical, medical and surgical products, industrial chemical, geneering, chemical and bacteriological weapons, and research divisions are all active in the Rim. SuSAG offices are found in all class A and B starports in Imperial space.

SuSAG has also acquired a few smaller Imperial corporations in the Rim that it allows to continue to function as semi-autonomous entities. The largest of these is Seaharvester, LIC. SuSAG's subsidiaries are sometimes involved in businesses only peripheral to the company's core interests. For example, SuSAG may acquire a company that manufactures vacc suits and combat armour simply in order to ensure that it has prime direct access to its innovative line of high-quality chemical protective outfits.

Its extra-imperial division operates in the Vegan Autonomous District, where among other activities it quietly engages in psi-drug development illegal within the Imperium.

SuSAG has no open presence within the Solomani Confederation worlds and psi drugs are illegal there, as in the Imperium, so no manufacturing takes place. However, SuSAG's extra-imperial division has used various shadowy front companies and subsidiaries to establish installations on dozens of worlds within the Solomani Confederation. In addition to expanding the megacorporation's market share, this helps ensure access to Solomani Confederation biotechnology research, which is often considered to be on par or superior to the Imperium in certain areas, notably genetic engineering. SuSAG's relationship with these subsidiaries is kept hidden to avoid public relations problems and legal issues caused by an Imperial company owning Solomani corporations. The PR problems faced by SuSAG also cut both ways, as the corporation's subsidies are rumoured to supply Solomani regimes with chemical weapons used against dissidents or racial minorities and performed research using Solomani political prisoners as subjects.

Transstar

The largest transportation line in the Solomani Sphere, Transstar is a subsidiary of the interstellar Solomani Party, serving as a source of income to the party and benefiting from the party's influence and power. Actual operations in the Solomani Rim are supervised out of Jardin, although the head office is on Home in Aldebaran sector.

Interstellar shipping is extremely competitive and heavily politicised in the Confederation controlled subsectors of the Rim. Transstar's political connections have helped it dominate shipping in Jardin. It holds a second-place position in Capella,

Kukulcan and Gemini subsectors due to the strength of Saxe Transport and Crown Lines, both of which benefit from close associations and subsidies from their local world governments. Transstar's major freighters and passenger routes generally follow the xboat lines.

Tukera Lines

Since the Rim War, Tukera Lines has struggled to gain monopoly control of the highly lucrative passenger and freight roots in the Imperial subsectors of the Solomani Rim. This has placed it in direct conflict with Sharurshid and local shipping lines such as Solar Shipping and Ewm Shao Gwi. Tukera has used both its connections with the Imperial family and its ruthless intelligence arm, the Vemene, to gain any advantage.

Zirunkariish

This Vilani investment banking and investment house is often demonised in Solomani Confederation history texts as being the sinister power that was responsible for the decline of Solomani fortunes in the Imperium that forced the creation of a separatist Solomani Movement. This was due to the marriage between the heir of its founding noble family, Antiama Shiishuginsa and the Solomani Emperor Zhakirov. Solomani Movement conspiracy theorists, especially those living on occupied worlds outside the Confederation, claim the Vilani megacorporation is still a covert puppet master that manipulates the Imperium. They produce literature drawing tenuous connections between Zirunkariish activities and money to Imperial public figures or policies.

SMALLER CORPORATIONS

Many corporations operate across multiple subsectors of the Solomani Rim but do not yet aspire to megacorporation status. Some examples of these are described here.

ConTech

Consolidated Technologies is a Solomani biotechnology firm originally based in Dark Nebula but now with major holdings in the Rim, especially on Jardin/Jardin and Laputa/Kukulcan. Its main business is agricultural in creating higher-yield food crops that can thrive in diverse planetary ecosystems. It also has close ties with the Confederation's Ministry of Genetics. It has been involved in various controversial eugenics related programs aimed at creating 'perfect' Solomani.

Crown Lines

This new Solomani merchant corporation serves all of Kukulcan subsector. It was formed from the merger of several smaller merchant lines headquartered on Thetis, Ochre, Skanderbeg, Trapezus and Laputa. They have formed a cartel to shut out their rival world Kukulcan. Crown Lines controls the major trade routes out of the subsector and intends to achieve a monopoly over that region's commerce. Kukulcan has been



feeling the pinch and retaliated with its own countermeasures in support of its own national transport lines. These began with government-subsidised price cuts and legal manoeuvring aimed at undercutting Crown Lines but desperation is leading it toward supporting covert 'trade war' operations. This in turn has led to Crown Lines reinforcing its own security including hiring large numbers of Solomani Home Guard and military veterans for ship and port security.

Ewm Shao Gwi

A single corporation dominates Vegan merchant operations in the Solomani Rim. That company is no mere business; Ewm Shao Gwi is also a Vegan *tuhuir* or culture in its own right, with a line of tradition running back thousands of years into pre-starflight history. Ewm Shao Gwi is a Vegan philosophy akin to capitalism, focused on the profitable distribution and redistribution of resources. The support of a trade fleet is a natural outgrowth of this. Although it originated on the Vegan homeworld in their age of sail, the corporation is currently based out of Muan Issler. It serves the entire Vegan Autonomous District and most destinations within six parsecs of its border.

Lamarck Minerals, LIC

Lamarck is an important player in mining and ore processing within the Arcturus, Banasdan and Sol subsectors. Lamarck Minerals manufactures mining and hostile environment equipment and also runs mining facilities in hostile environments and asteroid belts. Lamarck has a somewhat shady reputation. Bribery and strong-arm tactics are often used to eliminate competitors and independent miners. Over the last 40 years the company has suffered a series of reverses including a labour dispute with independent belt miners in the Arcturus system in 1078 that escalated to sabotage of some its facilities. However, its declining profit picture has been reversed in the last two years thanks to the efforts of its new president, Ringiil Urshukaan, the controversial former governor of Scaramouche/Harlequin.

Panstellar

Specialised in high technology, Panstellar sells expert robots capable of designing and safely erecting a building in any environment. Panstellar, founded on Terra, also markets spaceships throughout the Solomani Rim. The regional headquarters is now on Caprice.

Saxe Transport

The Solomani Confederation's Near Boötes cluster is a group of worlds that dominates commerce in the Capella and Gemini subsectors. Saxe Transport, based on Saxe/Capella, is the largest of the cluster's profitable merchant companies. Unlike some Solomani companies its management strives to maintain

good relations with the Imperium and its routes operates across the Solomani Rim sector on both sides of the border.

Saxe is somewhat controversial within the Solomani Rim for the 'racial sensitivity' training programs its elite ship's officers and stewards are expected to attend. These are designed to weed out more extreme proponents of the Solomani Cause who might cause embarrassing and money-losing incidents when dealing with Imperials, Vegan or other alien passengers. Employees who cannot accept this policy are rarely fired but may find themselves transferred away from service on prestigious cross-border passenger routes and relegated to bulk haulers shipping ore between industrial worlds and asteroid belts.

The 'progressive' attitudes of Saxe Transport's management have not endeared it to more militant Solomani Party factions. The company's security is aware of this and warn captains to be alert for threats from Solomani Movement extremists as well the usual pirates and hijackers.

Seaharvester

Seaharvester specialises in exploiting the natural resources of the oceans of worlds in the Solomani Rim. The company was founded 175 years ago and pioneered modern TL 13-15 techniques for sea farming, deep seabed mining and seawater metals reclamation. Its biological division is also involved in extracting useful pharmaceutical, nutritional and cosmetic compounds from numerous species of marine organisms. To this end, Seaharvester has negotiated numerous contracts with planetary governments that provide hunting, harvesting, breeding, farming or even cloning various aquatic species. Seaharvester was recently acquired by the megacorporation SuSAG, although the company continues to operate as a mostly-independent subsidiary of the megacorporation. This allowed SuSAG to secure monopoly control over the biological sources of several important pharmaceuticals, notably PDPT-beta, a broad-spectrum antibiotic

Solar Shipping

Solar Shipping provides major trade route passenger and freight services within Imperial territory of the Solomani Rim. The corporation originally served the entire sector but was forced to abandon its routes in Solomani territory after the end of the Solomani Rim War. The abandoned routes became Solomani Shipping, and Solar Shipping maintains transshipment agreements with that company. In many respects, although the two companies are split, they operate as if they are still one. Solar Shipping is based out of Terra/Sol.

Solomani Shipping

This company operates the abandoned routes of Solar Shipping in Solomani Confederation territory. Solomani Shipping benefits from the relationship with its partner company but its close



ties with an Imperial corporation have also left it vulnerable to insinuations that it is unpatriotic or politically unreliable. Most of these have been traced to Transstar but they have cost the company a significant amount of business. Its homeport is Teucer/Capella.

Thinking Machines Incorporated (TMI)

TMI is an electronics and software giant that specialises in the manufacture of advanced household, commercial and industrial robots and the software that operates them. It also has an extensive line of intelligent interface software, notably TL 13+ expert systems, agents and intellect programs. TMI is one of several Near Boötes Cluster firms that have prospered due to the recent détente with the Imperium. It owes much of its success to technology licensing agreements with Imperial firms and universities. These have given it exclusive access to proprietary TL 15 technology which it adapts for Solomani consumers. The company's recent growth has been impressive. Already the largest robotics manufacturer headquartered in the Solomani Rim, most observers predict it will soon become the Confederation's leading manufacturer of robotics and AI systems.

What is less well known is that TMI is for all practical purposes a foreign subsidiary of the Imperial megacorporation Naasirka, established to give the later company a legal back door into the large and somewhat xenophobic Solomani Confederation market.

TMI's status violates the spirit of several Solomani Confederation laws intended to ensure domestic control of major corporations. However, Naasirka have greased the palms of enough Solomani Party officials in the Near Boötes cluster to enable them to get away with it. SolSec is, of course, aware of the situation but they have been willing to tolerate this fiction. So far, TMI executives and Secretariat delegates from the Near Boötes Cluster worlds have presented a convincing case that the under-the-table arrangement has seen more Imperial technology being transferred to the Solomani Rim than vice versa. However, despite its best attempts at lobbying, TMI has found it difficult to gain Confederation government and military contracts for its products due to nativist factions in the Secretariat . . . and SolSec and Navy concerns that subtle 'back doors' or viruses may be installed in its products. TMI, of course, dismiss such fears as paranoia.

The company is based on Polyphemus/Capella.

Solomani Strategic Technologies (SST)

This is one of the several names under which the Solomani Confederation military do business. SST's operations in the Solomani Rim specialise in the production of military software

and electronics, combat grav vehicles and high-energy weapons. They are a joint corporate subsidiary of the Solomani Confederation Army and Navy the Solomani Rim headquarters is on Twylo/Capella.

Lysander Productions

This is a Solomani heavy manufacturing firm active in the Capella subsector with a headquarters on Polyphemus.

Triple-G Resources

Triple-G is an Imperial mining and refining firm with significant holdings in Arcturus and Banasdan subsectors.

Tsyasha Kwa

This is a Vegan engineering *tuhuir*. In addition to teaching a particular design aesthetic and operating its own engineering academy Tsyasha Kwa builds small civilian and military starships to order for particular clients. It is known for innovative designs and high production quality. GSbAG is investigating acquiring it as a subsidiary but the company has so far resisted integration. Its headquarters is Hsuishlesh but it has shipyards throughout the Vegan Autonomous District.

POLITICAL AND CULTURAL MOVEMENTS

In addition to the Imperial nobility and Solomani Party certain other factions and organisations have a significant presence in the Solomani Rim.

Imperial Solomani Parties

Imperial control of the Solomani Rim is resented by many citizens who still cling to the ideals of the Solomani Movement or just feel they were better off living in the heart of a once great interstellar power instead of the outlying and occupied outer province of an even larger one. In the Imperial area of the Solomani Rim, pro-Solomani agitation is widespread.

Wherever political freedom is tolerated there are generally at least one and sometimes several rival Solomani Parties. Under Imperial military rule – and on some worlds without military rule that have strongly anti-Solomani planetary governments – the actual Solomani Party is banned. Local organisations or political parties may instead operate under other names as part of the general Solomani Movement.

The Solomani Movement inside the Imperium generally adheres to the basic tenets of the Solomani Cause. Its members see the Imperium as an illegitimate occupying power. Like the Solomani Parties in the Confederation it is divided into factions whose views range from moderate belief in the superiority of Solomani culture to a rigid doctrine of Solomani supremacy and sole fitness to rule the universe. Some members are resigned



to Imperial control but seek to work within the system and ultimately restore Solomani leadership of the Imperium. Others advocate ongoing passive or active resistance in the hope of driving the Imperium from their worlds or future liberation by the Confederation.

The latter groups often function as the open 'political wings' of militant groups that seek the violent overthrow of Imperial control over the Solomani Rim.

The majority of pro-Solomani organisations on Imperial worlds within the Solomani Rim are presently non-violent parties working to obtain independence from the Imperium or promote the Solomani Cause through a peaceful process. Their main activities include distributing pro-Solomani propaganda, demonstrating against continued military rule and anti-Solomani discrimination, keeping Solomani sentiment alive inside the Imperium and conducting parades on Solomani holidays. Many also attempt to work within the power structures of planetary governments in order to restore or preserve pro-Solomani racist or separatist discriminatory policies. As long as they do not call for violent anti-Imperial revolution or receive direct support from the Solomani Confederation or its agents these organisations tend to be tolerated by the Imperials. Such pro-Solomani parties exist throughout the Solomani Rim with a few adherents on almost every Human world.

Pro-Solomani sentiment is not evenly distributed over the Solomani Rim. It tends to be strongest on worlds with long-standing Solomani habitation where economic or political conditions have caused the people to look upon the period of Solomani rule as a happier time. The Solomani Movement is strongest on the worlds of the old Terran Confederation, which consisted mostly of the Dingir and Sol subsectors. Solomani sentiment also runs high in the Albadawi subsector, whose current economic problems are blamed by many on the Imperial government and the rimward portions of the Arcturus subsector, which was largely settled under the Solomani Autonomous Region.

Most worlds of this region were occupied by the Imperial military after the war.

The Authentic Movement

This back-to-one's roots social movement was founded by Johann Kramm, a Solomani Imperial whose extremely popular book *The Authentic Experience* encouraged people to rediscover and recreate the best elements of their race's ancestral cultures in order to give meaning to their own lives. Kramm found value in all cultures and encouraged a fellowship of diversity rather than ethnic separatism. The Authentic Movement that his work spurred originated in the Imperial Core where Kramm lived but spread to the Solomani Rim just after the Rim War circa 1010. Its message resonated with war-weary segments of the

population. Despite initial fears that it would serve as a cloak for Solomani nationalism it seems instead to have encouraged greater diversity and tolerance among the minority who practice it. The Imperium now approves and many nobles – especially those from the exile houses – organise lavish Authentic balls or festivals. Even under the constraints of military rule, Authentics make up a significant percentage of tourists visiting historical worlds like Terra and Dingir. In recent years some aficionados claim the movement has become too commercialised removing the element of personal research. Corporations like Makhidkarun now have entire branches devoted to providing popular pre-packaged Authentic Experiences for all major races of Humaniti.

ManFirst Party

This organisation was founded in 1067 by Gustav Murphy, an Esperance political activist. It is a militant Human supremacist political organisation that opposes Vegan influence on worlds with mixed Vegan and Human populations. Its main focus is attempting to block Vegan populations on Ludmilla/Esperance and Esperance/Esperance from joining the Vegan Autonomous District. It is also active on some worlds with human populations in the Vegan Autonomous District. There it opposes the longstanding use of Vegan legal and government systems based on *tuhuir* concepts by Human communities and attempts to promote the virtues of 'pure' Solomani or Vilani culture.

ManFirst shares a similar ideology to the Solomani Party but no direct links have been proven. The organisation is also known to accept members of any Human race. The ManFirst Party has been careful not to officially support the Solomani Confederation, although some individual members have been known to express personal sympathy with the Solomani Cause. The official platform of ManFirst Party is that human-settled worlds in the Vegan Autonomous District should be permitted to rejoin the Imperium.

In 1104 ManFirst won its first election, on Ludmilla/Esperance and has begun legislating to put its separatist ideas into practice. The party does not itself support terrorism or racist attacks but supporters of ManFirst have often been involved in anti-Vegan violence.

Pan-Galactic Friends of Life

This is an ecological activist group with chapters throughout the Imperial worlds of the Solomani Rim. Their goal is to save endangered species and fragile ecosystems through fundraising, investigations, media campaigns, boycotts and protests. They were formed in 1073 on Lagash. Once considered a lunatic fringe group, their successful defence of the threatened dawn singer herds on Phireene/Harlequin in the 1090s earned them respect and greatly increased their membership. The Pan-Galactic Friends of Life rely on raising public awareness rather



than violence but are willing to confront world governments, megacorporations or even the Imperium. They will hire experienced adventurers or investigators for help in high-risk situations, although their budget is somewhat limited.

Society of Sovereignty of Man Over Machine

This Solomani Confederation non-governmental seeks to ensure that autonomous robots and artificial intelligences are designed with proper safeguards to prevent them running amok or being misused. Their main goal is to educate the public in general and Solomani Party members, especially academics and policy makers, of the potential risks of highly intelligent machines and to regulate or prevent their creation. They were formed on Thetis/Kukulcan in the Solomani Confederation but have supporters on other worlds. A small radical wing exists that are willing to use violence to carry out their goals.

Society for the Protection of Terra

An Imperial patriotic organisation formed in Sol subsector in 1050 by a retired Imperial Navy Admiral and supported by many loyalist Solomani members and conservative sector nobles. SPOT advocates the continuation of military rule on Terra to ensure it never again threatens the Imperium. It emphasises the sacrifices made by Imperial forces to take the planet and risk of the Solomani Party regaining power there. SPOT supporters often clash with peace movement or pro-Solomani demonstrators.

Anti-Solomani Activists

Many worlds with mixed race, Vilani or nonhuman Vegan populations suffered repression or pogroms during the Solomani Rim War. The official Imperial post-war policy was to encourage reconciliation; the Imperium had limited ability to control the actions of its planetary governments, some of whose citizens thirsted for revenge.

The most virulent anti-Solomani world in the sector is Iddamakur, in the Ultima subsector. Iddamakur was used as a prison for 'undesirables' during Solomani rule. Although many of the former inmates were dissident Solomani rather than racial minorities, the inhabitants have an understandable dislike for the Solomani cause.

Militant Vilani nationalist movements exist on a few worlds that had Vilani populations that suffered under Solomani rule but which were restored to power or parity following the Imperial victory. Examples of nationalist movements that encourage anti-Solomani discrimination are the governments of Arkiirkii/Harlequin, and Darrukesh and Khedish/Suleiman.

The nations of Easter/Concord are divided between nationalist Vilani and Solomani factions. The Vegans suffered under Solomani rule but are not by nature a vengeful people. Vegan anti-Solomani activities are limited to practical ones of imposing restrictions on Solomani organisations or individuals that directly promote anti-Vegan activity.

The Vegan Truth

This is an activist group, popular among many non-Solomani, who deny that Humaniti originated on Terra. They also teach that Terrans are a minor race who stole the jump drive from a lost Vegan survey vessel that crashed on Earth in Terra's early atomic era. They have gathered a complicated body of proof that suggests this was a hoax perpetrated by the Solomani Movement to prop up their lies of racial superiority and undermine the self-esteem of the rest of Humaniti. Their activities are mostly confined to production of publications and videos, and preaching the 'secret truth of Solomani lies' in seminars to would-be true believers. In addition to the Solomani Rim, it has spread to some Imperial worlds in Old Expansions. Actual Vegan scholars do not support the organisation's thesis, but there is some documentary evidence that Vegan starships may have ventured into Sol subsector in the period in question. The group operates openly in the Imperium. In the Solomani Confederation, SolSec persecutes their activities.

Free Monitors

In the Solomani Confederation the Monitors are SolSec's volunteer undercover informers. On many occupied worlds in the Solomani Rim the monitor network survived the war and military rule but has now morphed into something quite different. It has become a loose fraternity of anti-Imperial computer hackers and whistle blowers dedicated to publicly exposing the secrets of the Imperial nobility, military and megacorporations. The monitors turn the information they uncover over to journalists or post them on anonymous computer networks. Most Free Monitors are simply dedicated to freedom of information but a small number have old ties to SolSec's network. If the latter discover sensitive data that could benefit the Confederation, such as Imperial military secrets, they may attempt to contact SolSec operatives instead of publicly releasing the information.

The Free Monitors are most popular in the Sol and Harlequin subsectors. The movement may have originated among information activists on Prometheus/Sol.

CRIMINAL, PARAMILITARY AND TERRORIST GROUPS

These are organisations with interstellar scope that operate outside Imperial or Solomani Confederation law.



Phoenix Project

The Phoenix Project was a widespread covert guerrilla command, training and logistics network on Terra intended to sow the seeds of a future armed uprising. It was detected and eliminated in a major Imperial military-intelligence operation in the 1040s. The destruction of the Phoenix Project is believed have eliminated the last serious Solomani guerrilla threat on Terra. After its eradication, popular support for anti-Imperial resistance gradually declined. Small terrorist groups like Rule of Terra continue to operate and inflict occasional casualties but are not considered a serious threat to Imperial rule.

Solomani Freedom Army

This early pan-Solomani resistance group was founded in 1002 on Terra and Luna and was active in early guerrilla operations. They took heavy casualties and were mostly suppressed by the 1020s. Offshoots of the group later sprouted on Solomani worlds elsewhere in the Rim. In the 1060s the organisation took a stand against indiscriminate civilian attacks preferring to see themselves as soldiers rather than terrorists. The survivors are often stereotyped as old men and women in rural bars singing patriotic songs and dreaming of better days. Militant groups claiming to be brigades or companies belonging to the Solomani Freedom Army appear from time to time but there appears to be no significant interstellar organisation or coordination amongst them.

Rule of Terra

This is an active terrorist organisation active in pockets of the Solomani Rim sector. They were founded in 1068 by Solomani student radicals on Terra and Prometheus, among them a few violent splinter cells of the Solomani Freedom Army. Their stated goal is to free the Imperial occupied system through a program of armed resistance. In practice their actual strategy is to wage a terrorist campaign in the hope that the Imperium will be forced to maintain unpopular policy of military rule or be provoked into ordering indiscriminate reprisals against Solomani civilians. Rule of Terra believe that a sustained insurgency will eventually wear down the Imperium's willingness to occupy.

Rule of Terra are violently anti-Imperial even by the standards of most Solomani political groups. Their goal is force the return of Terra to Solomani hands through armed resistance. The organisation is interstellar in scope but relatively small. Some of its claimed attacks have

been proven to be accidents while others are the result of other dissident individuals or organisations influenced by its propaganda.

Rule of Terra's main targets are Imperial troops and bureaucrats, megacorporations, off-world tourists and those local businesses or leaders that supply or support the military occupation. Its usual tactics include bombings, kidnapping, hijackings, assassination, information warfare and the reprogramming of civilian robots as weapons. Its cells have been responsible for over 700 terrorist incidents in the last 30 years, most of them on Terra, Fenris and Prometheus. In 998 some 52 Imperial Army soldiers and several civilians died after a hacked robotic tanker truck full of liquid hydrogen was smashed into a military nightclub at LaGrange startown in Australia. This led to renewed effort by Imperial authorities which paid off in 1001 when the Imperial Navy intercepted a freighter carrying Rule of Terra's deputy leader Jack Bowman on his way to Fenris. Following this success the Imperium has become increasingly adept at infiltrating the organisation's cells and anticipating and countering its operations. The group has failed to achieve any spectacular mass-casualty operations since 998. Over 200 members or associates are now serving lengthy sentences on Imperial prison planets.





Rule of Terra continues to operate in independent cells with little centralised control. Although its attacks have failed to engender broad popular support a minority of Solomani see its members as heroes or sympathise with its armed struggle against the Imperium. This has helped keep it alive with new recruits, safe houses and continued funding. Rule of Terra appears to receive sporadic external support and funding from militant non-governmental factions of the Solomani Party. There is no evidence it is actively being supported by SolSec's external directorate or by the Confederation itself.

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

Kidashi Liberation Front

The KLF are one of the best-organised Solomani guerrilla organisations on Kidashi. Due to the strength of Imperial counter-insurgency forces on Kidashi the group has established off-world cells and these have taken to striking targets elsewhere in Albadawi and Dingir subsectors. Their preferred targets are members of the Imperial nobility and Imperial megacorporations that possess sizable investments on Kidashi.

Jardin Syndicate

This is a criminal syndicate that originated in Jardin subsector but has since spread throughout the sector on both sides of the Solomani border. They are involved in a wide range of ventures on different worlds including interstellar trafficking, counterfeiting goods and money laundering. Their largest racket involves preying on non-Solomani humans suffering from persecution by purist regimes on Jardin, Krypton and a few other hard-line Solomani Confederation worlds located near the Imperial border.

They pose as interstellar employment agencies or members of human rights organisations. They collect large payments or promises of payments from members of oppressed minorities in return for promise to arrange their low-cost transport via low berth to 'freedom' and jobs in the Imperium, or to moderate Confederation worlds where the Solomani Movement is less doctrinaire. On some worlds the Jardin Syndicate work in concert with local Solomani Party interests eager to remove racial undesirables from their worlds.

Unfortunately many migrants are forced to pay additional charges for things like bribes, identity papers and life support and end up in debt and forced into sweatshop labour or prostitution. Others are caught by Imperial or local authorities attempting to cross starport extralix zones where they end up in legal limbo.

The Imperium itself is generally sympathetic regarding the plight of refugees fleeing Solomani racial persecution but cannot force worlds to take undocumented immigrants as citizens. Processing refugee claims and finding worlds willing to take in such individuals can take months or years, though able-bodied adults may be offered an option to enlist in the Imperial military.

Pirates of the Solomani Rim

Piracy has a long history in the Solomani Rim. During the dark times of the Long Night entire pirate fleets – the reavers – menaced Albadawi and Ultima subsector. In the troubled years leading up to the Solomani Rim War the Solomani Confederation worlds used privateers to harass the shipping of worlds that were attempting to succeed from the Confederation with Imperial help. After the Solomani Rim War there was a spate of piracy involving rogue Solomani military forces. Although the Confederation Navy had agreed to an armistice the situation was less clear for planetary navies and Solomani mercenary units. Some of these were Solomani loyalists who hailed from worlds whose governments had switched sides and declared for the Imperium. Unwilling to recognise this betrayal they fought on or tried to escape. It took years for the last of these outlaws to be hunted down or escape across the Solomani border.

In the current post-war environment piracy is rare in the Imperial and Vegan subsectors of the Rim. A strong Naval presence aimed at the Solomani Confederation and careful customs checks intended to counter arms smuggling to guerrillas make it difficult for pirates to operate. The high populations, Law Levels and Tech Levels of many worlds in the sector equate to sophisticated police regimes and powerful planetary navies that create an inhospitable environment for interstellar outlaws. The only exceptions are Ultima and Albadawi subsectors where a combination of political and economic factors has occasionally permitted successful pirate attacks.

Piracy is more common in the Confederation-controlled subsectors. The Confederation Navy's patrol forces in the Solomani Rim are overstretched. Military budgets and the focus of planning has gone to fleet squadrons intended to face the Imperial Navy and the creation of heavy planetary defences such as battleship-sized monitors, deep meson gun sites and planetary armies. Keeping the peace between the somewhat fractious planetary governments in Kukulcan subsector has further diverted Confederation attention. The combination of increasing interstellar trade and a Navy busy with strategic commitments has created gaps in coverage. In Jardin subsector in particular naval patrols are generally limited to the main xboat lines, creating opportunities for lawlessness.

The popular image of pirates is of independent freebooters. In the Confederation subsectors of the Solomani Rim most pirate attacks appear to be the result of escalating tradewar disputes by armed merchant vessels associated with rival corporations



and supported by friendly planetary governments attempting to disrupt their rival's trade. A few independent pirates are the casualties of these disputes: ships from smaller trading lines who stole their own ships and turned to piracy after their companies went bankrupt.

INTELLIGENCE AGENCIES

The Solomani Rim is the prime battleground in the shadowy cold war between the Imperium and Solomani Confederation's intelligence and security agencies.

Solomani Security (SolSec) in the Solomani Rim

SolSec is by far the most powerful and influential agency in the Solomani Rim. In most regions of the Solomani Confederation the most important branch of SolSec is the Internal Directorate. This is not the case within the Solomani Rim. Here the External Directorate commands an equal share of budget and influence.

The External Directorate may have more assets in the Imperial subsectors of the Rim than Imperial Intelligence does. The External Directorate is deeply involved in attempts to prop up and manipulate the various Solomani Party and Solomani extremist groups in the Rim. It is involved in funding, supporting, infiltrating and creating legitimate non-violent Solomani Party political organisations – such as pro-Solomani student organisations – and extremist guerrilla and terrorist groups. It is engaged in military, industrial and political espionage. It has a particular interest in the activities of sector nobles and border world governments, TL 15 industrial processes and Imperial military deployments, procedures and equipment. The External Directorate maintains an extensive network of spies and sympathisers within the Solomani Rim, most of Solomani ancestry and some with high positions in Imperial nobility, bureaucracy and military. Most of these spies are ideologically motivated individuals who support or were converted to the Solomani Cause or who hold other anti-Imperial or anti-Vegan ideologies. The Directorate is known for its long-term planning; a SolSec agent may try to befriend or seduce someone from an influential or noble family while they are a young student.

The External Directorate also engages in deniable black operations aimed at causing trouble not directly traceable to the Solomani Movement. Imperial Intelligence suspects but cannot prove, that the External Directorate had a role in manipulating the outbreak of the nuclear war on Xiwa and Vegan-Human conflicts in Esperance subsector. The goal of these operations would be to weaken the Imperium's hold on the Solomani Rim and divert its military and political attention from pro-Solomani border areas.

The coordinator general of the Solomani Rim section of the External Directorate is Manfred Esterhazy. He enjoys

an unusually close relationship and understanding of the Confederation Navy due to a lengthy period undercover as a covert agent within the Capella subsector fleet where he rose to the position of executive officer on an *Independence*-class patrol cruiser.

The agency's still-powerful Internal Directorate exerts pervasive influence in the Solomani Confederation worlds. The agency is concerned with the rise of various radical versions of the Solomani ideology such as the Brotherhood of Earth and spends significant effort infiltrating and monitoring these groups and their supporters.

In the Solomani Rim the Internal Directorate's main concern is its ongoing attempt to monitor and manage political rivalries in a way that strengthens the Solomani Cause. The Directorate are concerned that the increasingly bitter ongoing multi-world conflict in Kukulcan subsector may escalate to military confrontations or destabilise pro-Solomani governments. This places SolSec in the position of using very low profile covert operations in support of centrist politicians, without seeming to do so, as overt action may trigger a backlash that gives ammunition to planetary nationalists. At present, SolSec is uncertain which factions in the dispute represent a greater risk.

The Internal Directorate's secondary but still important focus is counter-espionage against Imperial Intelligence operations. Its main focus is keeping an eye on companies engaged in joint ventures with the Imperium such as Thinking Machines Incorporated and Solomani Shipping. It also carefully watches the millions of Solomani that now travel to and from the Imperium every year from the Solomani subsectors for business, education or tourism. It sees these as potential avenues for Imperial infiltration of Confederation society both in terms of espionage and as carriers of ideological contamination.

Imperial Intelligence

The Intelligence branch is a small part of the Imperial Interstellar Scout Service that correlates and analyses the data gathered by thousands of scouts, including former scouts on detached duty. A smaller part of that branch is the Scout's Espionage division, which is engaged in performing active espionage and counter-espionage missions, including occasional black ops operations. Collectively, the Intelligence branch of the IISS and especially its elite Espionage division are known as Imperial Intelligence.

Imperial Intelligence maintains small offices on most Imperial and some Vegan worlds in the Solomani Rim and has covert agents in Solomani space. Its number of agents is quite small in comparison to those fielded by SolSec but it is superbly trained and equipped with the most advanced (TL 15) Imperial equipment. It can also count on cooperation – sometimes grudging – from other Imperial services, the Ministry of Justice and the police and security apparatuses of planetary



governments. Perhaps more useful are the large number of retired scouts on detached duty and their associates who provide both information and semi-deniable assets for covert operations.

The Imperium does not normally intervene in domestic political activities but those involving the Solomani Party are a special case due to their connection with a foreign state, the Solomani Confederation. Imperial Intelligence's primary effort in the Solomani Rim involves thwarting the efforts of the Confederation's SolSec agency to manipulate pro-Solomani politics on Imperial-occupied worlds. It also focuses on detecting and neutralising Solomani guerrillas and terrorists with a particular emphasis on those receiving external support from SolSec or Solomani Party militants in the Confederation.

Yuri Blackwell (age 62) is the cunning 'old man' of the IISS's Solomani Rim division of Imperial Intelligence and a master player in the game of espionage. He has twice resisted attempts to transfer him to the Spinward Marches; he prefers dealing with opponents who cannot read his mind. He is a close friend of the Duke of Dingir.

Imperial Naval Intelligence

Naval Intelligence may have a larger budget and more personnel in the Solomani Rim than Imperial Intelligence but its focus is far narrower.

Naval Intelligence is chiefly concerned with predicting Solomani Confederation Navy capabilities and intentions as well as those of the Home Guards on border worlds. Some of this involves assimilating and evaluating open source information from Solomani media. Naval Intelligence also gains information from spies, many of them recruited from academics, merchants, tourists or business people whose legitimate activities take them into Solomani space and give them a chance to observe bases or warships. Another primary source of information are defectors from the Solomani Confederation military or corporate community. Naval Intelligence's most striking coups have involved securing the defection of entire Solomani Navy vessels and in some cases making the vessels and their crews 'disappear' so they appear to have been lost in misjumps.

Its counter-intelligence branch is focused on stopping SolSec infiltration into the Imperial Navy and its many civilian contractors. The foundation of this involves careful background checks to identify and monitor individuals with connections or sympathies that link them to the Solomani Confederation or Solomani Movement. Counter-intelligence is also concerned with identifying Solomani agents who may be undercover working as civilians at starports and startowns on worlds with Imperial Navy bases. Such individuals – such as a star town broker, bartender, hotel clerk or prostitute – may be fixtures of the local community who use their regular interactions with

military personnel to gather intelligence on fleet deployments or attempt to suborn or blackmail Navy officers, sailors or Marines. Since the starports are Imperial territory Imperial Naval Intelligence has jurisdiction to identify and eliminate – or turn – these foreign agents.

Naval Intelligence also engages in various highly classified missions that send its own agents into Solomani Confederation space. This can involve sending individual agents or teams on missions to gain information about Solomani military programs or help extract would-be defectors. More often it involves sending stealthy reconnaissance vessels into the outer systems of Solomani Rim border worlds and using long range passive sensors to monitor Navy and Home Guard traffic and signal emissions. Since a lengthy presence can be dangerous the Navy will sometimes simply emplace unmanned sensor stations but these require jumping in every few months to retrieve recorded information.

MILITARY ORGANISATIONS

The Solomani Rim is the central front in the struggle between the Imperium and Confederation. It is quiet now, thanks to the current thaw in the cold war but both sides maintain large military forces in case the conflict should ever resume.

Imperial Navy

Defence of the Solomani Rim is first and foremost in the hands of the Imperial Navy's Solomani Rim sector fleet. It is presently under the command of Sector Admiral Shana Ashran headquartered at Depot. About 25% of the Sector Fleet is present in Depot system where they are engaged in training or refits and also functioning as a strategic reserve. The rest of the fleet is deployed in Albadawi, Dingir, Sol and Arcturus sector to stiffen the subsector fleets on the border.

The fleet is expected to meet the main force of the Solomani Confederation and thus contains most of the sector's battle squadrons. It is supposed to include a sizable Imperial Marine force ready to act as a ready reserve. Due to demands for Marine assistance with occupation and counter-insurgency operations this force is often under strength.

The Solomani Rim sector fleet has the additional responsibility of reinforcing the small Imperial-held territory in Magyar and Alpha Crucis sectors should either be threatened. Fleet organisation follows the standard Imperial pattern: see *Sector Fleet* for more details.

If war seems imminent, plans call for the entire Diaspora Fleet to enter the Solomani Rim to reinforce the Rim Fleet. This has been practiced on a limited scale but only after alerting the Solomani Confederation that such an exercise is underway. If Solomani agents detected a full mobilisation – which would



be difficult to hide – the Confederation would itself deploy reinforcements and war might be difficult to avert.

Each subsector with Imperial worlds has a numbered subsector fleet assigned to it under a fleet admiral. These fleets are built around a hard core of cruisers supported by escorts and patrol ships. The subsector fleets in Dingir, Albadawi and Sol subsectors are also responsible for supporting the Imperial Army-led occupational duties and have a high proportion of transport and assault ships used to working with Army rather than Marine units. The subsector fleets in the Solomani Rim also handle duties that would ordinarily be assigned to planetary navies on worlds under military rule. This has resulted in the unusual step of the Imperial Navy procuring and operating system defence boats for some worlds such as Terra. As there is some institutional opposition to this the SDB wings are under strength and Naval fighter squadrons have also been assigned to perform system defence patrols. Much to the disgust of some fighter pilots these squadrons are often attached directly to Navy bases rather than deployed aboard battleships or carriers.

Imperial Army

Like the Navy's subsector fleets the Imperial Army maintains local headquarters in each subsector. The sector HQ is located at Dingir. Large army forces including aerospace and wet navy units are deployed to worlds under military rule and to key border worlds that lack sufficient planetary defences of their own. Smaller Imperial Army forces engage in various missions throughout the sector ranging from disaster relief to counter-insurgency against Solomani guerrillas.

The ongoing military occupation of some 30 worlds – many of them with high populations – represents the largest single ongoing commitment of Imperial Army personnel in the Imperium. For nearly a century a not-insignificant portion of the budget and doctrinal thinking of Army units in the Domain of Sol has been devoted to managing the Solomani Rim Occupation Force. Service in the Solomani Rim is fairly popular with individual soldiers. Except on a few worlds like Scaramouche or Kidashi the insurgent threat is fairly low. Occupation duty on a civilised world like Terra or Prometheus is far more pleasant than some backwater hellhole in Reaver's Deep or Ley Sector. Officers have found they have had to serve as military governors and policemen rather than soldiers and proficiency in fighting has often taken a back seat to mastery of civil affairs. Some analysts have expressed concern that this long-term focus may have diminished its ability to perform large-scale military operations such as planetary invasions.

Huscarles

Most Solomani Rim marquises, counts and dukes keep only modest household forces (huscarles) that rarely exceed platoon or company strength. These are mainly trained for bodyguard and security duty. A force this size can easily protect against

most terrorist or insurgent threats; larger private armies are considered a bit uncivilised – and also redundant given the sizable Imperial Army, Navy and Marine forces committed to the sector. A few exceptions exist to this rule: the Dukes of Albadawi and Alderamin and Dinger maintain well-equipped household forces in battalion or regimental strength.

Mercenaries

There are hundreds of soldiers for hire in the Solomani Rim. Most troops serving in mercenary units will be Human. Vegans are rare in mercenary units on the Rim, but Aslan are reasonable common, thanks to a few Aslan worlds in the Imperial territories that maintain the *ihatei* traditions; the largest mostly Aslan unit is the Kaiear Legion. A few uplifted Dolphins and uplifted Apes may also serve, mainly in Solomani units. For example, the Carthaginian Marines of Hamilcar, who specialise in amphibious commando operations, have a Dolphin section supporting each of their three companies.

One odd tradition of mercenary units in the Solomani Rim is to claim some tenuous line of descent from various antique Terran or Vilani forces, whether they call themselves the Sacred Band, Samurai, Landsknechts, Spetsnaz or *Shigniit Dia Ugkin* (the Vilani Empire's foreign legion). In a few cases there may be a vague connection but more often it is the result of a few veterans who watched one too many Authentic Movement videos.

Most mercenary units are composed almost entirely of ex-Imperial or ex-Confederation military veterans, who tend to still be patriots and stick to one side or the other of the border. This is especially true on the Confederation side, where mercenaries are often part-time members of their respective Home Guards and subject to reserve call up where a unit's political reliability is often more important than combat capability in getting tickets. An Imperial unit that has been hired to wipe out pro-Solomani guerrillas is not going to get a very warm reception if it decides to cross the border and start looking for tickets in the Solomani Confederation. A good example of this are Skorzeny's Tigers, a battle-hardened grav armour regiment that earned Solomani opprobrium for its employment in Imperial counter-guerrilla operations on Terra after the war. Moreover, any Confederation government or corporation trying to hire it would face harassment from Party militants and SolSec.

A very few units are completely apolitical with leaders who are good enough diplomats to have friends in high places in both the Solomani Confederation and the Imperial governments. This is often handled through Instellarms, one of the only Imperial megacorporations that can legally operate in the Solomani Rim. Their personnel may have a mix of Imperial and Confederation veterans acquired on both sides of the line. There are also units that are small enough that they generally elude political scrutiny, or which have been forced by circumstances to change their allegiance and hope for the best. This was the case for several



mercenary units employed by the Confederation who changed sides when it became convenient to do so late in the Solomani Rim War.

In the Solomani Rim most mercenaries are employed by planetary governments or corporations to bolster their own forces in the many small wars and insurgencies that simmer on both sides of the border, on balkanised worlds, or as security forces for those repressive regimes that distrust the loyalty of their own troops. Mercenaries in the Imperial territories also try to avoid being hired by rebel groups that may have connections with the Solomani Movement, to avoid ending up facing Imperial troops. Tradewar tensions and pirate trouble in Jardin and Kukulcan subsectors mean many merchant lines are hiring mercenaries with shipboard experience as gunners and security guards or to protect their docks and warehouses.

Colonial Fleets and Planetary Navies and Home Guards

The proximity of the Solomani Confederation has led most systems that can afford planetary navies to concentrate on building wings of system defence boats or monitors. The emphasis on non-starships ensure their defences will not be pressed into Imperial service elsewhere in the subsector if a Solomani fleet suddenly arrives in their system

The exception to this are worlds that maintain interstellar colonies they wish to police. Two notable exceptions are Ultima and Dingir subsectors. Ultima lacks a fully functional Imperial subsector government; several worlds there built up their interstellar fleets for nationalist reasons. Dingir has a strong naval tradition dating back to the old Dingir League; worlds not under military rule often purchase a patrol ships or cruisers.

As worlds under military rule are not permitted planetary navies Sol subsector in particular lacks colonial and planetary naval forces.

There may be another reason for the lack of strong Colonial Naval forces in the sector. The Imperial Navy usually urges the nobility to encourage worlds in their subsectors to build jump-capable colonial forces as they provide extra flexibility to the often under-strength subsector fleets. That the Imperium has made little effort to do this in the Solomani Rim may also indicate lingering doubts as to the loyalty of colonial fleets.

All Solomani Confederation worlds have their own Home Guard forces, broadly equivalent to the planetary navies and armies of Imperial worlds. The Home Guard forces of major worlds like Jardin or Kukulcan, and in particular of closely allied worlds like those of the Near Boötes Cluster or Thetis-Laputa, are major powers in their own right.

The Solomani Confederation Navy

Despite the Solomani Confederation only having full control of four subsectors within the Solomani Rim, the sector has been allocated a full-sized sector fleet. This reflects both the political and economic importance of the region, and the heavy concentration of Imperial forces on the other side of the line.

Solomani Rim Fleet Headquarters is presently located at Vantage/Capella. The Solomani Rim Sector Fleet is under the command of newly promoted Sector Admiral Terra Delacroix (age 42). She comes from a working class belter family in Capella/Capella and has a traditional Solomani disdain for the Imperial nobility. Although a native of the Rim, for most of her career, Delacroix served elsewhere in the Confederation. Her last posting was as a squadron leader in Dark Nebula subsector on the Aslan frontier where she demonstrated an uncanny grasp of space tactics and a keen diplomatic ability. Her abilities as a strategist and politician remain untested. Her own rise has helped her family; her sister Luna, an asteroid miner turned Solomani Party activist, was recently chosen as secretariat representative for her homeworld's district.

The Solomani Rim Sector Fleet consists of 12 FleetRons – equivalent to Imperial battle squadrons – two CarrierRons, two AssaultRons, and 12 PatRons. The fleet is heavy on battleships rather than battle riders, with the latter held back in Aldebaran sector as reinforcements. It lacks the cruisers squadrons typical of Imperial fleets. Patrol squadrons are usually broken up in peacetime to patrol individual systems. The fleet is currently divided between Jardin, Capella, Gemini and Kukulcan subsector fleets, although this is a peacetime organisation. The Jardin fleet is significantly smaller than the others. In time of war, the sector fleet is reorganised into ad-hoc task forces. These may be reinforced as necessary by Navy Home Guard elements, which otherwise will handle local defence.

Each Confederation Navy squadron is a self-contained unit including ships of the line, escorts and support vessels. In contrast to the Imperium, distinct cruiser and destroyer squadrons (CruRons and DesRons) don't exist in the Confederation's Solomani Rim Fleet.

Fleet Squadron (FleetRon): This is the equivalent of the Imperial BatRon. Following Solomani Rim War experience those in the marches are built around battleships plus a screen of light escorts intended mainly for scouting. Tanker and courier units are attached. A typical squadron has six battleships, 12 escorts, two tankers, two tenders and six fleet couriers. Solomani escorts are generally smaller than their Imperial equivalents and will rarely play a significant role in the battle line.

Carrier Squadron (CarrierRon): This is based around a large Fighter Carrier and will normally operate in conjunction with



a FleetRon or AssaultRon. Carrier Squadrons are primarily valued by the Confederation Navy for support of AssaultRons and for strategic strike and commerce raiding. Solomani doctrine suggests that hundreds of fighters equipped with nuclear missiles would be used to target merchant vessels, 'soft' industrial targets and orbital stations and highports; a large swarm of fighters might present too many targets for system defence boats or planetary defences to adequately handle. The emphasis is on civilian targets, as military bases or ships would be protected by nuclear dampers and too heavily armoured for the small conventional weapons on a fighter.

A typical CarrierRon is two fighter carriers with a total of 400 to 800 fighters, six escort ships, four fleet couriers, one fleet tanker and one fleet tender.

Assault Squadron (AssaultRon): These are tasked for planetary assaults. Organisation is similar to the Imperial equivalent, with a single large or two smaller assault transports, a dozen escort ships, four fleet couriers, four commando transports, a fleet tanker and a fleet tender. The assault transports carry numerous smaller craft. Unlike Imperial equivalents AssaultRons are associated with Solomani Army divisions rather than Marines. Commando transports are 800-1,200 ton vessels similar in role to the *Broadsword*-class of mercenary cruiser used as commando carriers for special operations

Patrol Squadron (PatRon): Unlike other squadrons, Patrol Squadrons are primarily administrative units broken up into single or paired-vessels rather than operating as task forces. Their main duties are showing the flag, monitoring border systems, peacekeeping in low-population systems and piracy suppression, especially in low-population systems that cannot afford a proper Navy Home Guard. In time of war they are typically used for scouting and diversionary missions. PatRons usually consist of about 20 small combat ships, typically a mix of 200-ton close escorts and 1,000-ton patrol cruisers.

Confederation Army and Marines

In the Solomani Rim the Confederation Army's main bases are co-located with those of navy bases. With no major ongoing contingencies and significant Home Guard forces available, the Confederation keeps a fairly modest Army force in the Solomani Rim. The usual deployment is a brigade or division of Confederation Army troops at those Confederation Navy bases that are currently hosting Assault Squadrons. Bases generally have a Commando battalion and a regiment of Confederation Marines at each naval base. Larger forces at divisional and corps level are held back in other sectors.

Imperial Military Rule

When the Imperium conquered the Solomani Rim subsector all conquered worlds were theoretically placed under military rule.

For worlds that repudiated and rose up against the Solomani Party or who welcomed the Imperials as liberated military rule, this was a bare formality. In many cases the only 'occupation' consisted of an Imperial garrison at the starport, an assigned military liaison to work with the planetary government and perhaps a cruiser or escort in orbit. Often the Imperial forces were tasked with helping restore essential services, providing humanitarian relief and securing Solomani Confederation military bases and weapons.

On many other worlds the end of the war did not mean the end of military operations. Solomani guerrillas remained active well after the retreat or surrender of regular Confederation forces. On some worlds every level of civil society from schools and universities to the justice system and civil bureaucracy were dominated by the Solomani Party and managed in accord with its dogma. The only way to bring these worlds back into the fold was via wholesale replacement of planetary authority with that of the Imperium's through the imposition of a multigenerational period of military rule.

The Imperial forces rarely engaged in full-scale nation building activities. Instead the policy was to use whatever force was necessary – and no more – to crush Solomani organisations that supported armed resistance to the Imperium. The instruments of the Solomani Confederation control such as SolSec were rooted out and institutionalised violations of sophont's rights were eliminated. Over time, the nobility's place as intermediaries between planetary governments and emperor were to be restored.

This slow-but-steady process is still ongoing. The 12 subsectors held by the Imperium were conquered 103 years ago. The majority of worlds conquered or liberated in the Solomani Rim have long since transitioned to civilian rule but military rule continues on 27 worlds that have strongly pro-Solomani populations. Most are in Sol and Dingir subsectors – the former heart of the Solomani movement – or are located near the Solomani Confederation border. In addition, military rule is also in place on two other worlds – Xiwa and Depot – for different reasons.

The day-to-day business of military rule is the responsibility of the Imperial Army even if the first impression of any visitor is likely to be watchful Imperial Marines guarding the starport. On most worlds the senior Imperial Army officer serves as military governor. Worlds under military rule are under martial law. Civil liberties are suspended and army patrols and military police assist or replace civilian law enforcement. Suspects can be detained for lengthy periods with little or no evidence and without trial. Military tribunals replace regular courts.



There are many other restrictions. Worlds under military rule are not permitted to possess planetary military forces. Imperial Army units are garrisoned throughout the planet and often patrol in military vehicles. Membership in certain anti-Imperial political organisations such as the Solomani Party is prohibited. Global computer, media and communication networks and educational institutions are monitored. Limits are imposed on free speech seen as inciting violent resistance to Imperial control. Certain planetary industries including arms manufacturing may be prohibited. The security at starports is tight on persons or cargo entering or leaving the starport. Checkpoints and no-go areas restrict internal travel near sensitive areas or in regions of known resistance activity. The private operation of grav vehicles and other aircraft are often tightly regulated especially near cities or military bases. Weapons are strictly controlled.

The transition from military to civil rule is an ongoing and dynamic process. Its progress is sometimes interrupted or turned back by anti-Imperial uprisings, counter-insurgency operations, and terrorist attacks. The Imperial military is authorised to use all necessary force to retain order and suppress rebellion. Imperial troops are highly disciplined but there have been occasional incidents where military occupational forces accused of and occasionally charged with excessive use of force or sophonts-rights violations. Somewhat more common than direct incidents involving Imperial troops are instances where civilian security forces under nominal Imperial control have been engaged in the torture of suspects or excessive brutality often as a result of using their status to settle local scores. As these lapses provide considerable fodder for anti-Imperial propaganda the Imperial Army policy is to aggressively investigate and punish anyone responsible for such incidents. There have been cover-ups and whitewashes over the last century but in general the Imperial occupation can be characterised as tough but not brutal.

The ultimate goal of military rule is a society that supports or at least accepts Imperial sovereignty. So far the Imperium appears to be succeeding. Over time the Imperial military has generally been able to show a steady reduction in guerrilla and terrorist activity and a gradual increase in popular support for Imperial rule. Imperial policy is to gradually reduce restrictions and lower their military presence as the situation permits. When military rule was first imposed on Terra, the Imperial Army policed the streets in armoured grav vehicles with troops wearing battle dress. Today, that level of force is only likely to be seen on the streets if the military needs to respond to a major incident.

On most Solomani Rim worlds under military rule there is now some degree of civilian government. Although martial law is in effect, there will be a civilian-run civil service, local or municipal government, and civilian police force. The military authorities try to ensure key positions in these organisations are held by Imperial loyalists. Where anti-Imperial sentiment remains strong

these people risk being denounced by Solomani supporters as puppets or collaborators and may be targeted for assassination by terrorists or guerrillas. Imperial Army soldiers may also be tasked with training local security forces and assigned to perform joint operations with them. There is always a risk that any civilian officials or police may contain secret sympathisers of Solomani resistance groups. A more common problem is that Imperial occupational forces have often found themselves inadvertently taking sides in longstanding planetary disputes by supporting a slightly more pro-Imperial faction against another faction. It can be tempting for opposing groups to brand their opponents as anti-Imperial insurgents.

MAJOR RACES OF THE SOLOMANI RIM

The Solomani Rim is, as the name suggests, today dominated by the Solomani race but many other races of Charted Space are important residents or visitors to the sector.

Solomani

Solomani make up the majority of the population in all subsectors of the Solomani Rim outside of the Vegan Autonomous District. They are by far the dominant race in the Sol, Arcturus, Jardin, Capella, Gemini and Kukulcan subsectors but can be found everywhere.

Imperials

Humans of mixed race who identify simply as 'Imperial' citizens make up the next largest percentage of the population after pure Solomani. They are especially common on in the coreward subsectors Ultima, Suleiman, Concord, Harlequin and Alderamin and in Albadawi and Dingir subsector.

Vilani

Pure Vilani are rare in the Solomani Rim but mixed race citizens who culturally identify as Vilani can be found on many worlds. Ironically the racial theories of the Solomani Movement actually did much to preserve Vilani culture. By creating laws that penalised Solomani-Vilani intermarriage and segregating the Vilani into ghettos, the Solomani Movement inadvertently impeded assimilation that might otherwise have taken place. After worlds with significant Vilani populations were liberated by the Imperium, the newly empowered majority often embraced a renewed Vilani nationalism.

Aslan

During the Long Night a few adventurous Aslan *ihatei* made the perilous journey through Magyar to settle worlds in the Spinward subsectors of the Solomani Rim. Tonopah/Albadawi and Sarmaty/Alderamin have Aslan enclaves, both under the Imperium. In the Solomani era these enclaves were tolerated as long as they provided acknowledged Confederation hegemony and supplied



mercenaries for the Confederation. A unit of Aslan *ihatei* even fought against the Imperium during the Invasion of Terra.

The Aslan governments reluctantly compromised with Solomani hegemony although many individual Aslan considered it dishonourable. A few minor clans even engaged in active resistance and guerrilla warfare. This escalated as Solomani racism worsened in the lead up to the Solomani Rim War. Although Aslan mercenaries fought for the Solomani Confederation, others were involved in anti-Imperial rebellions. These resistance clans were rewarded with positions of leadership after the Imperial victory. In Alderamin subsector a loyalist Aslan was elevated to the position of subsector duke. Today all Solomani Rim worlds with significant Aslan enclaves are under Imperial rule.

Droyne

Droyne are present on one world – Kilennur – in the Imperial-controlled Harlequin subsector. The Droyne have been there since before anyone else can remember. The Vilani and Terrans originally believed they were just another obscure minor race; they were not identified as Droyne until well after the Long Night. The Droyne in the Rim keep to themselves and discourage visitors. The Kilennur *oytrip* (community) has a few small starships. Droyne sports may be met on rare occasions visiting other worlds in Harlequin subsector on business.

Hivers

Visiting Hivers and the various client races from the Hive Federation are uncommon but some traders, diplomats, scholars or tourists can be encountered in both the Imperium and Confederation. The best place on the Rim to meet Hivers is Terra. They are fascinated with the Solomani homeworld and enjoy exploring its rich history to better understand – and perhaps manipulate – Humaniti. Now that Solomani rule is over the Hive Federation are negotiating to establish a permanent consulate and enclave on Terra.

Vargr

The Vargr Extents lie far to coreward and spinward so sheer distance has made this race infrequent visitors to the Imperial territories of the Solomani Rim. A few hundred Vargr tourists and scholars make their way to Terra every year out of interest in investigating the world that gave birth to their pre-sapient ancestors. Occasional Vargr who are in the Imperial bureaucracy or military may be posted to the Solomani Rim. Few Vargr ever visit the Solomani Confederation.

K'kree and Zhodani

Sightings of K'kree or Zhodani in the Solomani Rim are extremely rare. These races live far from the Rim and are uncomfortable within both Imperial and Solomani society. Any

visitors are likely to be members of very unusual diplomatic or scholarly missions.

MINOR RACES

The most important minor race in the sector are the Vegans of Muan Gwi. They play a role second only to Humaniti in the affairs of the Solomani Rim and so are treated at length in their own section. A less significant but still notable minor race native to the Rim are the aquatic Gurungan, who are important in Ultima subsector. Other minor races are less significant to the Solomani Rim but may be encountered from time to time.

Uplifted Dolphins

The Solomani Rim has the oldest uplifted dolphin populations in Charted Space. These date back to the era of the Terran Confederation, although dolphins do not control any planetary governments. Most of these colonies are now under Imperial rule.

Dolphins who were raised under Solomani Confederation society or served in its military forces often believe in the Solomani Cause and see themselves as junior partners in that endeavour. Dolphins that have grown up since the Imperial occupation are less likely to have received such indoctrination. They tend to be apolitical outside matters relating to their own communities and are happy get along with humans regardless of their race or politics. Both the Imperium and Solomani Confederation treat dolphins as people.

Uplifted Apes

These are quite rare in the Solomani Rim today. A few scattered communities exist on worlds Albadawi, Sol and Capella subsectors. The Solomani Confederation raised uplifted apes to believe they are second-class citizens. Those living in the Imperium are usually treated as just another exotic minor race of Humaniti or confused with Suerrat.

Gurungan

The Gurungan are a minor race native to Ugarup/Ultima. They are a deep sea aquatic race resembling a blind octopus with six tentacles and sharp teeth instead of a beak. Their primary sense is sonar with a secondary chemical sense. Like most fully aquatic species they cannot survive for long out of water, unless within a humid zero-G environment. Gurungan exhibit extreme sexual dimorphism. Only females are sophonts. The males are tiny parasitic creatures that are absorbed into the females during mating.

The Gurungan mentality is quite alien to Humaniti. They are sometimes considered a 'hive race' as they have little of their own identity but a strong sense of duty toward their planetary



community and species as a whole. Gurungan do not have biological castes and individuals differ among themselves in personality and ambition; they are just far more willing to sacrifice themselves for the good of their community in general and their species as a whole than is Humaniti.

Outside their own species Gurungan do not perceive other beings or races as having importance, value or significance outside of their impact on their own race. In their view the universe revolves around the Gurungan. Aliens may be useful or dangerous, much like any other natural phenomena but that is all. Members of the race have an infuriating habit of refusing to directly address aliens, out of solipsism or arrogance; instead they talk to one another and leave it to listeners to parse the meaning. Despite or because of such behaviour, they tend to be patient and cunning negotiators.

Little is known of their society, though they appear to have evolved from aquatic carnivore/pouncer stock originally lived in deep-sea caves, and now have towns and cities on the sea floor. It seems to be a hybrid feudal technocracy and oligarchy controlled by a single planetary rule family. Xenologists have found some Vilani elements, likely the result of early contact with the First Imperium while they were still in a prehistoric state.

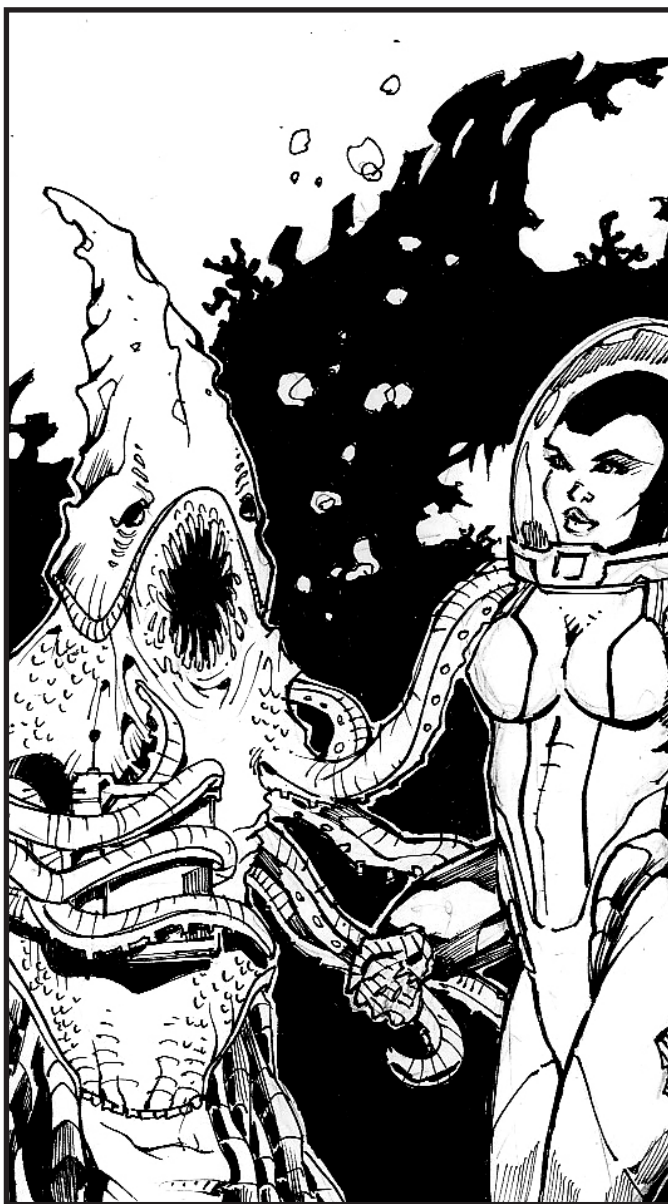
The Gurungan were first contacted by the First Imperium while still a TL 0 species. The Vilani initiated some trade but mainly ignored them, preferring to simply establish outposts to exploit the Ugarup's abundant sea life. The Gurungan learned from the Vilani and slowly improved their technology. They got along better with the Terran Confederation who concluded a favourable treaty with them and also provided technology to allow them to hold their world against Vilani counter-attacks. The only sore spot were Terran dolphins whose sonar used frequencies that irritated the Gurungan. Dolphins in turn found the Gurungan both unpleasant and unattractive. Like most other Vilani client races the Gurungan were casually integrated into the Rule of Man and largely ignored. They colonised one nearby world, lost contact with it during the Long Night, then were re-contacted by the Imperial Scout Service and later by Easter Concord traders, then eventually joined the Imperium, establishing a large trading enclave on an island and accepting a non-resident noble as their representative. During the Solomani-era commercial and political relationships with the Confederation soured and they retreated underwater, closing their enclave. They resurfaced to renew their relationship with the Imperium after the Solomani Rim War.

A female Gurungan adult masses about 110 kilograms. It has Notable Endurance (+2) but is Aquatic and breathes underwater, but is not amphibious. It is blind but natural sonar, equivalent to that of a dolphin, compensates in most situations. Its multiple limbs allow it to hold up to six objects at once although it usually

uses four limbs for swimming or walking. It has Natural Weapon (Teeth) and takes 1d6 damage per minute it is out of water or a humid zero-G environment.

Other Minor Races

The Imperial subsectors of the Solomani Rim are quite cosmopolitan. Merchants, tourists and those employed by megacorporations or serving in the Imperial bureaucracy or military could conceivably come from any of the many minor races living within the Imperium. It is not uncommon to run into merchants from minor races of Humaniti like the squat Geonee or hairy arboreal Suerrat, to find a newt-like Bwap behind an office desk in an Imperial ministry or corporation, or to meet an entire melting pot of races within an Imperial Marine regiment that is on occupation duty.





Except for the genetically uplifted apes and dolphins encounters with minor races are rare in Confederation subsectors. The different races of Humaniti are all subject to prejudice. Vegans are heartily disliked and any so foolish as to visit a Confederation world would face a high risk of public violence or – if a diplomat – assassination by extremist factions. Representatives of the primitive indigenous or ‘prindig’ races subjugated and assimilated by the Confederation are likewise rare in this long-civilised sector. A few prindigs might be encountered as servants or junior employees working for visiting Solomani traders, military or officials from other parts of the Confederation.

THE VEGANS (TYUI)

The Vegans are an alien race native to Muan Gwi in the Vega subsector. Humans named the Vegans after the bright star near their homeworld. They call themselves *Tyui* but prefer the popular term Vegan when interacting with others.

A Vegan is roughly humanoid in body shape with two legs, two arms and a head but completely nonhuman in detail. Their bodies are upright, bipedal and bilaterally symmetrical. They tower over a normal Solomani or Vilani with an average height of 2.2 metres.

Vegans are bisexual, homeothermic oxygen breathers with an average lifespan of over 200 years. Because of their low-gravity origin, they are physically no stronger than a Solomani or Vilani despite their size. They are uncomfortable on worlds with greater than 0.5g gravity fields and completely unable to live unprotected on high gravity worlds.

Vegans evolved in a hot desert region of Muan Gwi. They prefer warm, arid climates but will settle other environments as long as they have low gravity.

A Vegan’s head serves both as a braincase and 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 membrane which acts as a polarised light filter, protecting the eyes from glare like built-in sunglasses. It also serves to keep windblown dust out of the eyes. This filter can be retracted when not needed. The eyes are large, and pick up radiation well into the infrared portion of the spectrum, an adaptation to Muan Gwi’s small red sun. A Vegan’s skull is fixed solidly in place so it cannot turn its head but the fleshy hood containing the eyes can turn through a large arc providing decent peripheral vision. The Vegan 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, grinding food between their opposing sets of teeth.

A Vegan’s arm terminates in three tentacles that provide manipulation ability similar to fingers. Its legs end in broad, splayed feet, an adaptation which prevents them from sinking into soft sand.

Their tall, thin bodies are designed for maximum radiation of heat. The Vegan 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. This obviates the necessity for sweating and its consequent water loss. Their urogenital opening is a vertical slit located ventrally in the lower abdomen. There are no external differences between sexes. All orifices of the body can be sealed to prevent unnecessary moisture loss.

Vegans appear relatively emotionless compared to Humaniti: anger, fear and other strong passions rarely affect them, a result of biochemical differences. They rarely seek power or wealth for its own sake and can be suspicious of those, including a minority of their own race, who are drawn to it. Their long lifespan give them patience. They possess plentiful curiosity, a strong sense of self-preservation but only a mild territorial sense.

A Vegan’s greatest passions are aesthetic and philosophical. They delight in learning, in finding a particular aspect of universal truth, and once they have done so, helping others explore and discover it.

Vegan humour is subtle and intellectual and they are uncomfortable with discussions of interpersonal intimacy. Mating is an instinct and matter of personal compatibility; Vegans care for their young but more in the way a teacher does for school children.

Almost all Vegans dislike committing violence against sapient beings. Many Vegans are pacifists or disturbed by violence but police, soldiers and adventurers do exist. They prefer keeping the peace but will fight when necessary. In such situations their calm fearlessness can make them formidable opponents. A Vegan may not fight for money, anger, or a desire for revenge, but he will fight to protect beauty, an important abstract ideal such as freedom or peace, or to preserve the lives of himself and his fellows.

Society and Culture

The Vegans have been civilised for at least 10,000 years. They have a single interstellar government but are culturally diverse. Society is divided into hundreds of different *tuhuir*, a term that roughly translates as culture, or perhaps philosophy or *tao*. Each *tuhuir* has its own customs, traditions and interpretation of the proper way to live. Some *tuhuir* are associated with particular occupations, such as government, military, or business and



others with specific philosophies, artistic schools or political ideologies. Archaeological studies reveal the *tuhuir* were once separate societies, each associated with a particular geographic location, like countries on ancient Terra. Now, however, they are mixed together in complex patterns with very little territoriality.

Tuhuir are not hereditary. Once a Vegan nears sexual maturity, around age 50, he enters a period of search or pilgrimage, called *irrishtyoshun*, which may last for many years. Eventually, the individual chooses a *tuhuir*. Once this choice is made it is normally retained 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 they enjoy the search as a way of life and never join a *tuhuir*.

The foundation of the *tuhuir* system and Vegan society is the Vegan Covenant, a written ethnical and philosophical system. In simplistic terms, the Covenant establishes a very broad system of rights and freedoms and lays down legal mechanisms aimed at peacefully resolving friction between *tuhuir*. Where both parties accept its conventions, which almost every Vegan *tuhuir*

does, it treats crime and violence as anathema. The Covenant is a secular document but one that treated with great reverence by nearly all Vegans. It forms the basis of Vegan legal systems and governmental practices. It has been expanded upon by thousands of years of interpretation, commentary and case law.

A *tuhuir* may have resources equivalent to a nation and own significant property but does not have a territorial basis. A *tuhuir* is a distinct entity under Vegan law with similarities to both a corporation and religion. Its leadership is typically bureaucratic, selected by seniority, merit, accomplishment or sometimes patronage. A healthy *tuhuir* has several million members but some can be as small as a few hundred people. Some *tuhuir* are set in their ways but most change with the times or split to follow different paths. *Tuhuir* can also eventually die out due to lack of members or poor financial decisions. *Tuhuir* are theoretically independent under law but can form contractual relationships with other *tuhuir* who may function as patrons, clients, or subordinates. It is not uncommon for large *tuhuir* to serve as patrons of multiple smaller but more specialised *tuhuir*.

A *tuhuir* is probably best imagined as the secular equivalent of a religion, although a few *tuhuir* do have religious or mystical elements. It advocates a way of life that its members believe is correct and also possesses a rich cultural tradition. Many *tuhuir* engage in various forms of charitable and public works aimed at helping Vegan society. Civic-inclined *tuhuir* run public services and utilities ranging from legal services to sanitation to hospitals; other *tuhuir* may subscribe to them. Some *tuhuir* are run for profit and function in ways similar to corporations. Most expect members to donate a portion of their income to sustain their funding.

Vegan attitudes toward private property vary by the *tuhuir*. Some follow communal approaches where almost everything is owned collectively while others do not. The intellectual property of a Vegan is typically shared with one's *tuhuir* during a lifetime and then reverts entirely to it after death. Many larger *tuhuir* have their own holdings.

Heretical, criminal and rebellious *tuhuir* exist, although they are rare.

Government and Military

The Vegan Autonomous District is under a single, centralised government. State power is held by a civil service which is selected and promoted by competitive examination. This is a *tuhuir* whose role is to oversee and mediate among all the other *tuhuir*. Its name translates as Guardians of the Sacred Covenant, or Guardian *tuhuir* for short. The Guardian *tuhuir* include police and some planetary defence forces. The Vegan Navy and their Marine units are a separate *tuhuir* with their own distinct culture subordinate to the Guardian *tuhuir*. The Vegan equivalent of the Scout service is another distinct *tuhuir*.



History

Vegans trace the beginning of their modern civilisation to between -8900 and -9100, a dynamic time in their TL 4 period that also saw the writing of the Sacred Covenant that defined the rights of individual Vegans, forbade war between *tuhuir* and set the stage for eventual planetary unification under the Guardians. The Vegans began space travel for scientific, poetic and philosophical reasons; the *tuhuir* responsible for that achievement, *Irriszhia Tuhuir*, still exists in the form of the Vegan Scout Service.

Commercial development of space was slow but with the eventual discovery of gravitic manoeuvre drive and fusion reactors the Vegans created an interplanetary civilisation and began launching generation ships to nearby stars. As they were in the process of doing so they were contacted by Geonee traders in -5723. These provided the jump drive.

The Vegans colonised several nearby worlds before being absorbed by the First Imperium. They resisted integration into the rigid Vilani culture and refused to serve in combat roles within the Ziru Sirka's military forces.

The Vegans cautiously welcomed the advent of the Terran Confederation. After it became clear that Terrans had a chance of victory they rose against the First Imperium and became Terra's first major allies fighting along side them in the final Interstellar Wars. Unlike the Terrans they did not settle or colonise Vilani worlds and were content to return home. They did not welcome the military coup that created the Rule of Man but accepted a place within it as a self-governing polity in the Solomani Rim.

During the Long Night the Vegans, like many other nonhuman races, actually prospered. The Vegan Polity slowly expanded to provide protection to nearby human worlds while occasionally trading with the Easter Concord and Old Earth Union.

Relations between the Vegans and the Third Imperium got off to a bad start. Unlike most of their neighbours the Vegans were unwilling to dissolve their polity and join the Imperium. However, the Imperium was unwilling leave a powerful alien state inside its borders. Facing isolation, embargo and a possible war the Vegans eventually acceded into being broken into individual planetary states by the Third Imperium, which tolerated no threats to its sovereignty.

Relations with the Solomani Autonomous Region were initially positive; the Vegans had the same interest in greater local autonomy as did Solomani worlds and benefited from their historical status as the legendary Terran Confederation's first allies with a shared disdain of both the Imperium and the Vilani. Over the first century of the Solomani Autonomous Region's existence the Vegan *tuhuir* exerted significant political influence in its councils. Solomani from worlds positively influenced

by Vegan culture during the Long Night formed a small bloc within the Solomani Party itself – the so-called Vegan Faction – that advocated a broader definition of the Solomani Cause. This would have granted a special status to the Vegans as the Solomani's first interstellar allies.

The Vegan fall from grace came during the series of general congresses that met to write the Solomani charter and create the Solomani Confederation's body of constitutional law. Although the Vegan Faction had support from delegates from some Solomani Rim worlds, it met fierce opposition. A strident 'purist' faction pointed to the worlds in Esperance and Vega subsectors that had actually adopted Vegan's *tuhuir* system during the Long Night. They drummed up overblown fears of Vegan 'cultural contamination' spreading through Solomani worlds and hinted that their pacifist ideals – if given a platform within the Secretariat – would weaken the Confederation. The Purists bloc received tactical support from centrists who feared the Vegans would form a unified polity in the Rim that would weaken the Confederation central government, and from xenophobic delegates in Magyar and Dark Nebula whose innate distrust of non-human aliens was coloured by their centuries of warfare with the Aslan. In the end, the Vegan Faction failed. No amendment granting nonhumans rights survived voting and attempts to secure special status for the Vegans died in committee, victim of a compromise with the purists that instead secured that same status for genetically-altered humans.

With no Vegan representation in the Confederation and too few human allies in the secretariat, the Vegan Faction collapsed. Over the next few decades Vegan resistance to heavy-handed attempts to install Solomani Party majority governments on worlds with joint Vegan and pro-Vegan Solomani grew. The growing power of SolSec rooted out 'radical' Solomani Parties that supported the Vegan faction. By the 900s the Vegan *tuhuir* came to the conclusion that their only hope for freedom lay in appealing to the Imperium – a path that led them into a direct confrontation with the Solomani Confederation government.

Like the Imperium before it, the Solomani Confederation would not tolerate an alien power in their midst. Demonstrations of Solomani Navy power forced the Vegans to back down. Governors and military bases were installed on all Vegan worlds, and the Vegans were allowed no armed warships. Their economic *tuhuir* were forced into subordinate relationships with Solomani corporations. Vegan emigration was strictly limited while some of their own colonies were opened up to Solomani settlement.

The Solomani Rim War led to a positive change in Vega's status. The Imperial Diplomatic Corps had long advocated a plan that involved granting greater freedoms and a measure of home rule to the Vegan in exchange for their active cooperation. From the beginning a key objective of the Imperial war plan was the



liberation of the Vegan worlds and using them as a base for the final assault on the Confederation's heartland.

In the immediate post-war era the heavy Imperial losses sustained during the invasion of Terra made Vegan cooperation even more vital. The present Vegan Autonomous District was formed in 1004 as a counterweight to the remnants of the Solomani Confederation within the sector. To build up the district's military strength the Imperium also transferred quantities of war material, including numerous older Imperial warships. 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 is undeniable that the creation of the Vegan Autonomous District has been a success. In the century since the Solomani Rim War, the Vegan Autonomous District has blossomed economically and culturally. Vegan art, culture and products have been embraced by the wider Imperium. Muan Gwi, the Vegan homeworld, has begun to eclipse Terra and Dingir as the heart of the Solomani Rim. The Vegans remain Imperial clients but they have begun to take a much more active role in the politics of the Rim.

VEGAN CHARACTER CREATION

Vegans have Notable (+2) Education but Weak (-2) Social Standing. The penalty for Weak Social Standing only applies to starting characters and adult Vegans who have yet to find a *tuhuir*. Most adult Vegan NPCs encountered in positions of responsibility will be members of *tuhuir* and thus possess normal Social Standing.

Vegan's eyes possess the natural equivalent of eye protection (*Traveller Core Rulebook*, p. 88). Vegans suffer only half damage from heat in very hot desert (*Traveller Core Rulebook*, p. 74), and possess infrared vision.

Vegans evolved on a small low gravity world. They are uncomfortable in gravities that humans find normal and suffer in high gravity. When using the High and Low Gravity Worlds rules (*Traveller Core Rulebook*, p. 120) 'low gravity' for a Vegan is 0.15g or less and 'high gravity' is 0.7g or greater. On worlds of 1g or more penalties are doubled and even after acclimatising Vegans still suffer a -1 penalty. Vegans cannot move at all on 1.25g or higher unless using gravitics or powered assistance. Permanent health problems are probable after a few weeks of high-g exposure, for each unprotected week at 1.25g or more, throw End 8+ to avoid a permanent loss of 1 End.

Background Skills and Homeworld

Choose a homeworld from within the worlds in the Vegan Autonomous District. Refer to Vega and Esperance subsector descriptions for a list of suitable worlds.

Worlds in the Vegan Autonomous District with world size 7+ are likely to be Human-inhabited with only transient Vegan populations. Vegan characters should select a homeworld with world size 0 to 6.

Vegans mature slowly by human standards. A Vegan who has selected his background skills is starting at 50 years old rather than 18 years old.

Careers, Drifters and the Draft

A Vegan *must* choose drifter as their first career. This represents the initial period of search that all Vegans participate in as they seek a *tuhuir* to commit to. Vegan drifters are usually wanderers or sometimes scavengers. They may not begin as barbarians.

A Vegan who is a drifter is searching for a *tuhuir*. After each term as a drifter the Vegan may attempt to qualify for another career as usual. Qualifying for a career represents completion of the search. A *tuhuir* is not synonymous with a single occupation but it is assumed that a Vegan who finds his *tuhuir* finds employment in a career that is associated with it. Upon qualification the Vegan's Social Standing is raised by 2, effectively removing the race's Weak Social Standing penalty. This reflects the increase in Social Standing gained after a Vegan finishes search and is considered a full adult.

Vegans do not have a military draft. A drifter who fails to qualify for a non-Drifter career may remain as a drifter next term or the player may finish character creation.

Note that playing a relatively youthful Vegan drifter who is still searching for a *tuhuir* is an excellent justification for accompanying a party of mostly human adventurers.

Terms

Vegans age slowly compared to most races and their lives follow a slower, more deliberate pace. A Vegan term therefore represents 16 years rather than a four-year term.

Vegan Terms	Age after Term Ends
1 term	66
2 terms	82
3 terms	98
4 terms	114
5 terms	130
6 terms	146
7 terms	162
8 terms	178
9 terms	194
10 terms	210
+1 term	+16



Benefits and Retirement

Despite the lengthier period of a Vegan's terms their benefits and retirement pay are equivalent to Humans. This represents their less materialistic outlook and the common Vegan practice of sharing one's financial gains with one's *tuhuir*.

Life Events

The Life Events table (*Traveller Core Book*, p. 34) is general enough that it can apply to Vegans as well as Humans with certain minor qualifications.

Vegans do not mate until they have found a *tuhuir*. If a Vegan is still a drifter, any Birth or Death event should not be construed as the character having produced a child and any type of Relationship event should not be a romantic in nature. Instead the Relationship should refer to the forging or dissolution of close, platonic bonds with a friend or mentor.

Changing Careers

Vegans may change careers but rarely do so. If a Vegan is forced to leave a career other than drifter the player should finalise the character creation process.

Aging

Vegans age more slowly than Humans. The effects of aging begin after a Vegan character reaches 178 years of age. At the end of the eighth term and every term thereafter the character must roll 2d6 on the Aging Table (p. 36 of the *Traveller Core Rulebook*). The usual rules for Aging Crisis apply. Anagathic regimes are not presently available for Vegans.

CHOICE OF CAREERS

Agent, citizen, drifter, entertainer, merchant, rogue, scholar and scouts careers are possible without modification.

Rogue: Heretical Vegan *tuhuir* that support criminal occupations exist but are rare. Apply a -2 DM on rolls to qualify for a Rogue career.

Nobility: This represents membership in the diplomatic or administrative branches of the Guardian *tuhuir*. Vegans who choose this career may not join the dilettante assignment.

Vegan nobility use the normal rules for the nobility career but have their own unique Mishap and Event tables reflecting the non-aristocratic nature of the Vegans.

Army, Navy or Marine: Vegans may have army, navy or marine careers within military *tuhuir* associated with or subordinate to the Guardian *tuhuir*. The army is part of the Guardian *tuhuir*. The navy is part of a separate *tuhuir* subordinate to but not synonymous with the Guardian *tuhuir*. The marines are another part of the navy's *tuhuir*.

Vegans have a long military tradition and though they will fight if necessary, prefer non-violent conflict resolution. Replace the usual Mishap and Events table for all army, marine and navy characters in the Vegan Autonomous District with the tables on page 41.

VEGAN WORD GENERATION

The modern Vegans have a single dominant language although numerous obsolete and specialised languages also exist. Many of these are unique to particular *tuhuir* that are studied and used by scholars.

Whilst it is unnecessary to use Vegan language in ongoing game play, alien sounding words are useful when naming Vegan people, organisations, places, ships and equipment.

Words in the Vegan language, as in English, have definite letter frequencies and syllable patterns. Vegan syllables are formed from up to three elements; an initial consonant sound, a vowel sound and a final consonant sound. The tables below show the various sounds and their relative frequencies. Thus initial consonant CH occurs about 5 times in 216.

VEGAN GLOSSARY

The Vegans generally prefer to use Anglic or Vilani terms when dealing with Humaniti and usually refer to themselves as Vegan rather than using their own name. The following are examples of specific Vegan words or phrases. More can be generated as needed.

Dhuar (suffix): Quality of being; -ness.

Dzim: White.

Ewmiak: Covenant.

Gwi: A world or planet.

Issler: Mountains or mountain range.

Irrizhia: Space exploration.

Irriszhia Tuhuir: The Vegan Scout Service.

Irrishtyodhuar: A drifter.

Irrishtyoshun: Searching spiritually or mentally (for a *tuhuir*).

Muan: Beautiful, perfect, bright.

Muandhuar: The most beautiful.

Muanduar Ewmiak: The sacred covenant.

Muisstagz Zhia Tuhuir: The Vegan Navy.

Muisstagz: Guardian or protector.

Muisstagz Muan Ewmiak: The Vegan civil service.

Muyui Shia Tuhuir: A popular genre of Vegan poetry and related multimedia superficially similar to love poems but expressing emotional attachment to one's *tuhuir*.

Shia: Expression or language.

Tuhuir: Culture.

Tyui: The Vegan race; also a colony of Vega.

Tyudhuar: Sapient; wise; sophont.

Zhia: Star.



Vegan Military Mishaps

1d6 Mishap

- 1 Severely injured in action. This is the same as a result of 2 on the Injury table. Alternatively, roll twice on the Injury Table (page 37 of the *Traveller Core Rulebook*) and take the lower result.
- 2 Unfortunate circumstances such as captivity, shipwreck or military necessity result in you being stranded in a high-gravity environment for a lengthy period of time. Reduce Strength or Endurance by 1 due to ongoing degeneration.
- 3 Your aggressive tactics inflict severe casualties on opposing forces. Receiving a reputation as overly aggressive, you are forced out of the Vegan military. Gain an Enemy among the Vegan military or diplomatic service but add a Contact in the Imperial military – a liaison officer who appreciated your initiative.
- 4 You are offered a promotion but at this stage in your life you feel unworthy of the burden of power. You resign from the service to follow another career path within your *tuhuir*.
- 5 You face difficulties adapting to the psychological stresses of serving in combat. If you continue with another career it may not be another military service.
- 6 Injured. Roll on the Injury table.

Vegan Military Events

2d6 Events

- 2 Disaster! Roll on the Mishaps table but you are not ejected from your career.
- 3 With no immediate prospect of action you are assigned to organise morale-boosting artistic activities such as landscaping the base grounds or redecorating your ship or vehicles. Add one level of Art (any) and throw Int 8+. If you succeed gain an extra Benefit roll from this career.
- 4 You take part in joint operations with the Imperial forces. Gain an additional level of Language (Anglic) or Advocate. In addition throw End 7+ to gain one of Gun Combat 1 (any), Sensors 1, Mechanic 1 or Gunnery (any) 1. If you are commissioned you may substitute Diplomat 1 or Tactics 1 for any of these skills.
- 5 You are given advanced training in a specialist field. Throw Edu 8+ to gain one level in any skill you already have.
- 6 To prepare for the possibility of action, you devote yourself to studying your *tuhuir's* writings on the philosophy of conflict, military history and just-war theory. Gain one level of History or raise your Edu by 1.
- 7 Life Event. Roll on the Life Events Table.
- 8 You participate in a diplomatic or military liaison mission to the Imperium. Gain one level in Language (Anglic) and one of Recon 1, Diplomat 1, Steward 1 or a Contact in the Imperium.
- 9 The Imperial military transfers obsolete vehicles or warships to the Vegan military. To ready them for Vegan service requires creative improvisation and extra maintenance. Gain either Computer 1, Engineer (any) 1 or Jack of All Trades 1.
- 10 You participate in an ugly engagement against insurgents, pirates, terrorists or Solomani raiders. After the fighting your well-meaning superiors relieve all members of your unit or crew and subject them to intensive examinations to ensure they have not suffered mentally. Take a -1 DM on your next advancement roll but add 1 to one of either Gun Combat (any), Gunner (any), Heavy Weapons (any), Melee (any), or Tactics (any).
- 11 Your commanding officer takes an interest in your career or mentors you in the art of leadership. Either gain Leadership 1 or take a +3 DM on your next Advancement roll thanks to his aid.
- 12 Your actions defuse a hazardous encounter successfully averting bloodshed. You may gain a promotion or commission automatically.



Vegan Administrator and Diplomat Mishap Table

1d6	Mishap
1	Injured. Roll on the Injury table.
2	A political scandal forces you out of your position. Lose one Social Standing.
3	You are caught up in a riot, insurgency or disaster for which you are partially blamed. Roll Diplomat or Deception 8+ to escape unhurt. If you fail, roll on the Injury table.
4	Political manoeuvring usurps your position. Increase Diplomat or Advocate by one level and gain a Rival.
5	Human assassins connected with an anti-Vegan extremists attempt to end your life and force you into hiding. Roll Endurance 8+. If you fail, roll on the Injury table.
6	Your unusual zeal leads rivals in your <i>tuhuir</i> to paint you as being ambitious and power hungry. These insinuations end your career. To avoid conflict, you resign. Add +1 to Leadership skill but gain a Rival.

Vegan Administrator and Diplomat Event Table

2d6	Events
2	Disaster! Roll on the Mishap table but you are not ejected from the career.
3	You are challenged to a series of critical policy debates over your interpretation of the Sacred Covenant. You can back down or accept. If you refuse, suffer a -1 DM on your next advancement roll. If you accept roll Advocate or Philosophy 8+. If you succeed, gain one Social Standing and a Rival. If you fail reduce your Social Standing by 1. Either way acceptance also gains you one level in Advocate, Diplomat or Philosophy.
4	Your time as a diplomat or administrator gives you a wide range of experiences. Gain one of Language (Anglic) 1, Art (any) 1, or Streetwise 1.
5	You are embroiled in a lengthy legal case. Gain one of Advocate 1, Admin 1, Diplomat 1 or Investigate 1.
6	You perform a political feat that enhances the standing of your <i>tuhuir</i> . Add one to your social standing.
7	Life Event. Roll on the Life Events table (p. 34 of the <i>Traveller Core Rulebook</i>).
8	You serve on a government mission to a non-Vegan world. Raise your Language (Anglic or Vilani) by one and add Social Sciences (Sophontology) 1 or Survival 1.
9	You are recognised with a prestigious prize or honour for your service. Gain a +1 DM on any one Benefit roll.
10	You publish a well-received article in a journal of economics, foreign relations or public affairs. Add +1 DM to your next advancement roll and gain one level in either Art (writing) or Social Science (any).
11	You make an alliance with a powerful Imperial noble with an interest in Vegan affairs who becomes an Ally. Either gain one level of Leadership or take a +2 DM on your next Advancement roll and add an extra Benefit due to his patronage.
12	Your aesthetically pleasing implementation of the Sacred Covenant is recognised by the Guardian <i>tuhuir</i> . You are automatically promoted.

Generating Vegan Words.

The word generation table allows the use of dice to determine Vegan words. Sound frequencies in the table are approximate. The tables use two dice, each of a different colour to differentiate between the row and column of a given table. Word generation involves three steps: determining word length, determining syllable types and determining syllable components.

Word Length: Words may be almost any length, although words of more than five syllables are rare. Word length can be produced by rolling 1d6 to get the number of syllables; optionally, treat any word over three syllables as three to speed up generation.

Alternatively, just pick the desired word length.

Syllable Type: For each syllable in a word generate the type of syllable. Word length and syllable structure is based upon an alternation of vowels (V) and consonants (C).

Syllable Structure

	1	2	3	4	5	6
1	V	VC	VC	VC	VC	VC
2	VC	VC	VC	CV	CV	CV
3	CV	CV	CV	CV	CV	CV
4	CVC	CVC	CVC	CVC	CVC	CVC
5	CVC	CVC	CVC	CVC	CVC	CVC
6	CVC	CVC	CVC	CVC	CVC	CVC

Syllable Components: The component constants and vowels for a syllable are determined from the remaining tables. Use the



Initial Consonants tables if a consonant begins a word such as **CV** or **CVC**, the Vowel tables for any vowels in the word and the Final Consonants tables for any consonants that end a word such as **VC** or **CVC**.

First roll a dice to see which of the six tables to use for that element of the syllable, then a second dice to determine the column and a final dice for row.

Initial Consonants

Sound	Frequency	Pronunciation
CH	5	<i>chain</i>
DH	4	<i>adhere</i>
D	4	<i>doll</i>
DW	4	<i>dwayne</i>
DZ	15	<i>dizzy</i>
G	4	<i>gate</i>
GW	5	<i>gwen</i>
H	15	<i>happy</i>
HS	25	<i>hiss</i>
K	5	<i>kid</i>
KW	4	<i>quack</i>
L	15	<i>lark</i>
M	15	<i>moon</i>
N	10	<i>new</i>
S	4	<i>sun</i>
SH	15	<i>shield</i>
T	15	<i>town</i>
TS	4	<i>cats</i>
TY	21	<i>tyrone</i>
VY	4	<i>vibrant</i>
W	4	<i>wish</i>
Y	5	<i>yellow</i>
Zh	4	<i>zhodani</i>
Z	10	<i>zebra</i>

Vowels

Sound	Frequency	Pronunciation
A	55	<i>lake</i>
E	17	<i>get</i>
I	41	<i>kī</i>
IA	17	<i>yank</i>
IE	7	<i>layer</i>
O	24	<i>go</i>
U	31	<i>loop</i>
UA	10	<i>yu-ah</i>
UI	14	<i>yu-ee</i>

Final Consonants

Sound	Frequency	Pronunciation
DH	6	<i>that</i>
GZ	5	<i>rags</i>
H	15	
K	15	<i>pike</i>
L	20	<i>doll</i>
M	10	<i>dam</i>
N	50	<i>can</i>
R	20	<i>red</i>
RR	20	<i>ripper</i>
S	10	<i>mess</i>
SH	25	<i>wish</i>
SS	5	<i>thermos</i>
T	5	<i>lit</i>
TJ	5	<i>moth</i>
W	5	<i>row</i>

Initial Consonant Table 1

	1	2	3	4	5	6
1	ch	ch	ch	Ch	ch	dh
2	dh	dh	dh	D	d	d
3	d	dw	dw	Dw	dw	dz
4	dz	dz	dz	Dz	dz	dz
5	dz	dz	dz	Dz	dz	dz
6	dz	g	g	G	g	gw

Initial Consonant Table 2

	1	2	3	4	5	6
1	gw	gw	gw	Gw	h	h
2	h	h	h	H	h	h
3	h	h	h	H	h	h
4	h	hs	hs	Hs	hs	hs
5	hs	hs	hs	Hs	hs	hs
6	hs	hs	hs	Hs	hs	hs

Initial Consonant Table 3

	1	2	3	4	5	6
1	hs	hs	hs	Hs	hs	hs
2	hs	hs	hs	K	k	k
3	k	k	kw	Kw	kw	kw
4	l	l	l	L	l	l
5	l	l	l	L	l	l
6	l	l	l	M	m	m

**Initial Consonant Table 4**

	1	2	3	4	5	6
1	m	m	m	M	m	m
2	m	m	m	M	m	m
3	n	n	n	N	n	n
4	n	n	n	N	s	s
5	s	s	sh	Sh	sh	sh
6	sh	sh	sh	Sh	sh	sh

Initial Consonant Table 5

	1	2	3	4	5	6
1	sh	sh	sh	Sh	sh	t
2	t	t	t	T	t	t
3	t	t	t	T	t	t
4	t	t	ts	Ts	ts	ts
5	ty	ty	ty	Ty	ty	ty
6	ty	ty	ty	Ty	ty	ty

Initial Consonant Table 6

	1	2	3	4	5	6
1	ty	ty	ty	Ty	ty	ty
2	ty	ty	ty	Vy	vy	vy
3	vy	w	w	W	w	y
4	y	y	y	Y	zh	zh
5	zh	zh	z	Z	z	z
6	z	z	z	Z	z	z

Vowel Table 1

	1	2	3	4	5	6
1	a	a	a	A	a	a
2	a	a	a	A	a	a
3	a	a	a	A	a	a
4	a	a	a	A	a	a
5	a	a	a	A	a	a
6	a	a	a	A	a	a

Vowel Table 2

	1	2	3	4	5	6
1	a	a	a	A	a	a
2	a	a	a	A	a	a
3	a	a	a	A	a	a
4	a	e	e	E	e	e
5	e	e	e	E	e	e
6	e	e	e	E	e	e

Vowel Table 3

	1	2	3	4	5	6
1	i	i	i	l	i	i
2	i	i	i	l	i	i
3	i	i	i	l	i	i
4	i	i	i	l	i	i
5	i	i	i	l	i	i
6	i	i	i	l	i	i

Vowel Table 4

	1	2	3	4	5	6
1	i	i	i	l	i	ia
2	ia	ia	ia	la	ia	ia
3	ia	ia	ia	la	ia	ia
4	ia	ia	ia	la	ie	ie
5	ie	ie	ie	le	ie	o
6	o	o	o	O	o	o

Vowel Table 5

	1	2	3	4	5	6
1	o	o	o	O	o	o
2	o	o	o	O	o	o
3	o	o	o	O	o	u
4	u	u	u	U	u	u
5	u	u	u	U	u	u
6	u	u	u	U	u	u

Vowel Table 6

	1	2	3	4	5	6
1	u	u	u	U	u	u
2	u	u	u	U	u	u
3	ua	ua	ua	Ua	ua	ua
4	ua	ua	ua	Ua	ui	ui
5	ui	ui	ui	Ui	ui	ui
6	ui	ui	ui	Ui	ui	ui

Final Consonant Table 1

	1	2	3	4	5	6
1	dh	dh	dh	Dh	dh	dh
2	gz	gz	gz	Gz	gz	h
3	h	h	h	H	h	h
4	h	h	h	H	h	h
5	h	h	k	K	k	k
6	k	k	k	K	k	k



Final Consonant Table 2

	1	2	3	4	5	6
1	k	k	k	K	k	l
2	l	l	l	L	l	l
3	l	l	l	L	l	l
4	l	l	l	L	l	l
5	l	m	m	M	m	m
6	m	m	m	M	m	n

Final Consonant Table 3

	1	2	3	4	5	6
1	n	n	n	N	n	n
2	n	n	n	N	n	n
3	n	n	n	N	n	n
4	n	n	n	N	n	n
5	n	n	n	N	n	n
6	n	n	n	N	n	n

Final Consonant Table 4

	1	2	3	4	5	6
1	n	n	n	N	n	n
2	n	n	n	N	n	n
3	n	r	r	R	r	r
4	r	r	r	R	r	r
5	r	r	r	R	r	r
6	r	r	r	Rr	rr	rr

Final Consonant Table 5

	1	2	3	4	5	6
1	rr	rr	rr	Rr	rr	rr
2	rr	rr	rr	Rr	rr	rr
3	rr	rr	rr	Rr	rr	s
4	s	s	s	S	s	s
5	s	s	s	Sh	sh	sh
6	sh	sh	sh	Sh	sh	sh

Final Consonant Table 6

	1	2	3	4	5	6
1	sh	sh	sh	Sh	sh	sh
2	sh	sh	sh	Sh	sh	sh
3	sh	sh	sh	Sh	ss	ss
4	ss	ss	ss	T	t	t
5	t	t	th	Th	th	th
6	th	w	w	W	w	w

MAJOR LANGUAGES

Anglic is the dominant language in both the Solomani and Imperial subsectors of the Solomani Rim. The major dialect spoken is Rim Anglic, mostly differing from other forms in having fewer Vilani loan words and pronunciations closest to that used during the Terran Confederation era. Solomani consider Rim Anglic the 'purist' form.

A variety of old Terran languages survive in some regions of Terra and on worlds in the Solomani Rim that were settled by specific ethnic groups. The most widespread are French, German, Hindi, Japanese, Korean, Mandarin Chinese, Portuguese, Russian, Spanish and Turkish. Contrary to some Imperial propaganda people in the Solomani Confederation do not speak a Babel of different tongues: Rim Anglic is taught in all Confederation schools and is the primary language on most worlds.

Vilani is still spoken on some old-Vilani settled worlds in the Solomani Rim. It was often suppressed by Solomani Movement and sometimes forbidden from being taught in schools even to Vilani. It has been revived on several worlds due to post-war nationalism and the influence of the Authentic Movement. The language is also very important for historians and archaeologists who study the early history of the Rim.

The Aslan language Trokh is spoken on the handful of worlds in the Solomani Rim that have Aslan populations but few Humans have mastered it.

The most important alien language in the Rim is Vegan spoken throughout the Vegan Autonomous District and its close neighbours. Despite the diversity of Vegan *tuhuir* today most Vegans speak the same primary language although dialects can differ from world to world. Many Vegan *tuhuir* have created and continue to create artificial constructed languages to better express particular philosophical or aesthetic concepts. Most of these are known only to members of the specific *tuhuir* and linguistic scholars.

SUBSECTORS OF THE SOLOMANI RIM

This chapter presents details of the individual subsectors of the Solomani Rim and some of the worlds therein. Subsectors are presented in order from left to right (spinward to trailing) and top to bottom (coreward to rimward), starting with Ultima subsector in the 'top left' of the map and finishing with Kukulcan subsector in the 'lower right'. The layout of these subsectors is depicted in the Solomani Rim Subsectors diagram.

The Solomani Rim sector is subdivided into the usual 16 subsectors. The concept of 'subsector' is an arbitrary mapping convention invented by the Imperium for administrative purposes. Borders are simply lines on a map and there is no restriction on the passage of starships or citizens. Nevertheless subsectors do have distinct characters and histories. Subsectors within the Imperium also represent an intermediate political level of interstellar government based at a subsector capital under the control of a Duke.

Subsector distinctions are less important for the two extra-Imperial polities that exist within the Solomani Rim; the Solomani Confederation and the Vegan Autonomous District.

The Vegan Autonomous District spans portions of two subsectors in the Solomani Rim but considers them artificial boundaries; the entire District is administered as a unit.

The Solomani Confederation inherited the Imperium's mapping conventions and continues to use them but their subsectors are not unified political units. The Confederation bureaucracy, SolSec and the military do employ subsectors as a level in their administrative organisations; a 'subsector capital' is simply whatever world hosts a majority of the subsector-level headquarters of these ministries.

Each of the 16 subsector descriptions consists of a summary of the state of the subsector, a subsector map and a listing of the Universal World Profiles of each world. These are followed by more detailed descriptions of certain worlds within the subsector. Each subsector includes a lengthy description of 1-4 worlds and capsule descriptions of a few others. Some were chosen because they are important to the Solomani Rim as a whole. Others were selected because they are unique in some way, offer opportunities for adventure or are typical representatives of similar worlds elsewhere in the subsector.

The Solomani Rim uses Universal World Profiles (UWPs) as set out in the *Traveller Core Rulebook* (p. 170) with certain amendments.

The bases section uses the following codes:

N	Imperial Navy Base.
D	Imperial Navy depot.
F	Solomani Confederation military base.
S	Imperial Scout Base.
W	Xboat Waystation.
NW	Imperial Navy Base and Xboat Waystation.

Within the Vegan Autonomous District all listed Imperial Navy, Scout and Waystation facilities are jointly operated by the Vegan Navy or Scout Service.

The remarks section includes the trade codes of the system plus any unusual facilities and political affiliation. These facilities include:

Cp	The Capital system for that subsector or district.
IRS	Imperial Research Station.
IP	Imperial Prison.
IR	Imperial Reservation.

Political affiliations include:

Im	Imperial.
So	Solomani Confederation.
Ve	Vegan Autonomous District.

If a system has a gas giant present this is included in the UWP with the letter 'G' after the end of the profile.

Solomani Rim Subsectors

A	B	C	D	A	Ultima
				B	Suleiman
				C	Concord
				D	Harlequin
E	F	G	H	E	Alderamin
				F	Esperance
				G	Vega
				H	Banasdan
I	J	K	L	I	Albadawi
				J	Dinger
				K	Sol
				L	Arcturus
M	N	O	P	M	Jardin
				N	Capella
				O	Gemini
				P	Kukulcan



ASTROGRAPHY OF THE RIM

The Solomani Rim has two astrographical features that have shaped the course of interstellar history and continue to impact navigation, trade and space warfare.

The Rim Main: This is a chain of worlds separated by jump-1 distances that link the entire Imperial-controlled portion of the Solomani Rim. The Rim Main is usually said to begin in Harlequin subsector where it connects to neighbouring Diaspora sector, providing a route to the Imperial core. It extends rimward through the Vegan Autonomous District and multiple Imperial subsectors before reaching its farthest extent in Albadawi subsector, mere parsecs from the Solomani border.

The Rim Main is the major trade route through the sector and is partially responsible for the region's prosperity and long history of civilisation. After technology declined in the Long Night to levels that no longer supported significant manufacture of jump-2 or jump-3 vessels, the Rim Main still provided a route by which many worlds could trade with one another. Even today it is much cheaper to operate ships that require only Jump-1 fuel between destinations. Solomani political economists consider their loss of control of the lucrative Rim Main trade route as a disaster equal or greater than the fall of Terra itself.

Rimward Gap: Another significant feature is a curving band of starless space two to three parsecs wide that begins just rimward of Terra. It stretches horizontally across most of the sector. It has helped insulate the four rimward subsectors – Jardin, Gemini, Capella and Kukulcan – from the rest of the Solomani Rim. Due to limitations of early jump drive technology it marked the maximum limit of early Vilani expansion. It also provided a convenient ceasefire line at the end of the Solomani Rim War.

ULTIMA SUBSECTOR

Ultima gets its name from its position as a backwater of the Solomani Rim. It is the farthest from the major trade routes and lacks many attractive worlds but does contain the homeworld of a minor alien race. The Gurungan are a vaguely octopus-like aquatic species native to Ugarup who also have a colony on Morgana. Human relations with them have been proven difficult due to their alien mentality and inherent xenophobia.

Ultima was originally colonised under the First Imperium around -4200; the original name was Darrukesh subsector. Even after the Terran conquest the region still retains a couple of Vilani-majority worlds.

During the Long Night the isolated worlds of Ultima were preyed upon by reavers and pirates from neighbouring Magyar sector. The region suffered the worst economic and technological collapse of the Solomani Rim and has yet to fully recover. In the Solomani era development continued to be neglected thanks to its sizable Vilani and nonhuman populations. One world was even turned into a planetary prison. The situation has improved under the Imperium but Ultima remains an undeveloped subsector.

Ultima even lacks a subsector Duke. The old line died out and the position fell vacant late in the Solomani era. Thamber stands in for a subsector capital but is merely the home of the Imperial bureaucracy and seat of the Count of Thamber. Executive decisions affecting the entire subsector are made in the sector duke's court in distant Dingir, if they are made at all. The Archduke of Sol is known to be seeking a suitable candidate for the duchy with an economic or corporate background who can attract development to the subsector. There are also rumours that a missing heir to the old Ultima line may exist; so far these appear unfounded. The subsector nobility in Ultima and adjacent subsectors are presently manoeuvring to put forward their own candidates. So is the megacorporation Zirunkariish whose executives see plentiful opportunities in this subsector – particularly for an expanded trade with the Gurungan. Other factions – such as the Vilani nationalists on Amkhalarug and Darrukesh – prefer to see the current power vacuum continue for their own benefit.

Despite these problems, support for the Solomani Movement is tepid. The populations of most worlds in the subsector appreciate even the halting efforts of the Imperium to support economic development. A few worlds with large Vilani populations such as Amkhalarug and Darrukesh are more actively anti-Solomani. Bringing unity of purpose to the subsector will be a major challenge for whoever is appointed as duke.

The Ultima subsector contains 22 worlds with a population of 44 billion. The highest population is 26 billion at Azun.



Amkhalarg B5439BD-C

The First Imperium settled Amkhalarg. It is a small world orbiting a hot, bright F-class star. It has a thin atmosphere; vast deserts and windy, treeless steppes dominate its bleak surface. Originally settled for its extensive tantalite deposits, it first came to prominence in -2364, when it was selected by the energetic Vilani governor Sharik Yangila as a new heavy industrial centre. Located far behind the front lines of the war, it was part of an effort to quietly build up Rim Province's military strength for renewed conflict with the Terran Confederation. Amkhalarg grew rapidly during the twilight of Vilani power, only to eventually fall early in the Ninth Interstellar War. However, this grim industrial planet on the fringes of the Solomani Rim did not appeal to Terran settlers who, in the wake of victory, found far more attractive worlds to colonise. Although managed for a time by Terran Navy-appointed bureaucrats Amkhalarg was able to preserve its majority Vilani population into the Rule of Man, and, despite enduring hardships in the Long Night, into the early Imperial era that followed. Like most worlds with a Vilani culture in the Rim, its population did not willingly join the Solomani Confederation but were instead coerced into accepting Solomani political and economic hegemony. Between 850 and 950 Solomani Party-backed companies backed by

the power of the Confederation took over many of the planet's industrial combines. Environmental controls were relaxed in the name of greater profits. The planet's industrial output rose and the region became a leading centre for military grav vehicle manufacturing and crystaliron alloy production. However, many inhabitants were little better than serfs labouring for off world masters and the world's atmosphere became increasingly tainted by industrial pollutants, leading to significant health problems.

In 1000 the impending victory of Imperial military brought problems. The leaders of the world's small underground resistance group overestimated their strength and underestimated SolSec infiltration of their movement. An attempted uprising was brutally put down by SolSec paramilitary forces and corporate mercenaries, giving the corporate overlords time to execute over 3,000 rebel leaders and their supporters, evacuate their personnel and remove several key factories, all before the Imperial Navy arrived.

In the wake of the Solomani Rim War, Amkhalarg's population has shown a desire to have as little to do with Solomani as possible. Mazun Nirkra, a former historian and schoolteacher

Ultima Subsector

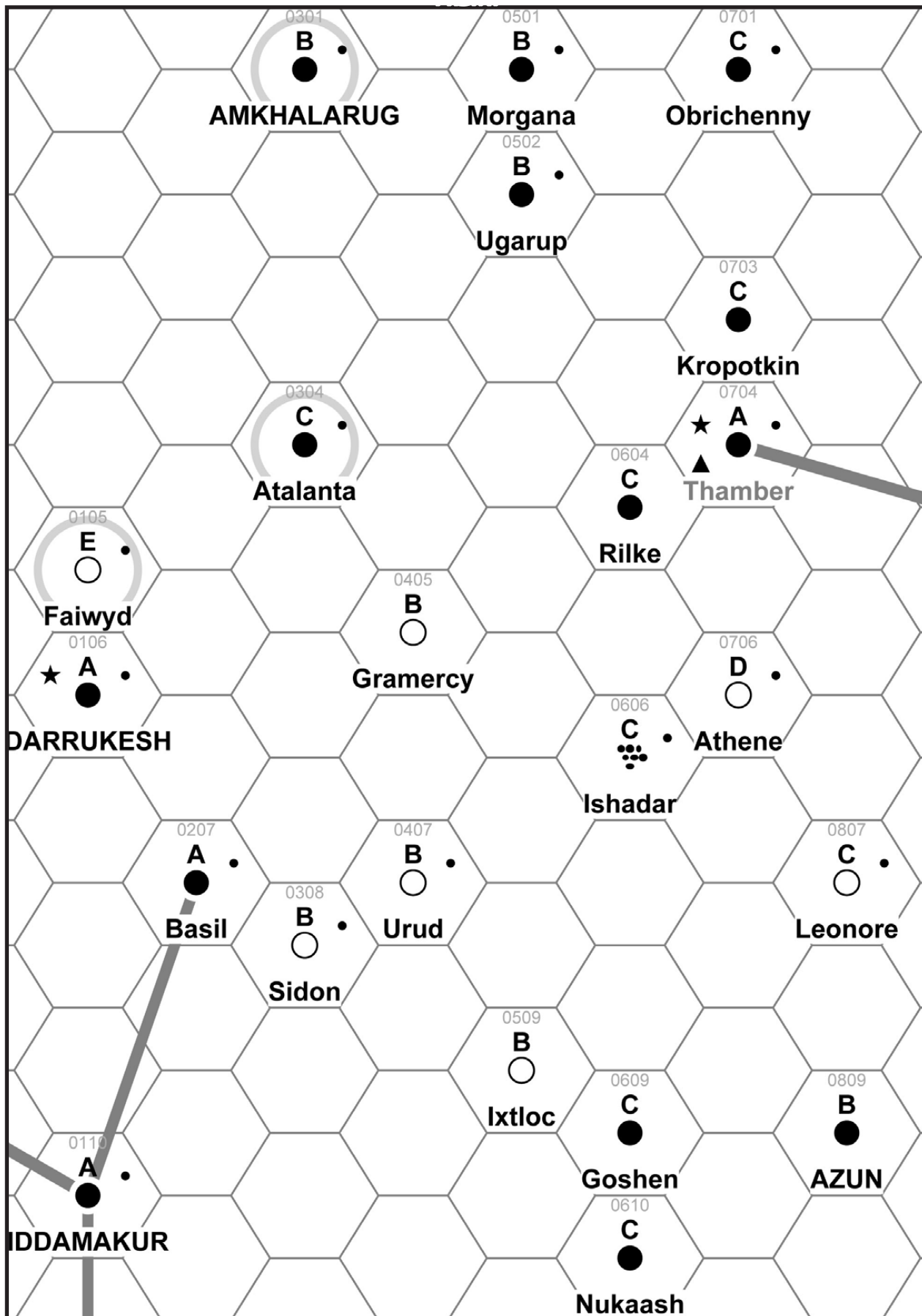
Name	Location	Statistics	Base	Remarks
Faiwyd	0105	E500589-7		Ni Va A Im G
Darrukesh	0106	A5859CF-D	N	Ga Hi Ht Im G
Iddamakur	0110	A7799AB-A		Hi In Im G
Basil	0207	A843731-C		Ht Po Im G
Amkhalarg	0301	B5439BD-C		Hi Ht In Po A Im G
Atalanta	0304	C576368-9		Ga Lo Mr. Owned by Darrukesh A Im G
Sidon	0308	B6B9521-C		Fl Ht Ni Im G
Gramercy	0405	B430525-8		De Ni Po Im
Urud	0407	B100543-E		Ht Ni Va Im G
Morgana	0501	BA9A861-C		Ht Wa Owned by Ugarup Im G
Ugarup	0502	B89A8BE-C		Ht Wa Im G
Ixtloc	0509	B530487-C		De Ht Ni Po Im
Rilke	0604	C59A368-B		Lo Wa Owned by Thamber Im
Ishadar	0606	C000776-A		As Na Va Im G
Goshen	0609	C577532-9		Ag Ga Ni Im
Nukaash	0610	C547721-8		Ag Ga Im
Obrichenny	0701	C643657-9		Ni Po Im G
Kropotkin	0703	C5446A6-8		Ag Ga Ni Im
Thamber	0704	A554898-C	NW	Ga Ht Cap Im G
Athene	0706	D6B9110-9		Fl Lo Im G
Leonore	0807	C310576-B		Ni Im G
Azun	0809	B576ABC-B		Ga Hi In Im

ULTIMA SUBSECTOR

HIJIRI

ANISE

SULEIMAN



ALDERAMIN



whose parents had been resistance leader before their execution, has led this resurgence. In the post-war years Nirkra worked with the Imperial military government and, after the removal of military rule, established a popular political organisation, the *kiduunuuzziani*, aimed at restoring a Vilani-centric culture. Following an economic crisis in 1046 he and his followers, aided by political and financial support from like-minded Vilani reactionaries on Darrukesh/Ultima, overthrew an existing coalition government and established a new regime built around traditional Vilani values.

Under Nirkra, who styled himself the world's governing leader – the *iishakku* – his party has established a 'stable and traditional' society that recreates the corporate-bureaucratic structure of the old Vilani Empire. The old Vilani caste system has been restored. Outside the starport all vestiges of Solomani culture are actively discouraged. Even traders or tourists using Anglic are disdained unless they speak the 'civilised' Vilani language. To ensure the old ways are followed, the *kiduunuuzziani* party monitors all aspects of a person's life. Everything from the clothes and hairstyles citizens wear to the names they select for their children must follow classical Vilani models. Mass media is censored to avoid 'Solomani cultural contamination'. Imports of foodstuffs of Terran origin such as coffee or bananas are banned in favour of meals synthesised using traditional Vilani ingredients and techniques. Buildings constructed under the Rule of Man, Third Imperium or Solomani have been torn down and replaced by proper Vilani architecture.

lishakku Nirkra is now 82 years old but still hale thanks to a regular anagathic regime. Under his rule the martial values of the Vilani Empire are also celebrated. His government has been spending considerable sums to expand and equip the planetary army, navy and internal security forces. This build-up was initially used to crush a few minor insurgencies led by dissidents opposed to the regime. With absolute control over their world achieved the Amkhalarg regime has continued to give their forces' combat experience – and help pay for them – by making units available for mercenary service to support worlds or causes that share their values. Its army presently supplies mercenary striker, commando and cadre units to the Vilani nations on Easter and in support of Darrukesh's own similar Vilani regime.

To help prop up the regime the dictatorship continues to stoke resentment against the Solomani. State controlled media routinely report on racism and other barbarities the Solomani Confederation commit even as it also rails against perceived cultural decadence within the Imperium itself. The people are nonetheless sensitive to charges that they are racist. They prefer to say they are traditionalists and conservatives who believe in the preservation of the values of the oldest and greatest empire to rule the stars.

Ugarup B869A8BE-E

Most of Ugarup's surface is covered by water. The planet is tidally locked to its primary star with a hot day face and a freezing night face. Constant storms form in the twilight band that lies between. With conditions poor on the surface, despite its standard atmosphere, most life evolved underwater. The ocean depths of Ugarup are the home of the enigmatic Gurungan. After centuries of interdiction by the Solomani Confederation this aquatic race has emerged as a growing political and economic power in Ultima.

The Gurungan have a matriarchal and collectivist society. Most live in vast underwater city and factory complexes that burrow deep beneath the ocean floor. They are ruled by a cohesive world government presided over by a queen – the All-Mother – and a ruling tribunal that exercises routine legislative and executive power.

Non-Gurungan are restricted to the Human Enclave located on an island city, on the planet's day face, that houses the starport. 140,000 Imperial citizens live and work there. Most are transients involved in trade and joint industrial ventures with the Gurungan. Ugarup's rich ocean ecology provides an abundance of unique luxury foodstuffs and natural pharmaceuticals that find a ready off-world market. The Gurungan import high-technology industrial goods adapted to their form and environment that are difficult to manufacture underwater.

Over the last century the Gurungan have purchased deep-water robotic construction equipment, fusion reactors of all sizes and Gurungan-adapted system defence boats and starships. The canny Gurungan have avoided exclusive contracts with single megacorporations, preferring to foster a highly competitive atmosphere. Gurungan law does not apply in the Enclave ;so as long as business continues, the planetary government imposes few restraints on inhabitants. Among the long-term residents of the Human Enclave are many self-proclaimed 'old Gurungan hands' that parlay their own experience in dealing with the secretive race into lucrative consulting deals with companies eager to land a contract with the aliens. This has also facilitated many fraudulent scams but as long as the Gurungan themselves suffer no harm, the Ugarup government has little interest in what troubles others get up to. The starport is under Imperial administration but no resident Imperial nobility live on planet. Within the rest of the enclave a modicum of order equivalent to Law Level 1 is maintained by a Gurungan-hired human mercenary battalion. Its colonel is the effective governor of the Enclave. The current garrison has been there for more than a decade and quietly collects its own 'taxes' – essentially protection money – as the price of doing business with the Ugarup.



Thamber A454898-E

The subsector capital is a small, very cold world that is just habitable enough that people can breathe the air but so chilly most prefer to remain in domed cities to escape its climate. Many of its native life forms spend almost all of their lives in hibernation and produce natural antifreeze-like compounds in their bodies.

Thamber has a complex history. The world was settled by Terrans but the colony could not be sustained in the Long Night and was abandoned. It was resettled around 200 by Solomani colonists from the Easter Concord and these pioneers built a thriving democratic society that later willingly joined the Third Imperium. Its most unusual feature is a high propensity for violence and blood feud. In recent centuries this has increasingly been channelled into violent competitive sporting events, neighbourhood gangs and rowdy sports hooliganism. Despite this the planet has a tradition of strict government control of weapons so most violence involves fistfights, martial arts or use of improvised weapons like hockey sticks and hard-frozen snowballs.

The Solomani Movement gradually achieved power and by 750 had established a rigid Solomani Party-dominated bureaucracy. Although unpopular with the population, the leaders of the 'Progressive Alliance' were skilled at maintaining a grip on power. As soon as Solomani defeat appeared imminent in the Rim War, the Party militants and the planetary army mounted a quick coup against local SolSec and Solomani Confederation loyalists, repudiated the Solomani Cause and declared their allegiance for the Imperium. This allowed them to avoid all but a cursory period of military rule.

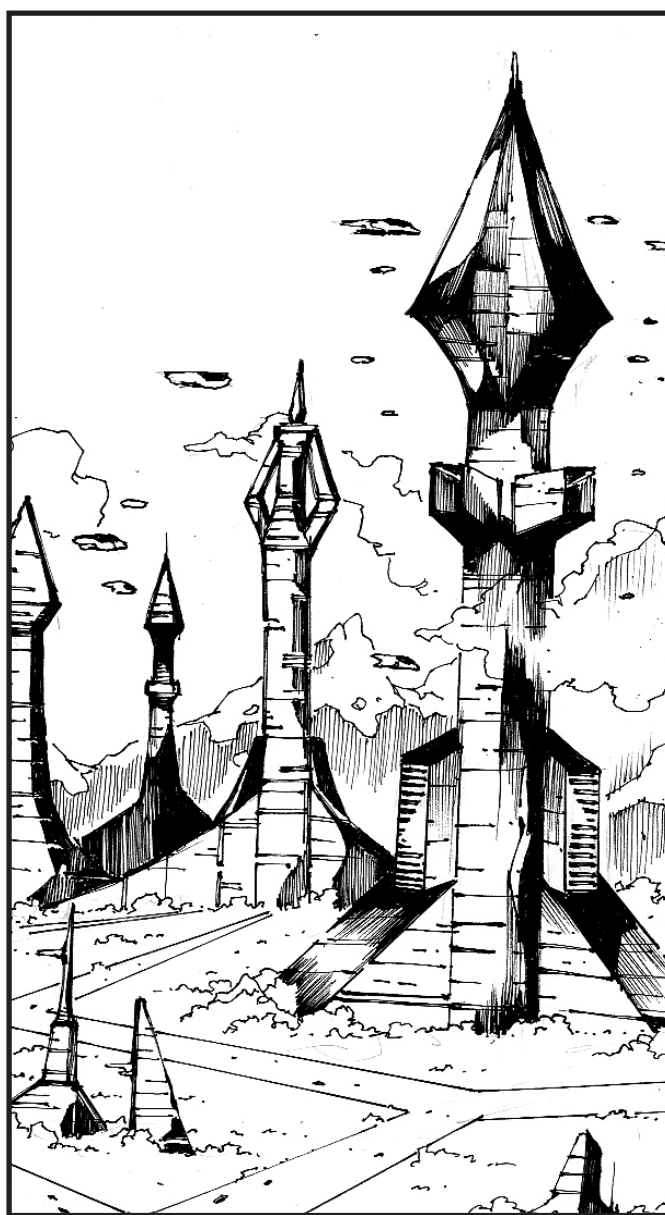
Thamber's conversion from Solomani Movement values may be more cosmetic than real. While Thamber is fairly cosmopolitan by Solomani standards, the majority of government and public posts, and most of the planet's high society remains closed to those who lack ties with the dominant party bureaucracy. That bureaucracy is still generally only open to people with appropriate Solomani ethnicity. There is some suspicion senior SolSec agents may not have been deposed in the coup but simply have changed their stripes and identity and currently occupy high posts in the government's security and police services.

The present Count of Thamber, Reginald Parson, is distantly connected to an old Imperial noble house that once held the fief of Thamber. His recent marriage to the daughter of a senior Progressive Party leader has enmeshed the youthful Count within Thamber's internal politics. Something of a dilettante, the Count has often been lost in the coils of the complex bureaucracy he deals with. Recent advice received from Imperial Intelligence and the office of the sector Duke about possible SolSec infiltration has shaken his nerve rather than

encourage him to greater vigilance. His wife and her associates are pressuring him to lobby for a position as sector Duke. If he succeeds there is a possibility he may end up a puppet of local interests or the Solomani Movement.

Azun B476ABC-B

This is a densely populated and heavily industrialised world. To comfortably house its high population Azun, like many similar worlds, makes extensive use of arcologies. An arcology is a self-contained city-sized building that takes up a relatively small footprint of land. The majority of Azun's arcologies are towers that rise as high as three kilometres, emerging from square bases that are kilometres across. Each arcology houses one to two million persons along with all the necessary amenities of urban life.





Azun society is tightly regimented with a professional governing class of arcology managers and bureaucrats forming a ruling oligarchy. The safety of the arcology trumps individual freedoms. Foreigners, whether from off world or even from other Azun arcologies, tend to be distrusted. Arcology managers are aware that illness or social disorders can spread rapidly in an arcology due to the high population density. Visitors must undergo screening interviews and medical exams before being allowed entry into one. The wisdom of these procedure was demonstrated in 1088 when an undiagnosed case of Catanian White Fever, carried by a visitor into the arcology of Halizar, started an epidemic that killed 290,000 before it was finally isolated and controlled. Though accidental, this crisis reinforced the latent xenophobia which characterises Azun society.

With arcologies taking up only four square kilometres each the greater part of the land area of Azun is free for agriculture, resource exploitation and ecological preserves. On Azun much of the work outdoors is done by robots as the emphasis on arcology living has created an inward-looking society. Many of Azun's people never leave their tower-cities and are uncomfortable in more open settings, though a small exile population exists outside the arcologies.

Iddamakur A7799AB-7

During the Solomani era Iddamakur was administered by the Confederation's Ministry of Justice as a planetary prison for the 'undesirable elements' of the sector. Different populations of dissidents were distributed among the planet's 12 small continents and numerous archipelagos. Use of technology higher than TL 4 was forbidden. So was sea travel between regions.

The Solomani Rim War liberated the prisoners and the planet has transitioned to self-rule under the Imperium although some of the regimentation of its previous incarnation remains. Iddamakur remains a poor world that struggles to purchase advanced technology required for economic development. The planet's main resource is its location on one of the few xboat routes leading into Ultima. Its primary source of income is its newly constructed class A starport built with Imperial development funds and loans from Zirunkariish which links the somewhat more prosperous worlds of Basil and Darrukesh to the rest of the subsector. It also serves as a gateway into the Imperial-occupied portion of neighbouring Magyar sector.

Athene D6B9110-F

The Imperial megacorporation Makhidkarun has recently established an outpost on Athene. No previous survey had found anything of value there so its purpose remains a mystery.

SULEIMAN SUBSECTOR

Suleiman subsector was lightly settled by the Vilani during the First Imperium. At that time it was known as Ishnar subsector. Much like Ultima, Solomani have long since dominated most worlds but a few, such as Khedish, remain Vilani in culture.

The Suleiman subsector is stable and relatively prosperous. Only three worlds within it are posted as TAS Amber Zones:; Rimmon, Okefenokee and Khedish. The economics and politics of the subsector are dominated by a group of populous high-tech worlds within jump-1 of each other. Ai Jabry, Azaremiid, Dolfuss, Rossyg, Suleiman and Vanefa form a close-knit economic and cultural community known as the Azaremiid Cluster. Once part of the old Easter Concord, they have avoided the economic and social malaise that befell Easter itself. The Cluster's mutual ties, which had faded somewhat after the fall of the Easter Concord, renewed themselves during the Solomani Confederation due to that polity's toleration of multi-world alliances. Most of the worlds in the Cluster had moderate Solomani populations who only gave lip service to the Solomani Cause. Nonetheless, they recognised the value of trade pacts and industrial alliances established during the Solomani era and retained them after they rejoined the Imperium. The Cluster governments often negotiate as a group when signing major contracts with sector level corporations or megacorporations, for example. These tactics are unusual in the Imperium whose ideology tends toward open markets and unrestricted interstellar trade.

There has been grumbling from other worlds and megacorporations against what the Marquis of Ascalon once angrily referred to as the Azaremiid pocket empire. So far, the Cluster's nobles have deflected Imperial criticism and remain steadfast in their support of Imperial interests. Their efforts have been helped by a wave of popular sympathy toward Suleiman's new Duchess Ariana hault-Karalan. She was suddenly thrust into the spotlight after the untimely death of her father. Despite being only 21 years old and the youngest subsector duke in the Solomani Rim, the Duchess Ariana's grace under pressure, innocent charm and quirky fashion sense have endeared her to media and citizens alike. It remains to be seen whether her political skills match them.

The Suleiman subsector contains 27 worlds with a population of 80.9 billion. The highest population is 21 billion at Ascalon.

Suleiman AA6598B-E

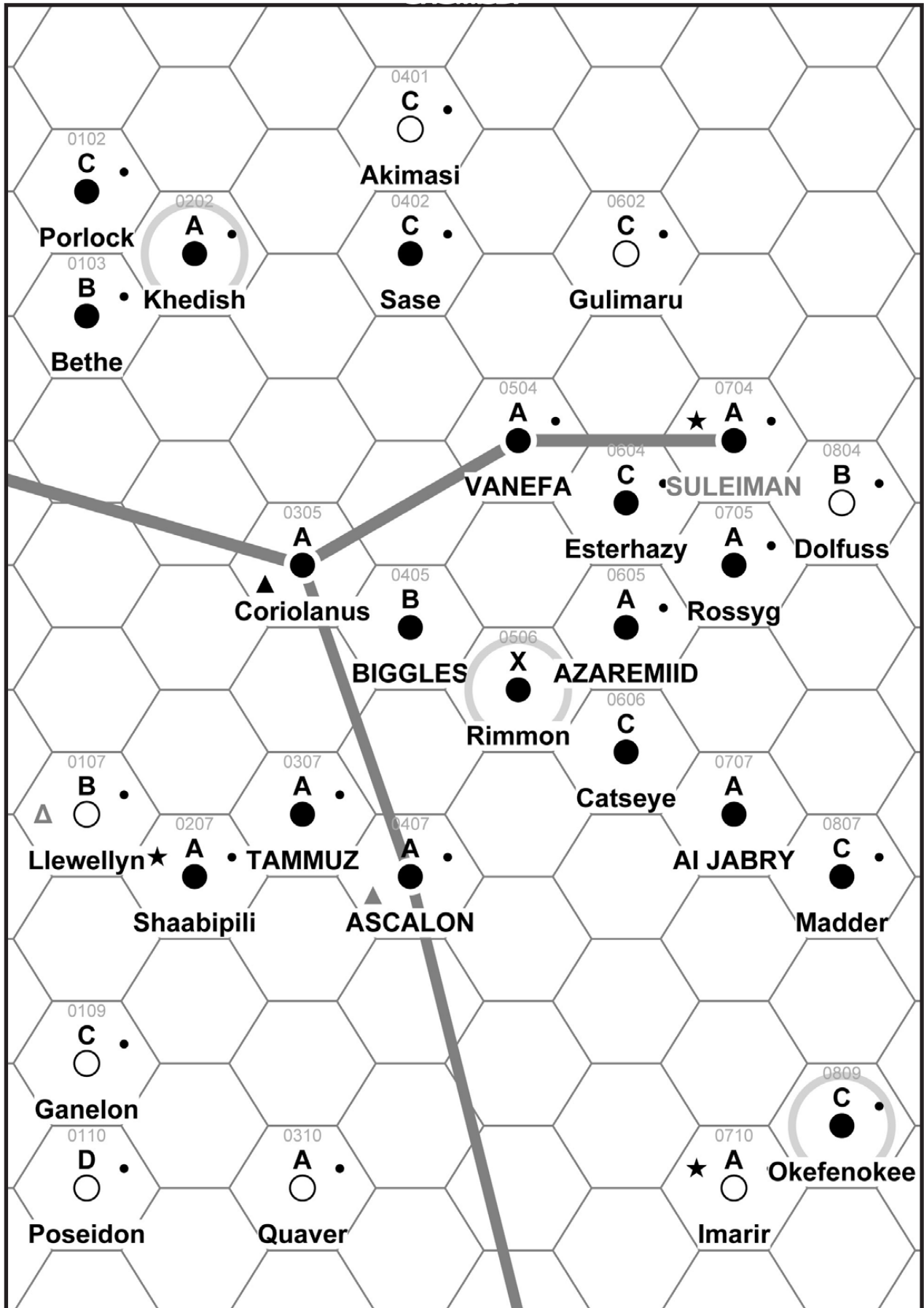
Suleiman is a large but not especially dense world with a breathable atmosphere and generally pleasant conditions. Under the name Ishnar it was subsector capital during the First Imperium. During the Rule of Man it was a destination for

SULEIMAN SUBSECTOR

SHUMISDI

ULTIMA

CONCORD



ESPERANCE



Name	Location	Statistics	Base	Remarks		
Porlock	0102	C433855-9		Na Po	Im	G
Bethe	0103	B422677-A		Na Ni Po	Im	G
Llewellyn	0107	B20058A-D		Ht Ni Va	Im	G
Ganelon	0109	C430212-9		De Lo Po	Im	G
Poseidon	0110	D8AA169-A		Fl Lo Wa Owned by Quaver	Im	G
Khedish	0202	A556889-C		Ga Ht	A	Im G
Shaabipili	0207	A553875-C	N	Ht Po	Im	G
Coriolanus	0305	A437876-E	S	Ht	Im	
Tammuz	0307	A7549A9-E		Ga Hi Ht	Im	G
Quaver	0310	A3118BC-E		Ht IC Na	Im	G
Akimasi	0401	C8A5455-8		Fl Ni	Im	G
Sase	0402	C54778B-8		Ag Ga	Im	G
Biggles	0405	B436965-B		Hi Owned by Ascalon	Im	
Ascalon	0407	A562AAF-E	W	Hi Ht	Im	G
Vanefa	0504	A5639A6-E		Hi Ht	Im	G
Rimmon	0506	X422000-0		Ba Lt Po	A	Im
Gulimaru	0602	C7A678C-9		Fl	Im	G
Esterhazy	0604	C435420-B		Ni	Im	G
Azaremiid	0605	A766A72-C		Ga Hi Ht	Im	G
Catseye	0606	C422577-B		Ni Po	Im	
Suleiman	0704	AA6598B-E	N	Ga Hi Ht Cap	Im	G
Rossyg	0705	A785797-C		Ag Ga Ht Ri	Im	G
Ai Jabry	0707	A7659BB-E		Ga Hi Ht	Im	
Imarir	0710	A550877-C	N	De Ht Po	Im	G
Dolfuss	0804	B100547-E		Ht Ni Va	Im	G
Madder	0807	C532430-8		Ni Po	Im	G
Okefenokee	0809	C437868-A		Owned by Mudge	A	Im G

mass Terran immigration from Turkey and Central Asia. The new immigrants integrated well with the Vilani. They created a culturally and ethnically mixed population although pockets of pure Terran or Vilani culture remained intact in some regions. Suleiman's melting pot was further spiced by the unusual arrival of wandering Aslan *ihatei* during the Long Night. Against all odds the Aslan successfully integrated into the Terran-Vilani population and absorbed many human customs.

Suleiman's cosmopolitan attitude and industrious population made it a natural fit for membership in the Easter Concord and later the Third Imperium. It became the seat of the subsector duke. However its pluralism proved a liability during the Solomani era. Although there was support for the Solomani Movement it was never a majority ideology on Suleiman. The Solomani Party seized power through a combination of subversion and rigged elections paid for with the financial backing of off-world Party interests and Transstar. Once the Party was in control they established a police state backed up by imported mercenaries. Citizens who could not prove direct Solomani ancestry were disenfranchised and systematically stripped of rights and property.

The Solomani regime remained in power for centuries but its grip was never absolute. The resistance movement was supported by many citizens of Solomani ancestry who nevertheless had nothing but disdain for the excesses of the Solomani Cause. Prominent among their leaders were the Dukes of Suleiman who formed an underground 'resistance house' that served as a rallying point for rebellion. They worked with mixed-race, Vilani and Aslan minorities to lay the groundwork for a revolution. During the Solomani Rim War the rebels formed an active guerrilla movement that tied up three Confederation Army regular divisions and numerous SolSec paramilitary units. Enduring brutal reprisals against suspected rebel areas, the resistance forces held out until a small Imperial force arrived in 1001. Aided by Marine Commando units and Naval fire support, a mass uprising overcame the remaining Solomani forces and established an Imperial regime.

The heroic resistance of the Suleiman people forged a potent narrative that helped sustain the population during the painful process of economic and civil reconstruction. Although the world was one of the hardest hit during the war, Suleiman's loyalty made it a natural focus for Imperial economic aid. It regained its



prominence as sector capital and was also chosen as the site of a naval base and new General Products shipyard.

Centuries of repression have nevertheless left their mark on the planet and there are lingering racial tensions between Solomani, Vilani and the Aslan minority (10% of the population). Flare ups of racial and political violence in the 1040s and again in the 1090s have forced the governing bureaucracy to take action. They have done so with ever more severe restrictions on the personal ownership of weapons, increased surveillance of public space, crackdowns on membership of groups seen as sponsoring violence and, most recently, 'civility laws' that have criminalised all forms of prejudice and hate speech. The latter are enforced through electronic monitoring and censorship of the global computer and communication network. Despite their intent of encouraging racial harmony these measures are controversial. The bureaucracy's methods are especially unpopular with the Aslan minority, especially males, who have begun turning away from accommodation with human culture and embracing traditional Aslan values.

Okefenokee C337868-C

Okefenokee is a small world with a very thin atmosphere but extensive ice caps. For approximately two-thirds of its decade-long-year, the majority of the planet's water is locked into the polar ice caps. On occasion, the planet's eccentric orbit takes it closer to its sun, warming the world but flooding much of the planet. This also results in a temporary increase in oxygen to almost breathable levels.

The planet was originally a Terran scientific colony established during the Rule of Man. The inhabitants lived in domed or underground cities during the world's non-habitable periods. Run as a scientific technocracy, the planet was a loyal if moderate member of the Solomani Confederation until the mid 900s. Bad economic planning led to recession and forced the local Solomani Party to borrow heavily from financial institutions in neighbouring Mudge to support its social programs. This proved a fiscally unsound and ultimately unpopular move and led to the fall of the government. The new regime chose to repudiate its debt, claiming that prior officials had been bribed. Mudge declined to accept this and took the dispute to the Solomani Confederation secretariat. They ruled in Mudge's favour awarding economic control of nearly the entire planet as compensation for unpaid debts. Mudge's government took this as a license to colonise Okefenokee.

The Solomani Rim War interrupted Mudge's colonial operations but despite ending up on the losing side, the Mudge regime was as adept as ever at playing politics. The Imperium confirmed Mudge's claim that Okefenokee was its legal colony. In 1050 Mudge sent both settlers and troops and established a colonial government. In the face of overwhelming force Okefenokee's

own planetary defence forces quickly surrendered. Attempts at non-violent passive resistance were brushed aside as Mudge's government simply flooded the planet with new colonists. These now outnumber the original inhabitants and dominate the planet's politics and economy.

A small rebel movement, the New Okefenokee Army (NOA), has inaugurated a guerrilla war. They operate against the Mudge colonials from bases in the rough terrain of the planet's outback. Outnumbered and outgunned, the insurgents have failed to make any significant gains against the planetary army forces that Mudge have dispatched to protect their colony. So far the leadership of NOA have resisted using terrorist tactics to draw attention to their plight although some radicals in the movement have begun to advocate this. Meanwhile, betrayed by both the Solomani Confederation and the Imperium, the original Okefenokee 'government in exile' continues to desperately search for noble patrons, corporate backers, mercenary commanders willing to work on commission or even radical Solomani who offer some measure of hope in winning back their world.

Khedish A556889-C

The Vilani settled Khedish during the First Imperium. The planet has an eccentric orbit around its primary which results in radical temperature changes and violent weather. Despite this it has evolved a complex ecosystem especially in the oceans. Some of the local plants and animals are edible but the world's harshly variable conditions mean foreign crops and animals have little chance of adapting. This discouraged Terran settlement and later Solomani settlement. Even today most of the population are Vilani.

During the Long Night the Vilani population became followers of the way of Sagashkhar, a local philosophy combining stoicism and pacifism. Their way was severely tested during the Solomani era as Khedish was ruthlessly exploited by Party-run corporations backed by the Confederation military. Despite significant provocations and reprisals the Khedishi drove their occupiers to distraction with a stubborn campaign of passive resistance that persisted until the world's liberation by the Imperial Navy.

Unfortunately, the decades of resistance left an indelible stamp on the population's character. A paradoxical combination of xenophobia and non-violence have become equally strong components of the cultural mindset on Khedish. Khedish police carry only non-lethal weapons and the small planetary navy is composed exclusively of mercenaries. Outsiders do not face much in the way of physical risk but the hostile population is famous for swindling, cheating, harassing and robbing visitors. The Khedish government and law enforcement bodies rarely stir themselves to investigate crimes perpetrated against outsiders.



CONCORD SUBSECTOR

Vilani immigrants first settled Concord subsector during the First Imperium when it was known as Ikaakur after its local capital. The usual wave of Terran immigrants arrived in the late Interstellar Wars and subsequent Rule of Man but relations were harmonious. During the Long Night the major worlds of this subsector established a strong union for mutual defence in -1101 with its capital at Easter. The Easter Concord remained a secure bastion of civilisation throughout the Long Night. It was one of the first Rim states to be offered membership in the Third Imperium and was formally dissolved upon the admission of its member worlds in 426. Emperor Martin III granted a petition to name the subsector Concord in honour of that union's distinguished history.

The Easter Concord had been a cosmopolitan federation that blended Solomani and Vilani culture and governmental systems. This made it a good fit for Third Imperium society but also helps explain the decline of Concord subsector's fortunes after the Rim fell completely under Solomani rule. Existing outside the mainstream of Solomani thought the moderate Party governments in Concord subsector commanded little political influence within the Confederation. They were periodically subjected to economic and political sanctions or SolSec

interference. The restoration of the Imperium has generally been welcomed here and new trade routes have been opened coreward into the Imperium but severe problems traceable to the Solomani era persist on worlds such as Easter and Xiwa.

For more than 70 years the subsector has been ruled by the firm hand of Duchess Noriko Ikiush Delacruz. Her skilful diplomacy is often credited with keeping the nations of Easter from collapsing into an all-out civil war during a crisis in 1092. With her anagathics now failing and senility creeping on the Duchess is confined to her sickbed or gravchair. Due to the recent and somewhat mysterious death of her favoured heir Jacqueline in a hunting accident on Eleusis there is uncertainty as to who in her large family will succeed her. One prospect is her grandson William, an outgoing and likeable Imperial Navy captain with a keen interest in the people of the subsector.

Concord subsector contains 25 worlds with a population of 107.4 billion. The highest is 32 billion at Mudge.

Easter AAE7977-F

Easter is the sole moon of the brown dwarf Eshkarun, a huge gas giant several times larger than Jupiter. When Easter was forming, extreme tidal forces moulded it into an egg shape but

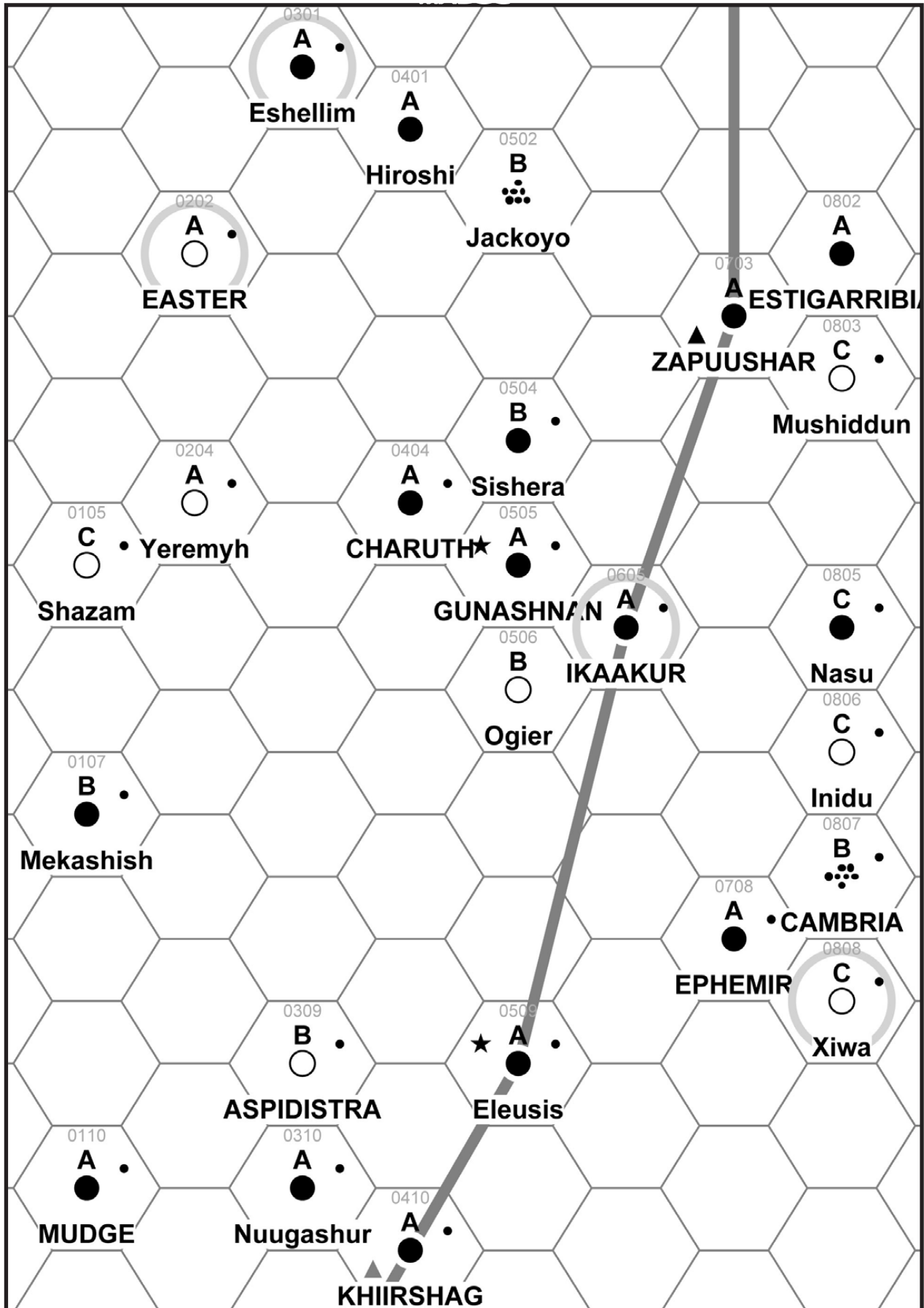
Name	Location	Statistics	Base	Remarks
Shazam	1105	C411266-B		IC Lo Owned by Yeremyh Im G
Mekashish	1107	B6766BE-9		Ag Ga Ni Im G
Mudge	1110	A563ACB-D		Hi Ht Im G
Easter	0202	AAE7977-F		Hi Ht A Im G
Yeremyh	0204	A5207BF-D		De Ht Na Po Im G
Eshellim	0301	A76A8BB-E		Ht Ri Wa A Im G
Aspidistra	0309	B2009CB-E		Hi Ht In Na Va Im G
Nuugashur	0310	A535726-D		Ht Im G
Hiroshi	0401	A558774-C		Ag Ga Ht Im
Charuth	0404	A786988-E		Ga Hi Ht Im G
Khiirshag	0410	A79A9BC-F	W	Hi Ht In Wa Im G
Jackoyo	0502	B000510-B		As Ni Va Im
Sishera	0504	B433854-D		Ht Na Po Im G
Gunashnan	0505	A854996-E	N	Ga Hi Ht Im G
Ogier	0506	B10088A-C		Ht Na Va Im
Eleusis	0509	A789831-D	N	Ht Ri Im G
Ikaakur	0605	A5569B8-E		Ga Hi Ht A Im G
Zapuushar	0703	A858997-D	S	Ga Hi Ht Im G
Ephemir	0708	A675999-E		Ga Hi Ht In Im G
Estigarribia	0802	A566ABC-D		Ga Hi Ht Im
Mushiddun	0803	C61188D-9		IC Na Im G
Nasu	0805	C434368-B		Lo Owned by Ikaakur Im G
Inidu	0806	C6BA413-C		FI Ht Ni Wa Im G
Cambria	0807	B0009BF-E		As Hi Ht In Na Va Im G
Xiwa	0808	C300568-B		Ni Va Mr A Im G

CONCORD SUBSECTOR

MADOC

SULEIMAN

HARLEQUIN



VEGA



the atmosphere and oceans are roughly spherical. This creates a very thin atmosphere and desert conditions at the poles, overly dense pressure and deep ocean at the equator, and two habitable bands of pressure varying from thin to standard to dense in between.

Like many worlds in Concord subsector, Easter was initially settled by the Vilani (in -4800). They were followed by Terran immigrants in the late Interstellar Wars and early Rule of Man era. The moon's unusual geography compartmentalised settlement resulting in less ethnic blending than usual but Easter was not initially balkanised. Instead, it developed a robust federal system. During the Long Night Easter's institutions provided the model for the government of the Easter Concord, establishing a multi world federation that helped hold civilisation together in the coreward subsectors of the Rim. This was Easter's golden age that lasted until it peacefully joined the Imperium in 426.

Easter failed to reap all the expected benefits of Imperial membership. No longer the hub of its own interstellar state, Easter experienced slow economic and cultural decline. This malaise was exploited by the Solomani Party, who came to power first in ethnic Solomani regions and then in 750 seized control of the entire planetary federal government. Sporadic resistance by Vilani nationalists and federalist Solomani continued for centuries until the end of the Solomani Rim War. As Imperial forces entered the Solomani Rim, but well before they reached Easter, the planet exploded into a confused civil war between Vilani and Solomani factions. Alliances shifted with some of the Solomani provinces declaring for the Imperium and others remaining loyal to the Confederation.

The end result was the final collapse of Easter's federal system. Although the planet agreed to a global ceasefire under the guns of the Imperial Navy, they could not agree on a united government. Over the last century the world fragmented into dozens of rival Vilani and Solomani nation states. Many have unstable or populist governments driven by nationalist and racist demagoguery, resentment at Easter's situation and memories of outrages committed by their neighbours. None of the Solomani governments are 'officially' ruled by Solomani Parties but several follow that philosophy in all but name. Easter's compartmentalised geography and Imperial diplomacy have prevented a major war from breaking out but frontier conflicts, brushfire wars and insurgencies are common. The fractious situation has been exploited by the more predatory Imperial megacorporations; Ling-Standard Products, Delgado and Instellarms are all active. Easter's nations make extensive use of mercenary forces to augment their own armies. Most recently mercenary 'volunteer' contingents subsidised by the Vilani government of Amkhalarg/Ultima have been arriving to assist anti-Solomani nations.

Despite the twin scourges of war and economic decline, Easter has still managed to hang onto some of the glory of its storied past. Only a few nations are actively engaged in conflicts at any one time. In addition to the natural oddities of the world, including the vast brown dwarf that dominates its sky, there are many old cities and towns on Easter that still retain vestiges of the customs, dress, arts and architecture of the old Concord. The economic depression also makes for favourable exchange rates and tends to lure adventurous tourists from other Imperial worlds to visit the planet's unique sights.

Inidu C6BA413-C

SuSAG purchased Inidu from the Easter Concord shortly after it joined the Imperium. At present Inidu is still owned by the research and development division of the megacorporation. The populace entirely consists of SuSAG employees. SuSAG maintains three major R&D complexes at dispersed locations on the planet. Inidu's corrosive atmosphere and acidic world-ocean provides additional security for SuSAG activities as well as serving as a natural barrier to eliminate any biohazards that escape its labs.

Mudge A563ACB-D

Mudge originally had an even number of Vilani and Solomani inhabitants. During the early Solomani era the Solomani Party government embarked on a policy aimed at achieving demographic superiority through the subsidy of large Solomani families. This was supported by large and ongoing grants from the Ministry of Genetics and Information and proved a great success, as did a program of rapid industrial development that made Mudge a key exporter. Unfortunately shortsighted and corrupt agricultural and resource-management practices failed to keep up with the increasing population and industrialisation. Mudge never properly invested in the arcology system used by more successful high-population worlds like Azun/Ultima. Overcrowding and violence are common in many cities despite draconian penalties aimed at curbing crime and restricting weapon ownership. Land usage and water distribution problems are particularly acute and the problems have become more desperate since the end of the Solomani era. Mudge's large delegation in the Confederation secretariat, including a member elected of the High Council, let it secure lucrative Solomani Confederation subsidies. A period of military rule after the Imperial conquest simply allowed the problems to fester. The removal of SolSec led to a significant increase in government corruption despite the occupying Imperial Army's efforts to curb it.

The current government is a coalition of oligarchic enterprises and syndicates that came to power after the end of Imperial military rule by promising a decisive action to end Mudge's problems and clean up corruption. The ruling oligarchs have failed at the latter endeavour but have successfully initiated an



ambitious environmental remediation effort involving importing gas giant ring and comet ice from its outer solar system. They have also renewed an ongoing military and political effort to colonise Okefenokee in the Ultima subsector, a program that first began in the Solomani era but was interrupted during the Imperial occupation. The ostensible goal is to relieve population pressure but in reality the intention is to distract the population. Although Mudge stands little chance of significantly reducing its population through emigration, the very existence of the effort provides a social safety valve. Placement in the colonisation project is available by lottery to any citizen and for veterans of planetary government and military service.

Xiwa C300568-B

Xiwa is a small, very cold vacuum world orbiting a dim red star. It was overlooked by both the First Imperium and Terran Confederation and for three millennia was little more than a refuelling stop. In the 550s Solomani prospectors discovered extensive deposits of Zuchai crystals useful for jump drive manufacturing. Rapid economic development followed. By 650 Xiwa was divided into competing corporate mining fiefdoms and also enjoyed the beginnings of a jump drive manufacturing industry. In the mid 700s a series of Solomani Party-sponsored socialist revolutions unified five of these mining and industrial syndicates under the auspices of the Xiwa Technum Collective. In self-defence, the other corporate fiefdoms formed the Xiwa Freedom League and then, fearing off world Solomani revolution, became subsidiaries of Zuchai Drive Technologies, a company owned by a rival Solomani Party faction with economic connections to Transstar.

Despite their ideological differences, the two blocs coexisted uneasily under the umbrella of the Solomani Confederation until the end of the Solomani Rim War. The defeat of Solomani forces in Concord subsector in late 1001 triggered a brief civil war as each bloc attempted to seize control of remaining Confederation Army bases, planetary defences and highports. The appearance of the Imperial Navy halted the war with both governments proclaiming their steadfast loyalty to the Imperium while denouncing the other as a cesspool of pro-Solomani agitation. With no troops to spare for occupation duty due to major engagements in Albadawi and Sol subsectors, the Navy accepted the planet's balkanised status.

In 1053 the Imperium decided to place the planet's major starport and baronial seat on Xiwana, a domed city in the Xiwa Freedom League. This caused economic suffering in the rival Collective and led to an ongoing sense of grievance. Skirmishes over disputed border lines and free movement of labour became common. In 1087 the Collective's civilian government fell to a military coup and was replaced by a junta that advocated unification of the entire planet under Collectivist rule. As tensions escalated both sides massed forces which

included tactical nuclear weapons that they had secretly looted from wartime Solomani arsenals. In 1095 a planned coup against the Collectivist government led to its leader pushing the button and the planet exploded into nuclear war.

The war was short but devastating. Most of Xiwa's six million citizens lived in domed cities and all were breached by tactical nuclear strikes. The exchange lasted for only a few hours but by then over 80% of the population were dead. Imperial Marines arrived three weeks too late to do anything more than lead a relief and rescue operation, and arrest the few surviving members of the governments for violations of the Imperial rules of war.

Today, the surviving population of Xiwa huddle in small settlements that are mostly converted outback crystal-mining camps. Some of these have resumed operation thanks to investments from Sternmetal Horizons, LIC that also made generous donations of life support machinery and other supplies in the immediate wake of the disaster. Xiwa remains under Imperial military rule with a military governor based at the new starport the Marines have constructed near Zuchai Dorsa, the largest surviving mining town. The remaining population are widely scattered so despite the ostensibly high Law Level actual policing is sporadic beyond the Imperial garrison enclaves.

Most Xiwa citizens have put aside nationalistic hatreds in the interests of recovery but riots or revenge killings between hardcore supporters of the former factions still give Imperial Marines occasional cause for intervention. Although the Imperium's relief effort was welcomed, a decade of occupation by the Marines has raised tensions and there are regular calls for a reversion to civilian rule. Leading the anti-Imperial protests are Solomani Party agitators who blame the disaster on the Imperium's policies and a conspiracy by Sternmetal Horizons to steal Xiwa's resources.

The major Imperial focus is the ongoing effort to rebuild the planet's cities and economy, and get the Zuchai crystal mines working to full capacity. Now that radioactivity has died down the military government is still supervising the slow process of decontaminating sites struck by nuclear weapons, removing and identifying buried bodies – many mummified in vacuum after domes were cracked – and the reclamation of still-useful mining facilities. Another concern is the survival of some hidden military stockpiles or command bunkers that may have survived total destruction. Many records were lost during the war. In 1099 a Sternmetal Horizons team, reopening what was marked on a map as a mining complex, discovered a hidden nuclear command bunker protected by lethal automated security systems. When the Imperial Marines dealt with the robots, they found low passage berths containing three senior Xiwa military officers. Two were safely revived and turned over to the Marines to stand trial for their role in the Xiwa war.



In the last few years rumours of further underground military bases and the few additional discoveries of weapon caches have attracted treasure-seekers to the planet posing as legitimate relief workers or prospectors. In 1103 TAS News published an interview with an anonymous surviving Xiwa Collective military officer who had apparently escaped the Imperial net. She referred to a Sternmetal Horizons open source study of strike patterns and blast crater damage on the surface which she claimed indicated some of her nation's missiles had neither been fired nor been destroyed on the ground. She also claimed senior Xiwa junta leaders were likely still alive in undiscovered bunkers with access to control codes to arm any surviving nuclear weapons.

Imperial authorities have publicly cast doubt on the veracity of the TAS News story and stated they have intelligence that no unlaunched Xiwa nuclear weapons survived the war. However, in 1104 the Imperial Marines headquarters at Depot appear to have quietly assigned additional specialised combat engineering and mobile nuclear damper teams to Xiwa as well as enhancing the security at Xiwa's starport. The military authorities obviously want to avoid miners or treasure hunters digging up a nuclear warhead on Xiwa and deciding to sell it to Rule of Terra or some other extremist faction.

The world is classified as a TAS Amber zone.

HARLEQUIN SUBSECTOR

Like most coreward subsectors of the Rim Harlequin was settled by the Vilani but developed a Solomani majority thanks to immigration.

During the era of Solomani hegemony that lasted from 700 to 1001 this subsector was very important, linking Terra with the prosperous regions of Alpha Crucis and the Old Expanses. War damage suffered by these sectors' worlds and economies and the Solomani defeat turned Harlequin from a major avenue of trade to something of a backwater.

The subsector economy has been in a moderate recession since the war ended in 1002.

Many of the inhabitants blame the Imperium. Solomani parties remain strong on many worlds in Harlequin but only on Scaramouche has a longing for 'the good old days' given rise to rebellion. Unfortunately for the Solomani Cause the subsector is sufficiently distant from the Confederation border that there is little realistic chance of rebels receiving external assistance. The Solomani Confederation publicly expresses solidarity with local Solomani movements but gives tacit support to the status quo. Imperial military occupation gradually ended between 1047 and 1100 throughout Harlequin as hardcore Solomani movements were either eradicated by the Imperial Army and

Marines or signed accords that committed them to non-violence and surrendered any hidden arms.

Aside from occasional isolated attacks by individual fanatics and a few outbreaks of rioting, peace has generally prevailed. This peace was broken on Scaramouche in 1098 when the assassination of the governor was followed by a rebellion. These 'Unity Uprisings' were brutally crushed by the new acting governor and Imperial Marines. Harsh military rule was re-imposed there only to be lifted recently amid controversy over excesses committed by security forces during the revolt's suppression.

The aging subsector duke, Dmitri hault-Fionbrea, has long supported the reconciliation process and was said to be shocked and paralysed by the violence of the Unity Uprising and its suppression. He has been accused of being too soft by anti-Solomani nobles including many in the subsector capital ,Arkiirkii, a hotbed of Vilani nationalism. Perhaps his harshest critic is his mixed-blood wife Commnena, who lost a beloved grandparent in the Solomani Rim War and whose noble house was rendered all but extinct under the prior centuries of Solomani rule. The duke's son and heir Enkidu is said to be influenced by his mother's views but these may change by the time he achieves majority.

The Harlequin subsector contains 33 worlds with a population of 67.1 billion. The highest population is 17 billion at Aosta.

Scaramouche A7C6503-A

Scaramouche's corrosive atmosphere is a witches' brew of free chlorine, hydrochloric acid vapours and other toxic chemicals. Its acidic oceans have been compared to industrial-strength bleach. The planet boasts a few hardy native species of chlorine-metabolising bacteria and plants. No higher animals have been discovered.

The world was completely ignored by the Vilani but is believed to have been colonised during the Long Night. Local legend claims the first settlers were a hardy band of Solomani corsairs who preyed upon Easter Concord, Vegan and Dingir League shipping and later founded their own independent republic. Regardless of their origins, the current inhabitants are known for their hardiness, independent spirit and self-sufficiency. Despite their world's lack of resources the planet can provide its own food and power thanks to the mechanical skills of its population. Many citizens live in largely self-sufficient underground towns with their own fusion reactors, hydroponics gardens and even mines. The planet's starport and only city, Tiberio, on the shores of a hydrochloric acid sea, has been the homeport for locally owned and crewed free traders for generations.

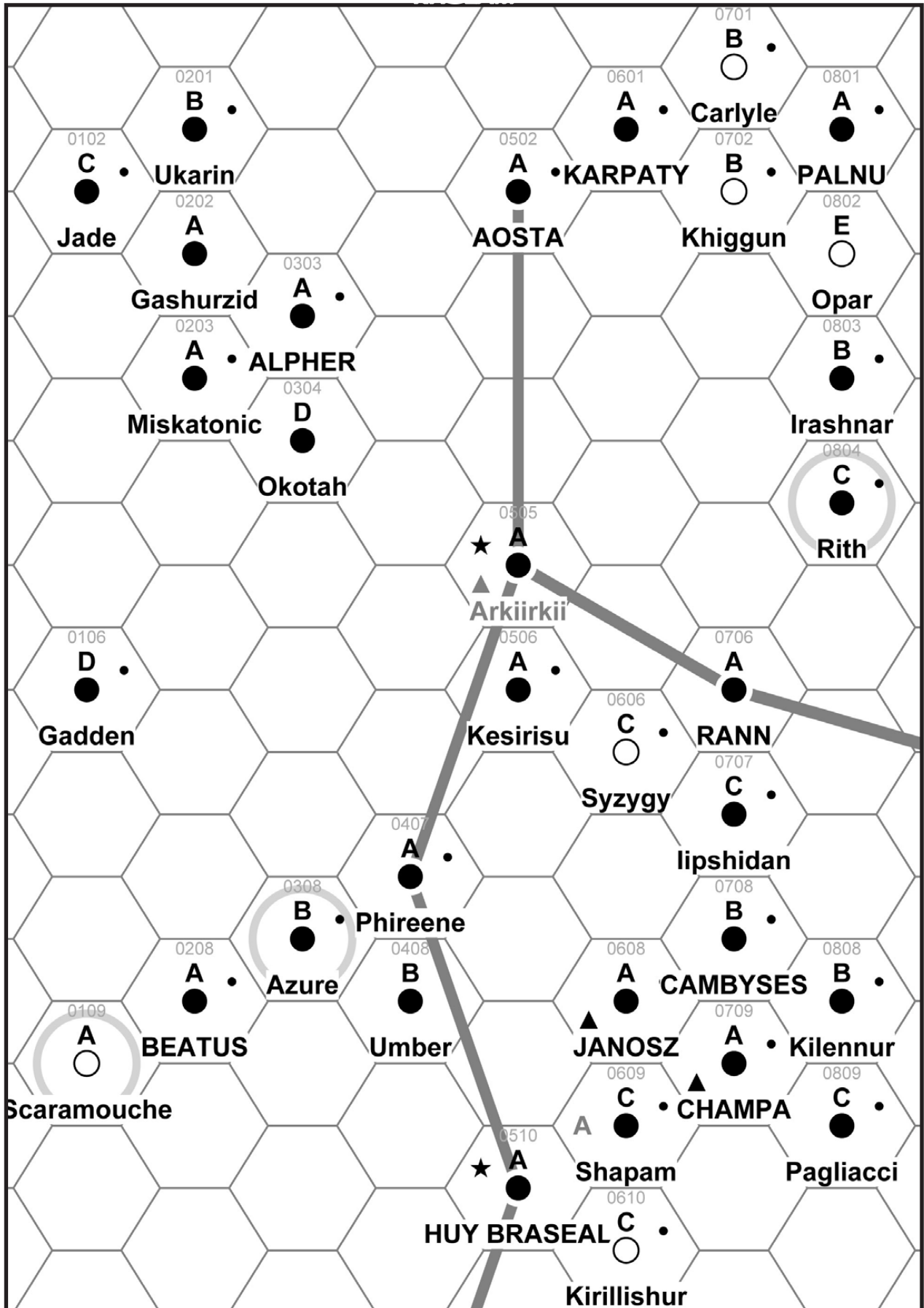
Scaramouche's population are almost all of pure Solomani descent. With an ingrained distaste for the aristocratic rulers

HARLEQUIN SUBSECTOR

KHULAM

CONCORD

XIMENES



BANASDAN



Name	Location	Statistics	Base	Remarks
Jade	0102	C5758BF-8		Ga Im G
Gadden	0106	D893200-8		Lo Im G
Scaramouche	0109	A7C6503-A		FI Ni A Im
Ukarin	0201	B433742-C		Ht Na Po Im G
Gashurzid	0202	A6568A8-C		Ga Ht Im
Miskatonic	0203	A587863-9		Ga Ri Owned by Alpher Im G
Beatus	0208	A688989-E		Ga Hi Ht Im G
Alpher	0303	A866997-E		Ga Hi Ht Im G
Okotah	0304	D425103-A		Lo Im
Azure	0308	B4348CF-B		A Im G
Phireene	0407	A569895-D		Ht Ri Im G
Umber	0408	B777464-B		Ga Ni Owned by Phireene Im
Aosta	0502	A553A56-F		Hi Ht Po Im G
Arkiirkii	0505	A66A8AD-E	NW	Ht Ri Wa Cap Im
Kesirisu	0506	A59A502-B		Ni Wa Im G
Huy Braseal	0510	A555989-E	N	Ga Hi Ht Im
Karpaty	0601	A583954-F		Hi Ht Im G
Syzygy	0606	C100721-8		Na Va Im G
Janosz	0608	A564978-B	S	Ga Hi Im G
Shapam	0609	C432533-B		Ni Po Im G
Kirillishur	0610	C7A4543-A		FI Ni Im G
Carlyle	0701	B9B5865-B		FI Owned by Palnu Im G
Khiggun	0702	B8A3643-B		FI Ni Im G
Rann	0706	A664988-E		Ga Hi Ht Im
lipshidan	0707	C544534-9		Ag Ga Ni Im G
Cambyeses	0708	B546988-A		Ga Hi In Im G
Champa	0709	A6629B9-9	S	Hi Im G
Palnu	0801	A584999-E		Ga Hi Ht Im G
Opar	0802	E5AA267-A		FI Lo Wa Owned by Palnu Im
Irashnar	0803	B431438-D		Ht Ni Po Im G
Rith	0804	C536875-9	A	Im G
Kilennur	0808	B5958BE-A		Ga Im G
Pagliacci	0809	C754733-6		Ag Ga Im G

of the Imperium they were early and enthusiastic supporters of the Solomani Cause. Representatives from Scaramouche were instrumental in establishing the 'district' system in the Solomani Confederation that allowed low-population worlds to pool their economic and political power to give them a voice within the Secretariat. The world's free traders were also leaders of the Solomani Traders League, an association that often crossed swords with the mighty Solomani Party-run Transstar line. During the Solomani Rim War, almost 15% of the adult population were volunteers patriotically serving in the Solomani Confederation's Navy, Army or merchant marine fleet.

At the end of the Solomani Rim War, Scaramouche's small squadron of system defence boats refused to surrender to an Imperial cruiser squadron and was wiped out to the last

craft. An Imperial Marine battalion, backed up by an Army brigade, seized and occupied the starport, beginning a lengthy period of military rule. The population were never reconciled to Imperial occupation. Anti-Imperial agitation, sabotage and minor terrorist attacks were common. The planet's unforgiving environment was also hard on off worlders unused to it and often made it difficult to tell if various malfunctions or accidents that befell occupying authorities were pure bad luck or the work of insurgents.

Due to the hostility of the populace and suspicion of ongoing resistance activity, Scaramouche was one of the few worlds in Harlequin that continued under military rule into the 1090s. Popular resistance to the presence of a foreign Imperial governor and a brigade of Marines garrisoned at Tiberio boiled



over in 1098 in the so-called Unity Uprisings. These guerrilla attacks by an alliance of diverse resistance and popular groups were suppressed through the decisive action of Acting Governor General Ringiil Urshukaan whose uncompromising measures crushed the rebel organisation. The rebellion collapsed after Urshukaan's capture of its major leader, Moradeyo Davis Atiyah. Despite his success, Urshukaan was later investigated and publicly censored for using excessive brutality although his supporters among the nobility credit him as having prevented the Uprisings from flaring up into a subsector-wide Solomani rebellion.

The post-conflict administration of Governor Baronet Rosa Demetriou made attempts at reconciliation including additional investigation of the charges against Urshukaan. This resulted in his formal censure by the Imperial military. Following this it was decided that the Imperial presence on Scaramouche would be greatly reduced provided the no further rebel activity took place. Government was formally turned over to the citizens of the planet in 1102 and the post of Governor dissolved. The majority of the garrison was withdrawn at that time in the hopes this would reduce tensions.

That has not proven entirely successful. Since the Imperial withdrawal, the government on Scaramouche has varied from unstable to nonexistent. The local Solomani Party had most of its more dynamic leaders killed or imprisoned during the Unity Uprisings and has fragmented into multiple splinter groups consumed by internal infighting. No other political force has emerged. Factional violence and crime is commonplace and the world has been posted an amber zone by the Travellers' Aid Society.

Although it appears that no organised anti-Imperial guerrilla forces presently exist, Imperial Intelligence fear that in future off-world Solomani terrorist groups or SolSec agents may use the chaos as an opportunity to establish a base or training camp there. This advice has not been taken seriously due to Harlequin's distance from the Solomani border. At present the subsector nobility and military have little interest in committing further Imperial or colonial troops to what they have reclassified as a planetary problem.

Gadden D893200-8

Gadden is a dry world with a dense tainted atmosphere and little liquid water. It has a population less than a thousand, no formal government and no manufacturing. The only settlement is a small independent mining operation exploiting an easily accessible wolframite deposit for tungsten metal. Most of the surface has not been surveyed except by basic orbital sweep.

Unknown to the miners, Gadden has additional unexploited resources. The local ecology has produced several species

of plants that provide base chemicals useful for combat drug production. University xenobiology students from Huy Braseal are scheduled to do a commercial botanical survey of Gadden as a graduate school project. If they discover the compounds the information would be of great value to a company like SuSAG who might wish to acquire title to the planet. Naturally this would be much less expensive if the botanical discovery was suppressed rather than publicised in an academic journal.

Janosz A564978-B

Janosz is an attractive but somewhat arid terrestrial world. Its population is slightly in excess of one billion divided into 32 sovereign states with populations ranging from only a few million to over 100 million. Only 29 of these states are officially members of the Imperium; three others remain autonomous having successfully overthrown Solomani Confederation rule during the Rim War, yet indicating a lack of desire to rejoin the Imperium. One of these holdouts, Cloralie, maintains its tenuous hold on independence by brutally suppressing all signs of the Solomani movement within its borders, thus avoiding any Imperial charge that they are harbouring rebels. This attitude contrasts to some of the more stable nations that are part of the Imperial bloc. Among them is Intanevac, whose capital Argon is also the world's starport. Due to the influence of the large population of starfarers in the city the Local Law level of Argon is actually 4. Intanevac is a representative democracy enjoying a high degree of personal freedom, and is widely known for its political and religious tolerance. The Solomani Party there has foresworn violence and been legalised. It competes with pro-Imperial parties in elections.

The complexity of Janosz politics, its high population and its industrial potential have made it a target for manipulation by megacorporations and foreign interests. Imperial Intelligence suspects SolSec may be attempting to subtly manipulate the political process on some of the nations on Janosz to better further the interests of the Solomani Party there.

In late 1104, beltlers working the system's outer planetoid belt stumbled on a wrecked Solomani Confederation Navy lifeboat left over from the war. The lifeboat held two corpses and one person preserved in a low passage berth. The occupant, a Confederation Army officer, disappeared from the scout base at Argon Down starport before his identity could be confirmed. He was later identified as the notorious Colonel Henryk Salvadori, late of the Confederation Army Commandos. Salvadori was nicknamed the Butcher of Inthra for his role leading an operation on that Old Expanses world in 1102 that compromised crucial life support, causing many millions of deaths. Salvadori is believed to be still somewhere on Janosz. The Imperial Ministry of Justice consider him a war criminal and are offering a Cr. 500,000 reward for his capture or information leading to his arrest. It is possible that Solomani Party sympathizers on the planet are aiding him.



Shapam C432533-B

Originally colonised by refugees from an anti-aristocratic revolution on nearby Champa, this planet is famous as a luxury resort world for the Solomani Rim's elite, whether they are nobles, interstellar celebrities, megacorporation executives or planetary heads of state.

Shapam itself is a small moon orbiting a beautiful ringed gas giant. Most of the population live in the Xanadu et Shanapour, the largest of its three domed cities, although some of the better resorts are located inside a half-dozen flying grav-supported castles that tour the moon. Except for some cut-rate spacers lodging in startown, prices on Shapam are astronomical with quality to match, boasting some the best luxury hotels, restaurants, casinos and entertainment facilities in the subsector. The world itself is barren but its icy mountains, craters and volcanoes possess a stark beauty. A noted attraction is the Shapam Drift, a spectacular low-g ski trail whose slopes are packed with youthful skiers in skin-tight tailored vacc suits. Shapam starport also offers excursion craft for a gas giant ring tour including a view of the ongoing creation of the Flying Emperors, mammoth sculptures of the Imperium's former rulers that are being carved in ring ice using ship-mounted beam lasers by a celebrated team of artists

For many tourists the reason for visiting Shapam has nothing to do with the scenery, luxury hotels or the cuisine. Instead it is because Shapam's planetary authorities tolerate and even subsidise all manner of activities often regarded as vices on other worlds. High-stakes gambling, narcotics, prostitution, erotic and gladiatorial sports events, pleasure robot sale or rentals, extreme biological and cybernetic modification; the list goes on. Provided a recreational activity is consensual, profitable and does not violate Imperial High Law, it is certainly legal and normally available on Shapam. The Law Level is only 1 for such purposes. Shapam security maintain a low profile, focused on keeping the streets and resorts safe for visitors, restricting illegal weapons, dealing with crimes of passion, and enforcing privacy laws intended to keep foreign paparazzi away from visiting Imperial celebrities. Indeed, the major threat anyone faces is the occasional risk of blackmail or exposure should a VIP's debaucheries be recorded and publicised.

Aside from its lucrative resort business, Shapam's ruling oligarchy also leases land to Imperial Research Station Alpha. The station was founded in 1043 and is located on an island in an icy sea on the opposite side of the moon from Xanadu et Shanapour. The nature of Alpha's research is classified. An elite IISS security detachment patrols the 20 km exclusion zone around the facility. The residents of Research Station Alpha have a small private starport and the station's staff is not permitted to fraternise at the resort.

Arkiirkii A66A8AD-E

This water world is Harlequin's subsector capital and the seat of Duke Dmitri hault-Fionbrea. The majority of the population live in underwater or floating cities.

Civilisation on Arkiirkii dates back almost six thousand years to its early settlement by the Vilani Empire (-4900) and has retained a fundamentally Vilani character ever since. The world never developed a native Solomani Party, although the Confederation insisted on establishing military bases over the planet. During the Solomani Rim War, the planet was heavily taxed and some industries taken over by the Confederation to provide for Solomani war production. Imperial nobility – the Marquises of Arkiirkii – remained in residence throughout the Solomani period, albeit in obscurity. As the Solomani grip slackened, the Marchioness of Arkiirkii emerged to declare the planet's loyalty to the Imperium. In recognition of the Marchioness' steadfastness and the planet's loyal opposition to the Solomani, she was granted the Duchy of Harlequin and the planet made subsector capital. Due to their Vilani background, Arkiirkii's population had not served during the Solomani Rim War and so the planet had a large reserve pool of military manpower. The Duchess soon recruited a large force of household troops that pledged to assist in occupation and reconstruction duties on other planets within the subsector.

Arkiirkii society is a rigid and highly disciplined class-based system that grew up thanks to the safety requirements required for living in relatively fragile underwater cities. Today almost every aspect of a person's life is governed by formal rules that all but mandate courtesy. The planet's uncompromising legal code, large human and robotic police force, and extensive public surveillance system is intended to ensure a clean, quiet and crime-free world. Even minor offences like public rudeness, drunkenness or disorderly conduct are punished by heavy fines and prison terms combined with hard labour. Punishments for serious offences often extend not just to the criminal but also to those around him if they are shown to have failed to alert authorities of his deviant tendencies. The death penalty is liberally applied to serious crimes against persons or property, with convicts often having their bodies sold to organ banks or medical research. In all cases, any proceeds are used to reimburse any victims or their families.

In the century since the war, Arkiirkii's citizenry have been unwilling to forget or forgive their humiliation under the Solomani hegemony. The planetary government – an absolute monarchy – has extended its unforgiving legal traditions to enact racial laws that mirror in reverse the Solomani Confederation's own discriminatory policies. Genetic testing is required and citizens of pure Solomani blood face legal sanctions that limit the property they can own and the positions they can hold



within the world's society. Similar sanctions are applied to off world visitors outside the extrality zone. These restrictions do not apply at the ducal court, which is located at the starport. Nevertheless, they are out of step with sentiment in the rest of Harlequin subsector and deeply offensive even to pro-Imperial Solomani nobles. Arkiirkii claims its policies are merely natural expression of justice and ensure that centuries of pro-Solomani discrimination are reversed.

Archduke Kieran Adair considers the attitude of Arkiirkii to be unacceptable and provocative for a subsector capital in a region as politically delicate as Harlequin. He and the diplomatic corps have been attempting to pressure Duke Dmitri to use his own influence to get Arkiirkii to moderate its policies. Duke Dmitri has been reluctant to do so, claiming his house owes Arkiirkii a debt of honour for having sheltered his line. In this he has been backed by Sector Duke Robert of Dingir who firmly believes the Imperium should not intervene in the domestic affairs of loyal member worlds.

Kilennur B5958BE-A

The world is governed by the Marquis Valkenburg of Kilennur who is both an Imperial noble and the planet's hereditary monarch, and leader of its sole legal political party, the Imperial Royalists. This sort of combination – much denounced by Solomani activists – often leads to abuse. Kilennur is no exception, with the monarch and his ruling family enforcing a tyranny even more absolute than the harshest Solomani Party dictatorship.

The Marquis and his inner circle have cut lucrative deals with the megacorporations Sharurshid, Ling-Standard Products and Delgado, giving them exclusive trading, resource extraction and market development contracts in exchange for substantial kickbacks. Some of their income has been ploughed back into security and arms purchases, the Marquis boasting well-equipped household forces backed up by divisions of paramilitary constabulary and secret police. Kilennur's regime is also loud in its expressions of loyalty to the Imperium and a strong supporter of the Duke of Harlequin, who is a very distant cousin. The government is disliked by the mass of the populace but so far all serious dissent has been crushed. The main opposition is confined to a few exiled anti-Imperial dissidents and activists attempting to rally off-world support. There have been a few rumours of a shadowy 'Free Republic' opposition movement dedicated to toppling the tyranny, but these remain unsubstantiated with a regime maintaining an iron grip.

Kilennur is notable for having a Droyne community, or *oytrip*, located in an isolated reserve in the planet's southern continent. The Droyne are known locally as the Nugiiri, a Vilani name that predates understanding of their relationship to the other scattered Droyne colonies throughout Charted Space. The term is still used by many inhabitants of Kilennur. As this name

suggests the Droyne of Kilennur were initially contacted by the Vilani. The colony was at about TL 8-9 levels during the First Imperium. They submitted to the Ziru Sirka and were granted control of their southern enclave. After the First Imperium fell they were mostly ignored throughout the Rule of Man and Long Night as everyone assumed they were yet another minor Vilani subject race. They were not identified as Droyne until early in the Imperial period. In 523 the Duke of Harlequin established a treaty with them formalising their control of the southern region of the planet through a new charter.

The *oytrip*'s precise size is unknown as many live indoors or underground. Visitors are discouraged. As is typical for Droyne only the leader and sport castes will have any interaction with outsiders. There appears to be at least 10,000 Droyne but the enclave could be several times larger. The Droyne colony includes farms, factories and a small C-class starport of its own. The Droyne operate a few starships.

Those Humans on Kilennur who share the southern continent with the Droyne have a long folklore tradition that grants them various legendary powers and abilities. These are similar to the ancient Terran legends of elves and faeries and probably represent an obscure cultural survival from Solomani settlement. There are stories of how unwary Human developers, settlers, xenologists, or even children encroached on Droyne territory and were never seen again. A few Droyne sports have established rapports with Imperial merchants who trade with them. The Droyne relationship with the Marquis of Kilennur is cool but correct. The Droyne are required to pay taxes to the Imperial authority, which they tend to do in kind, delivering them yearly to Kilennur's starport. Problems could occur if dissidents or rebels pursued by the government were to flee into a Droyne area, as the Droyne do not recognise the planetary government's right of pursuit.

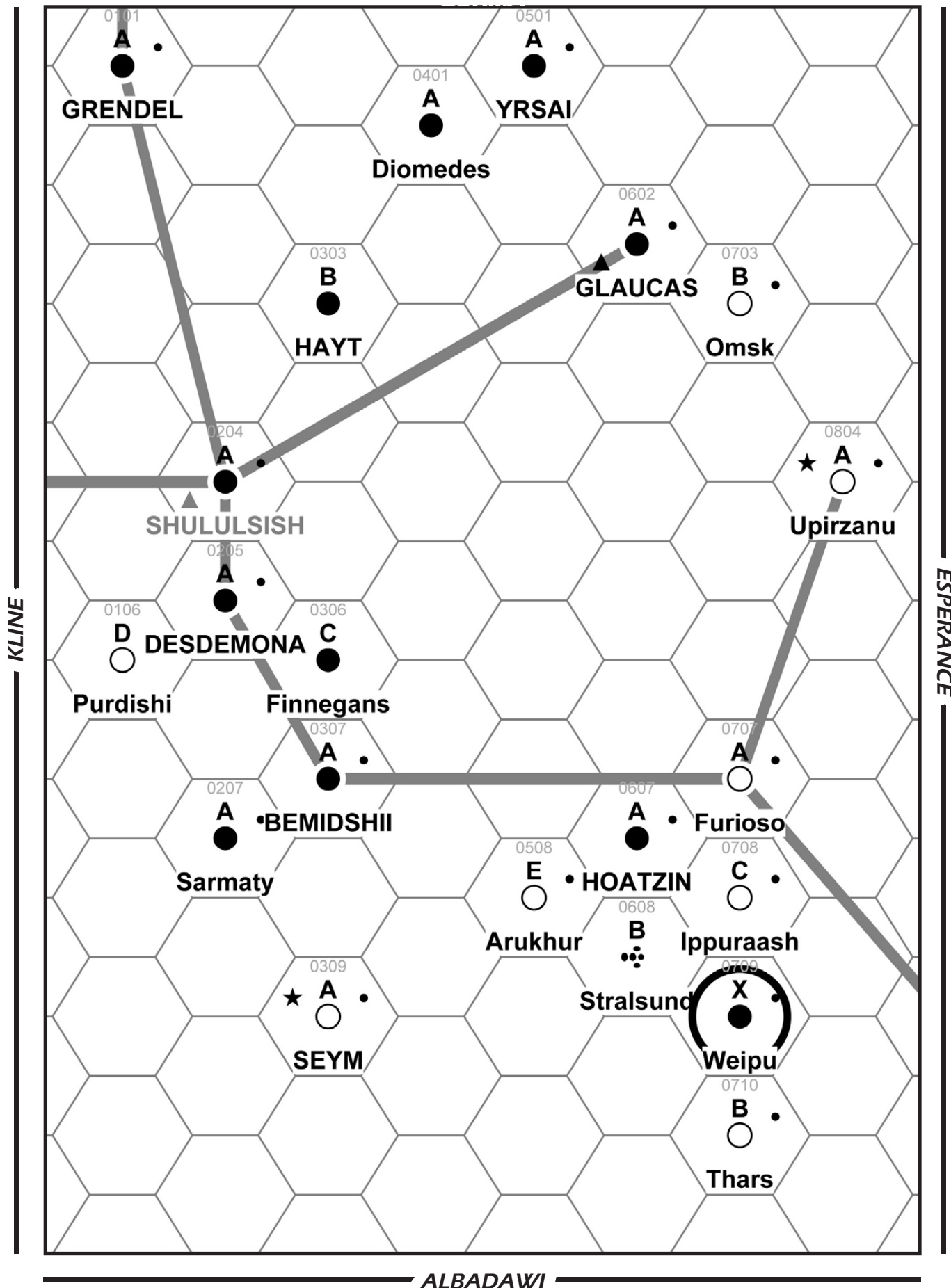
ALDERAMIN SUBSECTOR

The subsector is named for the bright white A class star Alderamin – also called Alpha Cephei – that is orbited by the Stralsund planetoid belt. The first settlers were Vilani colonists who arrived at Shululsish in -3900. Few other worlds were settled until the Rule of Man, when Solomani colonists arrived. Their isolation in the Long Night was enlivened by sporadic trade from the Dingir League, Vega and the Easter Concord, and reaver raids from neighbouring Magyar sector, followed by Aslan *ihatei* who settled Sarmaty in exchange for an agreement to help defend the world. Alderamin's worlds began trading with the Third Imperium circa 350; most of the subsector became Imperial by 550.

Dissatisfaction with the Imperium in the Civil War era and its immediate aftermath gradually turned most of worlds with majority Solomani populations toward moderate factions of the

ALDERAMIN SUBSECTOR

ULTIMA



ALBADAWI



Name	Location	Statistics	Base	Remarks
Grendel	0101	A96A98B-E		Hi Ht Wa An Im G
Purdishi	0106	D611168-8		IC Lo Owned by Desdemona Im G
Shululsish	0204	A584A52-F	W	Ga Hi Ht Cap Im G
Desdemona	0205	A76999C-E		Hi Ht Im G
Sarmaty	0207	A889877-D		Ht Ri Im G
Hayt	0303	B4219AF-E		Hi Ht In Na Po Im
Finnegans	0306	C579533-A		Ni Im
Bemidshii	0307	A567988-E		Ga Hi Ht Im G
Seym	0309	A1009CB-C	N	Hi Ht In Na Va Im G
Diomedes	0401	A8777A8-C		Ag Ga Ht Im
Yrsai	0501	A663A9B-F		Hi Ht Im G
Arukhrur	0508	E200365-9		Lo Va. Owned by Hoatzin Im G
Glaucas	0602	A8869A9-E	S	Ga Hi Ht Im G
Hoatzin	0607	A967986-E		Ga Hi Ht Im G
Stralsund	0608	B0007BE-D		As Ht Na Va Im
Omsk	0703	B511547-A		IC Ni Im G
Furioso	0707	A9C5761-D		FI Ht Owned by Hoatzin Im G
Ippuraash	0708	C200612-A		Na Ni Va Im G
Weipu	0709	X543000-0		Ba Lt Po R Im G
Thars	0710	B7A7797-B		FI Im G
Upirzanu	0804	A9B5752-E	N	FI Ht Im G

Solomani Movement. Worlds with Vilani populations were initially offered limited planetary self-government under Confederation hegemony. As time went on Solomani interference increased prompting localised resistance on worlds like Sarmaty and Shululsish.

The subsector escaped the worst bloodshed of the Solomani Rim War. Most Solomani worlds gave only token resistance after the Confederation Navy finally retreated from the subsector. The post-war Imperial occupation turned the tables; Vilani-dominated Shululsish was made the subsector capital and an Aslan clan lord and rebel leader from Sarmaty was appointed subsector duke. Putting their past history behind them, the Aslan duke and his successors followed an enlightened policy of reconciliation similar to that employed in Harlequin but with a greater focus on achieving subsector-wide unity and economic redevelopment. Military rule was lifted as early as 1060 on most Solomani worlds. Today the Solomani Party is usually legal but has minority support.

The Alderamin subsector contains 21 worlds with a population of 86.1 billion. The highest population is 34 billion at Yrsai. The subsector Duke is an Aslan and is a respected politician and skilled diplomat who understands Humaniti thanks to a stint in the Imperial Marines during his youth. His son is also a Marine serving in a commando unit.

Sarmaty A889877-D

This world has a warm climate with a long growing season and rich ocean ecosystem. Its land area is limited and most of its nations are crowded island city-states. Fishing and shipping – both ocean going and starships – are significant parts of the economy.

Sarmaty was settled by Solomani around -2100 during the Rule of Man. During the Long Night the colonists broke up into separate city-states. This made it impossible for them to say no to a wave of Aslan immigrants who arrived from Magyar sector in -1663 and settled several unclaimed islands. Even today this planet's political geography is divided between Solomani nations and Aslan clans. The two races have a lengthy history of cooperation, beginning with a shared defence of the world against reaver attacks during the Long Night. This relationship frayed during the Solomani era as the Party's insistence on Human supremacy was considered dishonourable. Although open war never occurred, individual Aslan clans instigated periodic revolts or guerrilla raids throughout the Solomani era. Despite this, Aslan leaders were unwilling to risk triggering full-scale Confederation Army intervention. Anti-Solomani resistance mainly took the form of aggressive minor clans tacitly supporting ocean piracy and fending off similar reprisals against them. This grew into a full-scale rebellion after the Solomani military withdrew from Aldebaran and Imperial forces were on hand to support them. In recognition of Sarmaty's resistance and self-liberation, Imperial titles were granted to the clan leaders. Since the minor clans had taken the lead in the revolt,



this has created a situation where the Aslan duke is actually more respected and powerful off world than he is at home.

With the dukes of Alderamin now hailing from Sarmaty the planet has enjoyed the benefits of political patronage and corporate development. This has included the upgrading of the starport to class A with a new General Products shipyard and a large investment in the fishing industry by Seaharvester, LLC. The economic boom has helped smooth Aslan-Human relations but grudges from the Solomani era still remain. Most of the city-states – human and Aslan – have spent part of their new wealth in increased wet navy forces. The larger Solomani island-states and Aslan clans nevertheless work together to keep the peace but some divisive territorial disputes continue to smoulder. Skirmishes between wet navy forces or corporate privateers over underwater mines, ecosystem management and fisheries protection still flare up from time to time.

Stralsund B0007BE-D

Stralsund is the asteroid belt orbiting Alderamin, a brilliant white main sequence class A star that is evolving into a subgiant. Like most massive stars, Alderamin has no planets but the Stralsund asteroid belt is a rich source of commercially valuable elements. The harsh regime of its dictator Truman Chang is propped up by security forces that use techniques derived from SolSec, and by mercenaries paid for by Ling-Standard Products who received an exclusive contract to run mining and ore refining operations. Despite the system's mineral wealth, foreign belters are not welcome. The regime's system defence boats chase off seeker ships not operating under Ling-Standard Products' aegis.

Shululsish A584A52-F

Shululsish has a large ethnic Vilani and mixed Vilani-Solomani population but it is one strongly influenced by Solomani society and has abandoned all but the more superficial aspects of traditional Vilani society. The government is unusual; it is a participatory democracy on a high population world. Each of the world's 30 billion citizens carries a terminal connected to the global computer network. All eligible voters are polled regularly and important laws are enacted in this fashion. All executive officials are elected for one-month terms. This form of government places a heavy burden on the individual and the average citizen spends over an hour a day in government-related activity, both in voting and researching the information needed to reach a decision. This governmental system is made possible only because of the leisure time available to workers at this world's Tech Level; many citizens become government buffs, devoting most of their time to voting on issues and proposing new topics for discussion.

Furioso A9C5761-D

Furioso is a large frozen world rich in heavy metals with industrial applications. It is administered as colony of nearby Hoatzin. It has an insidious atmosphere and an unusual biosphere. Its

higher life forms appear to have evolved bizarre hybrid carbon-silicon biochemistry. Its exotic menagerie of animals include the three-meter long, multi-legged, armoured ice crawlers who actually metabolise rocks and the pack-hunting ice spiders that prey upon them. Both creatures are aggressive enough to attack humans or machines and powerful enough to menace someone in an armoured vacc suit. Ice Spider hunting behaviour is highly social; some scientists believe they may be proto-sentient at the level of chimps or dolphins. The aggressiveness of the native life and the difficulty of keeping specimens alive outside their unusual environment have impeded efforts to study them.

Weipu X543000-0

Weipu is a cool, arid world with a thin atmosphere, scraggly forests, scattered lakes and small seas. Despite its semi-habitable conditions, it has never been successfully colonised nor even explored by robots. Its environment is tainted by metal-consuming bacteria that evolved within its mineral-rich springs. The bacteria are a fundamental part of the planetary ecology, integral to the biology of the native life forms.

Initial plans made by Hoatzin to colonise the world during the Rule of Man were abandoned after explorers found their survey probes corroding away. The world was declared a hazard zone. During the Long Night the warning satellites wore out and were not replaced. Pirates unaware of the plague attempted to establish a base there with catastrophic results. Survivors who fled to nearby Stralsund inadvertently discovered the bacteria, while not directly pathogenic, could live inside animal intestines. Those exposed have died of iron, copper and zinc deficiencies. One planetary station in Stralsund was quarantined and eventually exposed to vacuum to eradicate the plague. Weipu has since been off limits ever since.

The Solomani Confederation established a well-protected bioresearch facility on the planet in 820. The plague proved too slow acting to effectively weaponise but a tamed version of the bacteria was being developed that showed potential for certain industrial processes. The Ministry of Genetics lab was destroyed by SolSec when the Confederation abandoned the planet. The world is presently an Imperial Reservation and under Navy interdiction enforced by periodic patrols. SuSAG and a research division of Sternmetal Horizons have petitioned to the last two Dukes of Alderamin for permission to re-establish scientific labs to replicate the Solomani era research. Pressure groups on nearby worlds opposed this out of fear the bacteria may escape to nearby worlds.

ESPERANCE SUBSECTOR

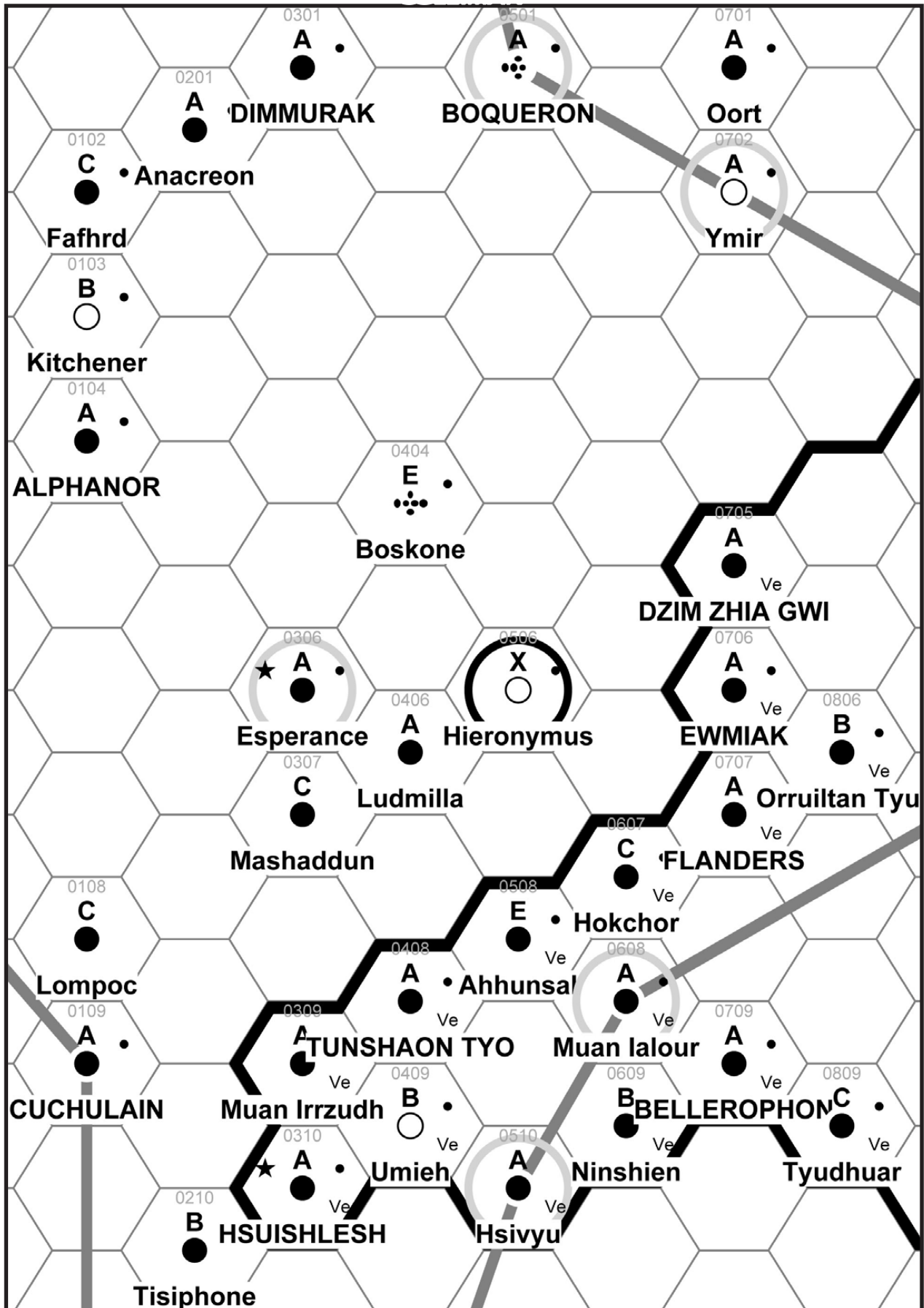
The Esperance subsector is not a governmental unit and has no subsector duke of its own. Roughly half its worlds are Imperial and are under the administration of the Duke of Alderamin. The other half is part of the Vegan Autonomous District.

ESPERANCE SUBSECTOR

SULEIMAN

ALDERAMI

VEGA



DINGIR



Name	Location	Statistics	Base	Remarks		
Fafhrd	0102	C621764-7		Na Po Owned by Anacreon	Im	G
Kitchener	0103	BAC8645-B		FI Ni	Im	G
Alphanor	0104	A988995-E		Ga Hi Ht	Im	G
Lompoc	0108	C544634-8		Ag Ga Ni	Im	
Cuchulain	0109	AA569BF-A		Ga Hi	Im	G
Anacreon	0201	A562841-C		Ht Ri	Im	G
Tisiphone	0210	B624885-B			Im	G
Dimmurak	0301	A657944-E		Ga Hi Ht	Im	G
Esperance	0306	A568878-C	N	Ga Ht Ri	A	Im G
Mashaddun	0307	C994210-9		Ga Lo	Im	
Muan Irrzudh	3009	A66A786-D		Ht Ri Wa	Ve	
Hsuishlesh	3010	A644986-E	N	Ga Hi Ht In	Ve	G
Boskone	0404	E00016A-A		As Lo Va Owned by Ludmilla	Im	G
Ludmilla	0406	A55689D-C		Ga Ht	Im	G
Tunshaon Tyo	0408	A554986-E		Ga Hi Ht	Ve	G
Umieh	0409	B100886-D		Ht Na Va	Ve	G
Boqueron	0501	A0009A8-D		As Hi Ht In Na Va	A	Im G
Hieronymus	0506	X530622-6		De Na Ni Po	R	Im G
Ahhunsal	0508	E521166-8		Lo Po	Ve	G
Hsivyu	0510	A433786-E		Ht Na Po	A	Ve
Hokchor	0607	C647586-9		Ag Ga Ni	Ve	G
Muan Ialour	0608	A556886-C		Ga Ht	A	Ve G
Ninshien	0609	B59A886-C		Ht Wa	Ve	G
Oort	0701	A563896-C		Ht Ri	Im	G
Ymir	0702	A6A6772-D		FI Ht	A	Im G
Dzim Zhia Gwi	0705	A556A86-E		Ga Hi Ht	Ve	
Ewmiak	0706	A552986-E		Hi Ht Po	Ve	G
Flanders	0707	A755A86-E		Ga Hi Ht	Ve	G
Bellerophon	0709	A88A986-E		Hi Ht Wa	Ve	G
Orruiltan Tyui	0806	B421686-C		Ht Na Ni Po	Ve	G
Tyudhuar	0809	C599786-9			Ve	G

Initial Vilani and Solomani colonisation was followed by a period of Vegan expansion during the Long Night. The Vegans settled directly on low-gravity worlds and brought others under their hegemony. Vegan power declined under the Third Imperium and in the Solomani era but their cultural influence remained. With the present Imperial-Vegan alliance the Vegans have reclaimed much of the subsector as part of the Vegan Autonomous District.

Several worlds in the subsector have mixed Vegan and human populations. Two balkanised Imperial worlds – Ludmilla and Esperance – have Vegan populations that are petitioning to leave the Imperium and join the Vegan Autonomous District. They are receiving diplomatic and economic support from brother *tuhuir* on Vegan worlds.

The human population is itself divided between Solomani, Vilani and mixed-race origins. More unusually, it includes human – mostly Solomani – worlds that adopted elements of Vegan

culture during the Rule of Man and Long Night. These societies formed the radical Vegan Faction of the Solomani Party and were themselves distrusted by the Confederation majority and subjected to interference by SolSec. Those living on Imperial worlds tend to also support joining the Vegan Autonomous District.

The many more recent Solomani immigrants who settled in the subsector in the 800s and 900s oppose that goal. Many were hard-core Solomani Party loyalists. Today some of them support the outlawed Solomani Party groups while others see loud demonstrations of support for the Imperium as the only way to ensure they are not swallowed up by the alien Vegans. They have been joined by some Vilani and mixed-race factions who also prefer living under the Imperium to gradual Vegan assimilation.

These tensions in Esperance are beginning to boil over. On some worlds – especially within the Vegan Autonomous District



– they are still being resolved peacefully if noisily through political compromise and Imperial-Vegan diplomacy. Elsewhere they are accelerating the rise of extremist militant groups and parties and igniting street violence, racial attacks and terrorism. On balkanised Esperance there is now risk of civil war.

The Esperance subsector contains 31 worlds with a population of 94.4 billion. The highest population is 31 billion at Flanders.

Esperance A568878-C

Esperance is a balkanised world with a mixed human and Vegan population. In 720 a war on Esperance fought between the Solomani nations and the Vegan-dominated nation of Waothan resulted in the latter's occupation and the reduction of Vegans to second-class citizens. Waothan was liberated during the Solomani Rim War. Today, it has a third of the planet's population and is 95% Vegan. Waothan's governing *tuhuir* has petitioned the duke of Alderamin, the Archduke and the Emperor for permission to join the Vegan Autonomous District. Other nations oppose the idea of a foreign-controlled nation on Esperance and have been championing the rights of human minorities within Waothan.

Esperance is also famous as the home of Doc Xocolatl, the largest independent chocolate company in the Solomani Rim. It was founded by Alfred Zhang, the great-grandfather of SolSec coordinator Rachel Zhang, a notorious architect of the Solomani Rim War. In 1007 a rumour that SolSec-controlled guerrilla cell were using the enormous factory complex as a chemical weapons factory saw it raided by Imperial Marine Commandos. The factory reopened in 1030 under new management and has regained its former glory, especially after trade reopened with Solomani subsectors. In 1103 Doc Xocolatl's boxed Chocolate Coyns become the latest fad to sweep the entire Domain of Sol after Archduke Kieran Adair was observed by paparazzi enjoying them during his accession reception.

Ludmilla A55689D-C

Ludmilla has a large Vegan minority population. Attempts to integrate the world into the Vegan Autonomous District have long been a source of tension. In 1104 the ManFirst party came to power on Ludmilla, advocating human-supremacist policies.

ManFirst has organised confrontational protests that have turned violent and refused to condemn anti-Vegan terrorist actions. It has studiously avoided any direct advocacy of armed resistance or terrorism but has inflamed tensions between Vegans and humans.

Bellerophon A88A986-E

Bellerophon is a human-populated water world within the Vegan Autonomous District. Except for a few islands and reef-flats at low tide, it is completely covered by water. The planet

has a pleasant climate and the vast ocean serves to moderate climate extremes. There are periodic seasonal storms which can build up to awe-inspiring size as they cross thousands of kilometres of ocean but are only dangerous to craft that fail to heed warming or caught too far from inhabited regions to find shelter. The planet's single large moon Antiea is responsible for strong daily tides and while fusion power is available many communities supplement it with tidal power generation.

Bellerophon has abundant and varied sea life and its seawater is rich in dissolved metals and minerals. The basis for the planetary ecology are vast free-floating colonies of photosynthetic marine plant life that accumulate in tangled multi-species 'greenmats' hundreds of kilometres across. These are thick enough to impede the movement of all but the largest surface ships. They draw nutrients directly from seawater and are supported by their own flotation bladders. The next major level in Bellerophon's ecology are the skreekers, a prolific species of pseudo-crustaceans that live on and around the greenmats and feed upon them. The most impressive of Bellerophon's native sea creatures are the daghadasi. These 'mountain islands' are gigantic marine grasses whose mature forms over multiple centuries can grow in excess of two kilometres in length. They travel in herds of one great elder and several dozen smaller creatures. The great daghadasi are inhabited by their own complex ecosystems. These include marine, land and even avian creatures, many of which are preyed upon by the juvenile daghadasi, the voracious whale-sized daghsharks that can easily destroy a good-size boat. Another notable life form is the chimearoc: fierce flying hunters with a four metre wing spans and needle-sharp teeth. These flyers play a significant role in daghadasi reproduction. The chimearoc feed their young on a protein-rich liquid secreted by fertile adult daghadasi and the same liquid also carries daghadasi reproductive cells, which helps spread their genes around the herd.

Bellerophon was first established as a naval base of the Terran Confederation during the Interstellar Wars. Civilians settled on the planet to provide food and raw materials to support the base. Many initial settlers were immigrants of Greek and Turkish backgrounds who fished the greenmats and harvested the skreekers for food. Some of the more adventurous established a nomadic society that followed and hunted the daghadasi herds and eventually developed their own unique traditions. Others developed an urban culture that was initially centered on the planet's tiny islands. They eventually built free-floating raft-cities and underwater seabed complexes. By the time the naval base closed, Bellerophon had a successful aquaculture industry and an export trade with nearby Vegan worlds.

The world suffered the usual privations during the Long Night but its economic links to the Vegans helped it maintain advanced technology through this period as well as enriching its



own culture with Vegan traditions. Transplanted Vegan attitudes toward cultural pluralism also helped preserve many Greek and Turkish linguistic and cultural elements.

The planet's exports were initially based around the skreeker and to a lesser extent the daghadasi harvests but a seawater metal extraction process was also introduced. The dissolved metals and minerals in the planet's seawater were naturally absorbed by the floating greenmats, concentrated by the plant-eating skreekers and further concentrated in the tough skeletons that support the huge daghadasi. Study of how this worked in nature led Bellerophon's engineers to built efficient seawater metal-reclamation processors. These provided the metals needed for civilisation without the expense of importation or complexity of deep-sea mining.

Today most of the population lives in chains of pylon cities, anchored to the seabed, that tower out of ocean shallows. A marine equivalent of the arcologies of high-population worlds like Azun, they are magnificent constructs rising two or more kilometres out of the coastal greenmats. Many have their own distinct cultures. The pylon cities house most of the planet's two billion citizens and each one is largely self sufficient with its own power, industry and food production. Automatic nets and subsurface pressure funnels harvest skreekers which are conveyed to processing areas in the bowels of each pylon city and converted into a thick paste high in nutritional value that serves as the basic element of the planetary diet, although flavoured in numerous ways and augmented by other seafood.

In addition to the urbanised culture of the pylon city dwellers the 'sea nomads' of Bellerophon form a distinct society with as many as 10 million people. The nomads who roam the planet's world ocean live aboard large fusion-powered city ships big enough to plough through the greenmats. Their economy is still based around hunting the ship-sized daghadasi. This is a dramatic process conducted using squadrons of two-man 'hunterfoil' attack craft armed with missiles and laser cannon. Despite their high technology, the nomads are careful to take only those daghadasi they need to survive and let nothing go to waste. The mountain-island's meat is eaten, their fats rendered into plastics and lubricants, and fibrous tissues used for textiles and paper products, and even metals are harvested from their skeletons.

The rise of the Third Imperium and then the period of Solomani rule had little effect on daily life in Bellerophon. Bellerophon's mostly pure Solomani population allowed it to fit into the Solomani Confederation but its economic and cultural ties with the Vegans meant the more extreme tenets of the Solomani Cause never took root. Bellerophon was a leading supporter of the so-called Vegan Faction within the Solomani Party that

advocated for greater rights for Vegans within the Confederation. Their political defeat led to the world losing influence in the Confederation government and receiving little in the way of economic assistance or patronage. Consequently, Bellerophon offered only tepid support for the Solomani Cause. Few of its citizens volunteered to fight in the Solomani Rim War. After the war the population accepted their inclusion in the Vegan Autonomous District. Only the highest levels of government changed; a Vegan civil service replaced the previous Solomani party bureaucracy. Each pylon city arcology and the sea nomad culture are treated by the Vegan government as a separate human *tuhuir*.

The interstellar corporation Seaharvester researched the daghadasi and discovered that young adults in their pre-reproductive phase produce a unique biological compound, PDPT-beta, which serves as the basis for an advanced and highly effective broad spectrum antibiotic that can be 'tuned' to wipe out bacterial, viral and cancerous growths. Seaharvester purchased a license from the planetary government to operate a small fleet of factory ships to harvest the daghadasi. Although Seaharvester has agreed to strict quotas in recent years, there have been allegations by sea nomad communities and off-world ecological activist groups that it is exceeding these and potentially threatening the viability of daghadasi stocks and sea nomad society.

Bellerophon has no real military forces other than a local constabulary. Although weapons are discouraged in the pylon cities the nomads and corporate harvest fleets have licenses to carry heavy weaponry for hunting the daghadasi. In recent years, rising tension between armed sea nomad city-ships and Seaharvester factory vessels has led to violent confrontations on the oceans. Seaharvester denies exceeding quotas and blames the problems on a faction of nomad terrorists with a reactionary disdain for off-worlders.

VEGA SUBSECTOR

This subsector is named after one of the most brilliant stars in Terra's night sky. It is also the Anglic name for the alien race that originated in Muan Gwi.

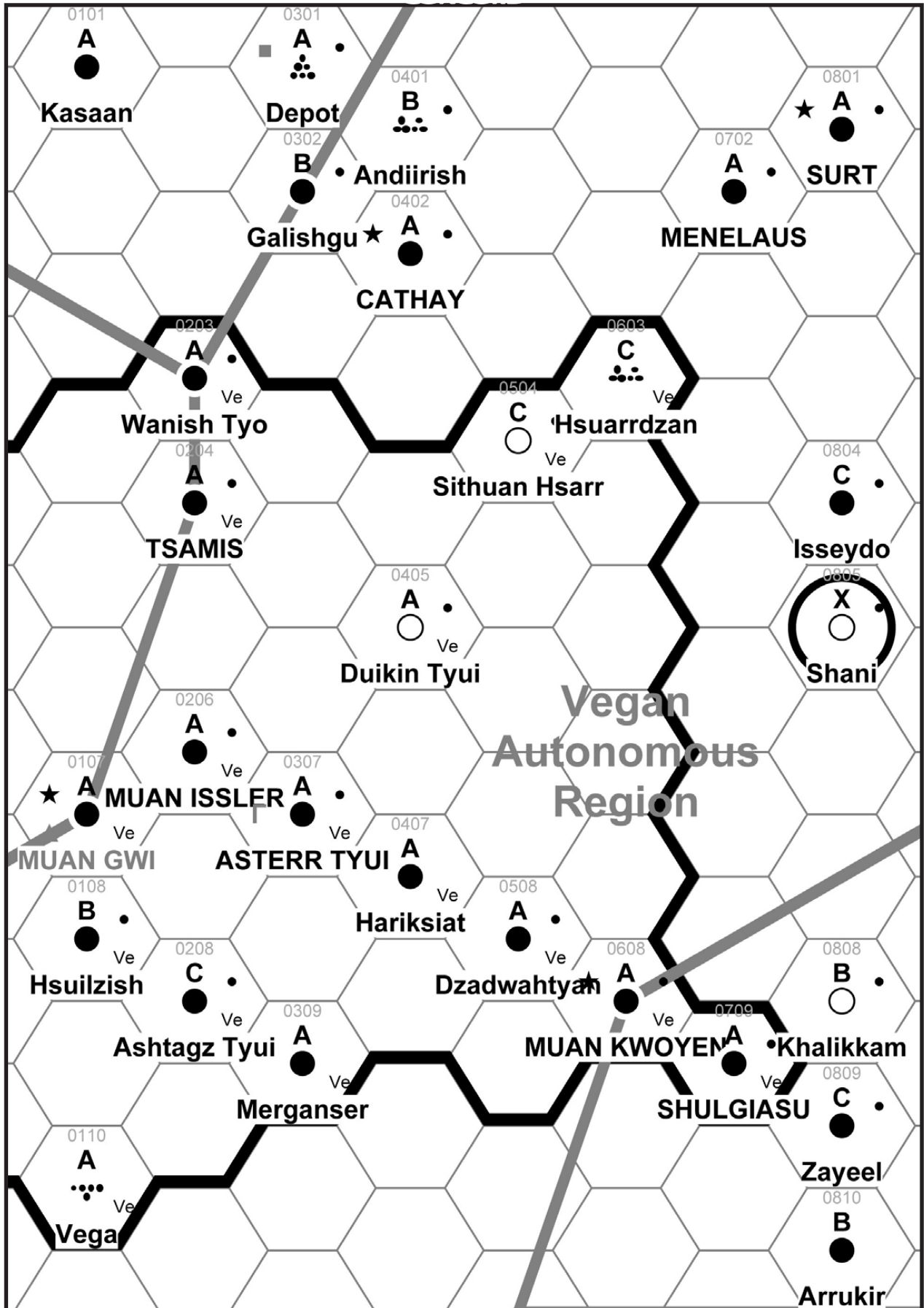
Much of this subsector and neighbouring Esperance are under the control of the Vegan Autonomous District, the latest successor of the old Vegan Polity. Most worlds in the District are inhabited almost entirely by Vegans except for Shulgiasu in this subsector, and Bellerophon and Flanders in Esperance. Vegans are unable to live on these high-gravity worlds, although humans find them habitable. Merganser, important for its resources, also has a human population; Sithuan Hsarr is a recent experimental colony, worked by Vegans living under artificial gravity.

VEGA SUBSECTOR

CONCORD

ESPERANCE

BANASDAN



SOL



Name	Location	Statistics	Base	Remarks
Kasaan	0101	A785757-D		Ag Ga Ht Ri Im
Muan Gwi	0107	A556A86-E	NW	Ga Hi Ht Cap Ve G
Hsuilzish	0108	B678786-A		Ag Ga Ve G
Vega	1110	A000786-E		As Ht Na Va Ve
Wanish Tyo	0203	A631886-D		Ht Na Po Ve G
Tsamis	0204	A547986-E		Ga Hi Ht In Ve G
Muan Issler	0206	A554A86-E		Ga Hi Ht Ve G
Ashtagz Tyui	0208	C548786-8		Ag Ga Ve G
Depot	0301	A00066B-F	D	As Ht Na Ni Va Mr Im G
Galishgu	0302	B4227AF-C		Ht Na Po Im G
Asterr Tyui	0307	A666986-E		Ga Hi Ht Ve G
Merganser	0309	A944786-C		Ag Ga Ht Ve
Andiirish	0401	B000555-E		As Ht Ni Va Im G
Cathay	0402	A866ADC-E	N	Ga Hi Ht Im G
Duikin Tyui	0405	A310886-E		Ht Na Ve G
Hariksiat	0407	A549886-D		Ht Ve
Sithuan Hsarr	0504	C8B6486-A		FI Ni Ve G
Dzadwahtyan	0508	A785786-C		Ag Ga Ht Ri Ve G
Hsuarrdzan	0603	C000686-B		As Na Ni Va Ve
Muan Kwoyen	0608	A666986-E	NW	Ga Hi Ht Ve G
Menelaus	0702	A8659CB-9		Ga Hi Im G
Shulgiasu	0709	A758986-E		Ga Hi Ht Ve G
Surt	0801	A521998-E	N	Hi Ht In Na Po Im G
Isseydo	0804	C548846-8		Ga Im G
Shani	0805	X412553-7		IC Ni R Im G
Khalikkam	0808	B611664-B		IC Na Ni Owned by Ganesh Im G
Zayeel	0809	C4338A7-7		Na Po Im G
Arrukir	0810	B59A779-A		Wa Im

Administration of the Vegan Autonomous District is centralised on Muan Gwi under the control of the guardian *tuhuir*. The best-known Vegan political leader over the last few decades has been Emtyan Satowy, the *dziahkar tyantyu* – supreme justice – of the Guardian *tuhuir*. Before her current position as Vega's chief interpreter of the Covenant, she was the second Vegan ambassador to the Imperium and the first to widely grant interviews for TAS News and similar outlets. She is also famous as the co-founder of the Vegan Free Press and a passionate advocate for the rights of oppressed or imprisoned journalists, regardless of their race. Satowy cautiously supports the Vegan and human nations inside the Imperium who seek membership in the Vegan Autonomous District.

Perhaps the most important non-Vegan in the subsector is Baron Anthony Kaza, Imperial Ambassador to the Vegans, who currently resides on Muan Gwi. He is an ally of Archduke Kieran Adair and was one of his mentors in the Imperial Diplomatic Corps.

The Imperial worlds in Vega are administered from the adjacent Banasdan subsector except for the Depot system which is

controlled by the Imperial Navy. At the local level, Countess Diamanto of Menelaus presently represents the Imperium.

Vega subsector contains 28 worlds with a population of 149.2 billion. The highest population is 41 billion at Muan Gwi.

Kasaan A785757-D

This pastoral world is one of the breadbaskets of the subsector. It is still sparsely populated, with an agreeable climate and a high-tech farming industry making use of agricultural robots. Kasaan's wilderness is also the home of the great crested jabberwock, a cunning, highly-territorial 400 kilogram quadruped carnivore that delights in stalking and killing prey. One of the most fierce predators in the Solomani Rim, it is noted for its magnificent rainbow crest, deadly claws and fangs, and extreme resilience, the latter due to its four hearts. However, its numbers are declining: Kasaan's farmers have killed many to protect their homes and livestock, and others have been killed by big game hunters; its crest is a particularly valued trophy. Pan-Galactic Friends of Life have launched a campaign to try and have it



protected but with little success; the beasts still kill several people and many farm animals each year.

Depot A00066D-F

The Depot system has a dim red star and white dwarf companion. There are two gas giant's. It has no asteroid belts but hundreds of planetoids cluster at the gas giant's Trojan points. The entire system is devoted to an Imperial Naval depot and its population consists entirely of Navy personnel. Most of the Imperial Naval facilities are spread about or buried under the six icy moons of Depot One, the inner gas giant. Additional sensor posts, refuelling facilities and target ranges are located in the Trojan asteroids and at Depot Two.

In peacetime a depot's main function is research and training. It is here that the navy develops and tests new ship prototypes and weapon systems. It also regularly plays host to squadrons from the sector fleet, subsector fleets and allied Vegans to engage in realistic war games exercises that often span the entire system. Another important purpose of Depot is maintenance and refits, especially of capital ships. New ships are normally built at shipyards elsewhere in the sector. In wartime the Depot system is able to supply, maintain and repair a large fraction of the Imperial fleet.

Depot is the official base of the Solomani Rim Sector Fleet although much of that fleet is deployed in forward bases across the Rimward Gap outside the Confederation border. However, several squadrons of the Fleet will normally be at Depot or exercising within four parsecs of it to provide a ready strategic reserve.

The most unusual ships based at Depot blong to the Adversary Squadron. This provides opposing forces for war games involving visiting Imperial, Vegan or colonial navy squadrons. The Adversary Squadron uses the Solomani-style designation FleetRon 434 as it is intended to simulate a full-strength Confederation Navy battle rider squadron. The battle riders, escorts, small craft and fleet couriers are mostly older Solomani vessels of TL 13 vintage that were captured and repaired in the Solomani Rim War. A few newer escorts and couriers were acquired through post-war defections or skirmishes. They have been visually modified and externally refurbished to better resemble more contemporary Solomani designs still in service. The giant battle tenders used are older Imperial ships with cosmetic alterations to approximate Solomani designs.

FleetRon 434's officers and crews are trained to use Solomani tactics and operational procedures such as communication signals, and even when Solomani Confederation uniforms. A company of Imperial Marines present at depot is also assigned to FleetRon 434 to function as ships troops and enable realistic training against Solomani boarding tactics. They are trained

and equipped as Solomani Confederation Marines although they also have access to a full stock of Imperial weaponry and armour.

Due to their constant practice, FleetRon 434 is one of the best-trained squadrons in the Imperial Navy. They are also intimately familiar with every area of Depot system and would be an integral part of its defence in the event of attack. Although the Imperium does not advertise this capability, the squadron's ships and crews are also available to Naval Intelligence and Imperial Intelligence should they have a need for a faux 'Solomani' ship or group of ships for special operations beyond Imperial borders.

Muan Gwi A456A86-F B

This is the homeworld of the Vegans and capital of the Vegan Autonomous District. The planet has been civilised for thousands of years and is highly urbanised to support its 41 billion inhabitants. There is no wilderness left on Muan Gwi; all of it, including the oceans, is carefully managed for food production and climate control. The majority of its Vegan population live in towering arcologies. With no more room for development on the planet surface, most construction in the last two centuries has taken the form of grav-supported superdense towers that stretch for many kilometres into the sky, and floating cities that hover over the world's oceans.

Muan Gwi sits astride the major trade route through the Rim and boasts the busiest starport in the sector. The planet is encircled by five vast orbital highports, with a sixth now under construction. The Vegan homeworld is among the most productive worlds in the sector. Freed of the chauvinistic constraints that impeded trade under the Solomani Confederation, Vegan industrial combines now export their goods to human and non-human worlds in the Rim, Diaspora and beyond.

Archduke Kieran Adair's office has floated proposals to move the Domain capital to Muan Gwi next decade. This recognises both the historic importance of the Vegan race and their growing influence in the Rim. It is an almost unprecedented for an Imperial capital to be located within a client state, especially one dominated by non-humans. The plan has been bitterly denounced as a betrayal of Humaniti by both Solomani and Vilani activists, and condemned by more traditional noble families who had expected a capital to be established on a cosmopolitan human world such as Dingir, the old capital. This tradition-shattering move is typical of Archduke Adair's style of government.

About 300 million humans live on or above Muan Gwi. Most are Imperial expatriates and guest workers engaged in commercial, academic, government or military business. In addition to Vegan military facilities, Muan Gwi boasts the sector's busiest xboat waystation and a gigantic jointly-operated Imperial Navy and Vegan Navy base. Another major facility is the recently



founded (in 1020) but highly-regarded Imperial University of Vega, devoted to intercultural studies, with a mixed human-Vegan faculty and student body. This is also the home of the highly regarded Vegan Free Press. If Archduke Kieran's plans come to fruition, the non-Vegan population is likely to double as the Domain's Imperial bureaucracy – humans, Bwaps, and others – transfer here.

Since the Solomani Rim War, the Vegans have devoted the greater portion of their military budget to improving the system defences of Muan Gwi and its sister world Muan Issler. This has included large wings of system defence boats, buried meson guns and surface laser point defences, as well as an interlocking grid of nuclear damper projectors and meson screens installed in major arcologies. The ultimate goal is a defence grid that will provide protection for the entire populated surface. Although much of the defence spending has been domestic, trillions of credits has gone to Imperial defence contractors. The prime contractor was originally Delgado but in 1102 a Delgado nuclear damper installation failed two quality control tests. Muan Gwi's guardian *tuhuir* are now considering opening up the contract for new bids, something that Delgado and its lobbyists are fighting to avoid. Ling-Standard Products and Instellarms have partnered with Vegan corporations and are pushing to secure lucrative this 'second stage' of the Muan Gwi contract. Hundreds of billions in defence spending may ride

on the outcome of another series of competitive system trials that are scheduled for next year.

Muan Gwi's defence-oriented posture is frustrating for the Imperial strategists who prefer the Vegans spend more credits on naval squadrons that can augment Imperial fleet strength. However, the knowledge that the planet is heavily defended has proven comforting to those in the Imperial bureaucracy who support moving the sector capital to Muan Gwi as well as providing the Vegans with an additional sense of security.

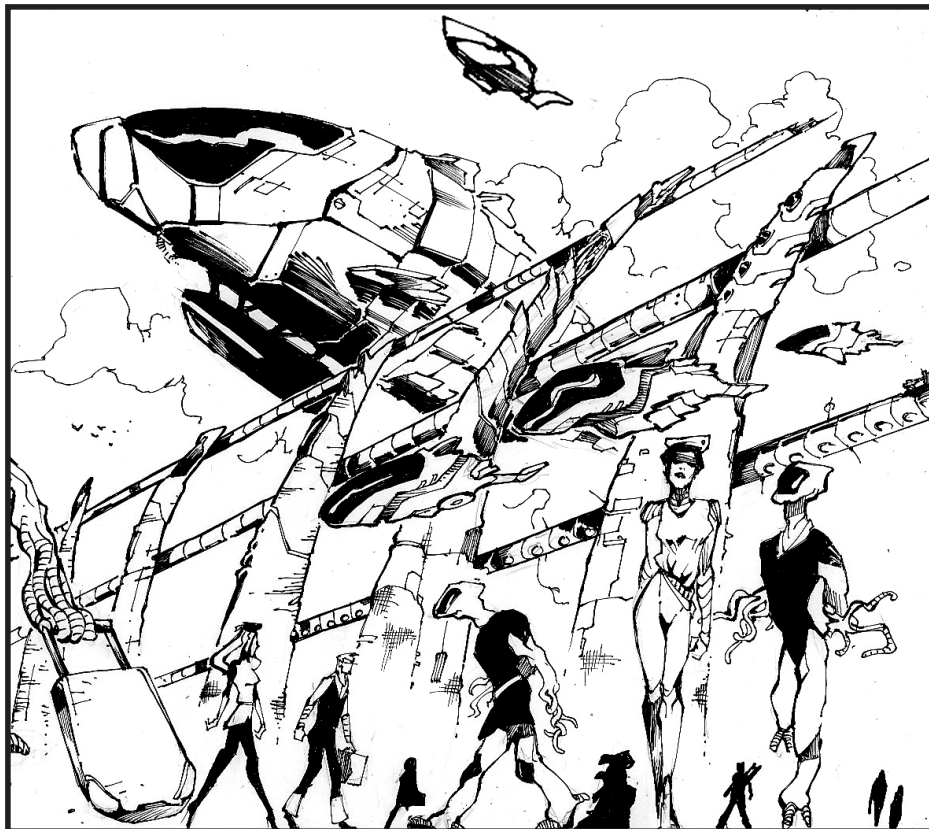
Muan Issler A554A86-E

Muan Issler has been called the second Vegan homeworld. It resembles Muan Gwi in many respects, including its low gravity, thin atmosphere and extensive deserts. It was the first major Vegan interstellar colony. It is colder than Muan Gwi, with its major habitable regions confined to an equatorial belt and seas that are frozen much of the year. It has a long history of high-tech civilisation. When the Roman Empire was at its peak on Terra, Muan Issler was a thriving TL 10 world with two billion citizens. Then came the arrival of the Vilani Empire and the Vegan Consolidation War.

The struggle between Vilani and Vegans was a bitter one. After several failed attacks against the defences of both Muan Gwi and Muan Issler, the Ziru Sirka decided that attempting a full scale assault on both Vegan capitals would be too costly. Instead, after

defeating the main Vegan fleet, the Vilani navy stood off and launched salvo after salvo of nuclear missiles at Muan Issler. Most were intercepted by the defenders but the Vilani had deep magazines. They continued until civilisation on Muan Issler was radioactive rubble. Almost two billion Vegans died; only a few thousands in deep shelters or isolated wilderness areas survived. Recordings of this atrocity were broadcast to Muan Gwi and it was made clear that they would be next. The Vegan government surrendered.

Under the eye of the Vilani, the conquered Vegans gradually resettled Muan Issler, repairing its ravaged ecosystem and rebuilding civilisation on the planet. At the time of the Interstellar Wars period it still had lingering pockets of radioactive contamination and was only sparsely settled, a stark monument to what the old First Imperium was capable of when its will was thwarted. The example of Muan Issler was one reason the Vegans were initially slow to join the Terran Confederation, yet did





so enthusiastically once it appeared clear they were winning. Throughout the Rule of Man and the Long Night the major project of the Vegan polity was the restoration of Muan Issler to its former glory.

They have more than succeeded. The scars of the bombardment have long since faded and today Muan Issler boasts a population of 12.5 billion, greater than it held before the bombardment. The planet is noted in particular for its concentration of Vegan industries and its bustling commercial character. There is a Vegan expression that translates as 'Muan Gwi imagines it, Muan Issler builds it' that conveys this spirit of industry.

Muan Issler, like Muan Gwi, now boasts some of the most formidable planetary defences in the Imperium. The Vegans do not forget.

Vega (Gwathui) A000786-E

The blue-white A-class star Vega is the fifth brightest star in Terra's sky. Its solar system has no planets but possesses a large debris disk of dust and a double asteroid belt rich in exploitable minerals. The outer belt is composed of carbon and ice rich planetoids.

The star system is known as Gwathui to the Vegans and has long been a prime source of mineral resources for their worlds. The economy is diversified but the major industries are ship construction, mining and superdense metal production. The inhabitants live in asteroid habitats with several thousand inhabitants each; there are 244 such stations scattered through the twin belts. The largest Vegan station and capital is Adzon Dzi.

During the period of Solomani rule the rapacious Vega Industrial Collective (VIC), a Solomani Party-run corporation, oversaw Gwathui. Since the liberation, the system has been administered by the efficient commercially oriented Gyo Ashui *tuhuir* who have managed asteroid mining and ore processing businesses for over 1,000 years.

99% of the population are Vegan but a few human belters also work in the system. Most are itinerant Imperials but a few thousand are stubborn Solomani descendents of belters loyal to the old VIC regime. These maintain a subsistence existence in rundown stations on the fringes of the system, mostly trading with each other and the occasional visiting free trader. The largest surviving Solomani settlement is Orihime, in the outer belt.

On occasion, Vegan mining and merchant ships have detected mysterious vessels jumping into the outer system, where icy asteroids can be used for refuelling in the absence of gas giants. In 1104, one such craft was intercepted by Vegan system defence boats and tentatively identified as an *Independence-*

class Solomani patrol cruiser. Shots were exchanged before it jumped away. Gyo Ashui security forces fear there may be collusion between the disaffected Solomani belters and these intruders. The Vegan Navy are less concerned, deeming these to be isolated long-range probes merely aimed at provoking a response to gather data on Vegan Autonomous Region readiness.

Merganser A942786-E

Merganser is a marginally habitable planet but its high gravity makes it especially uncomfortable for Vegans. The planet does possess unusually accessible surface deposits of industrial metals and radioactive. It was originally colonised and developed by Merganser Mining Corporation (MMC), a company based on Dingir that had close ties to the Solomani Party. After the Solomani Rim War, MMC's assets were nationalised and transferred to the Vegan Autonomous District as war reparations. Merganser is now operated directly by the Guardian *tuhuir*.

Merganser is not an attractive planet. Conditions are overly hot and dry and the air, while thin, is high in carbon dioxide and sulphur compounds. Many regions are tectonically active with chains of active volcanoes regularly spewing clouds of ash. The world's thin, dusty atmosphere is not breathable without a filter mask. There are no bodies of water larger than a few small inland seas and great lakes. The dominant life consists of several varieties of green algae-like slime that grows almost everywhere. The most developed land animals are a plethora of unappealing worms and mites.

The majority of the population are still Solomani, most working for Vegan mining corporations or various service industries. Normally this could be a recipe for racial agitation but the unwillingness of Vegans to settle on Merganser in significant numbers and the consequent high wages paid for work in a hostile environment has smoothed relations. About a third of the population are permanent residents and the rest are transient workers, including Imperials from outside the Vegan Autonomous District. The cities are mostly utilitarian housing affairs mixed with mass-market food and entertainment complexes that cater in assembly-line fashion to the world's workers.

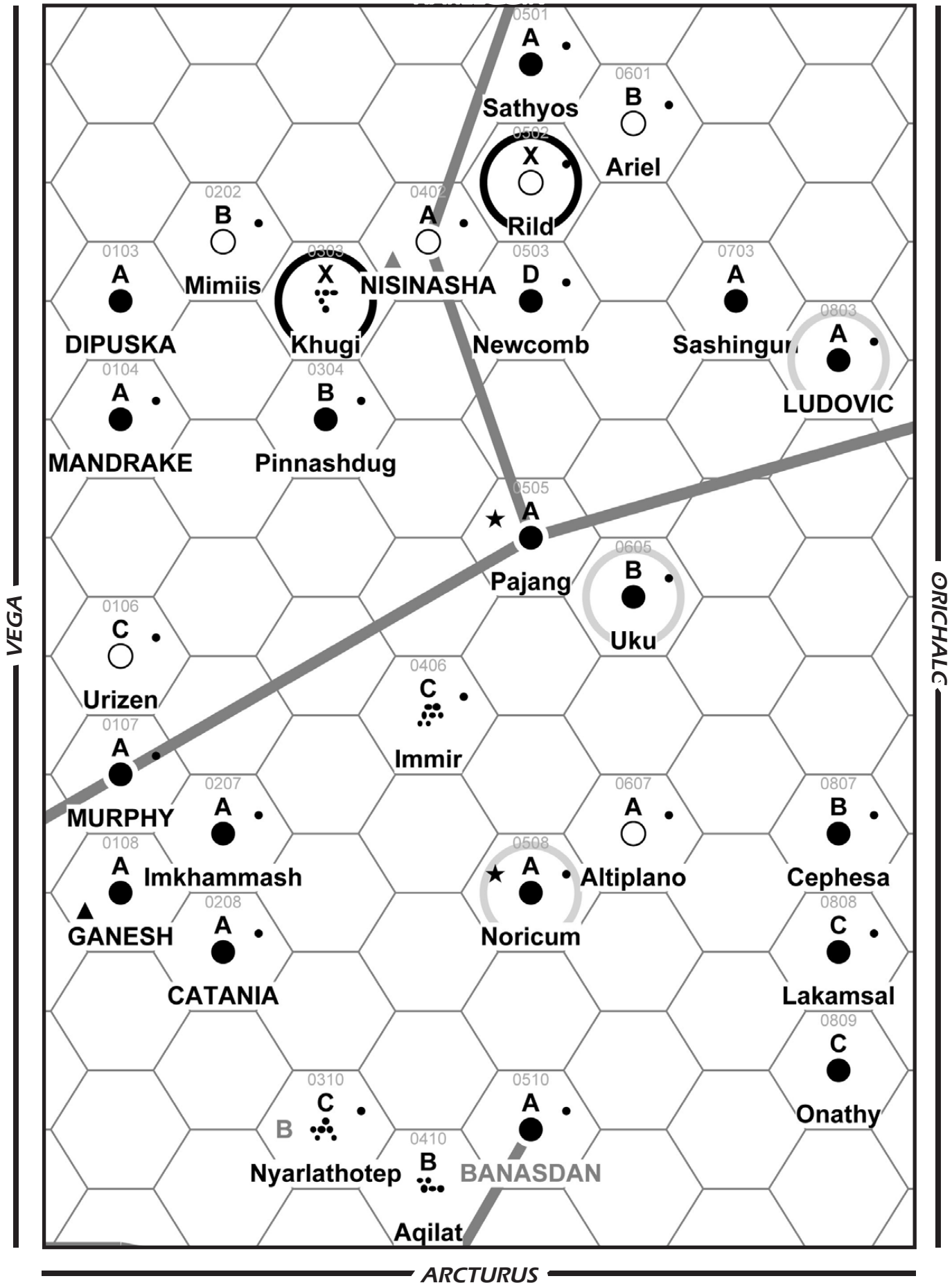
BANASDAN SUBSECTOR

An unremarkable subsector on the trailing border of the Solomani Rim, Banasdan benefits from being on routes into Alpha Crucis, Old Expanses and Diaspora, and also to the Vegan Autonomous Region but suffers from having several routes only accessible by jump 2 or 3 vessels.

Early Vilani settlement focused on the coreward region on and around Nisinasha. The rest of the subsector was undeveloped

BANASDAN SUBSECTOR

HARLEQUIN





Name	Location	Statistics	Base	Remarks
Dipuska	0103	A662AB8-E		Hi Ht Im
Mandrake	0104	A566AA9-E		Ga Hi Ht Im G
Urizen	0106	C8C8430-A		Fl Ni Im G
Murphy	1107	A5449BE-E		Ga Hi Ht In Im G
Ganesh	0108	A766A57-E	S	Ga Hi Ht Im
Mimiis	0202	B200789-C		Ht Na Va Im G
Imkhammash	0207	A55588A-C		Ga Ht Im G
Catania	0208	A56898B-E		Ga Hi Ht Im G
Khugi	0303	X000000-0		As Ba Lt Va R Im
Pinnashdug	0304	B578888-A		Ga Im G
Nyarlathtep	0310	C000267-C	IRS	As Ht Lo Va Owned by Aqilat Im G
Nisinasha	0402	A9EA987-E	W	Hi Ht Wa Im G
Immir	0406	C000530-A		As Ni Va Im G
Aqilat	0410	B000630-D		As Ht Na Ni Va Im G
Sathyos	0501	A579726-D		Ht Im G
Rild	0502	XAC7774-9		Fl R Im G
Newcomb	0503	D541443-6	IP	Ni Po Im G
Pajang	0505	A573772-C	N	Ht Im
Noricum	0508	A58A7CC-E	N	Ht Ri Wa A Im G
Banasdan	0510	A653A54-F		Hi Ht Po Cap Im G
Ariel	0601	B514735-B		IC Im G
Uku	0605	B636794-B		A Im G
Altiplano	0607	A8D8864-D		Ht Owned by Banasdan Im G
Sashingun	0703	A653865-C		Ht Po Owned by Ludovic Im
Ludovic	0803	A665977-D		Ga Hi Ht A Im G
Cephesa	0807	B422431-D		Ht Ni Po Im G
Lakamsal	0808	C545786-8		Ag Ga Im G
Onathy	0809	C5218A7-9		Na Po Im

until numerous Terrans arrived after the Eighth Interstellar War, settling rimward worlds such as Murphy, Ganesh, Catania and Banasdan.

In the Long Night most worlds retreated into isolationism. One that did not was Terran-settled Banasdan. Its inhabitants carved out a small pocket empire known as the Arcturus Federation. The smallest of the original Rim States, the Arcturus Federation was based on Banasdan and included Altiplano, Noricum, Nyarlathotep, Aqilat in this subsector, and Arcturus and four other worlds in neighbouring Arcturus subsector. It traded with the Vegan Polity and Old Earth Union. Banasdan and the rest of the Federation reluctantly joined the Imperium in 583.

The Solomani Movement was popular in the Terran-settled worlds of the subsector. Murphy and Banasdan were leading centres for the Rim Foundation, a charity formed by the Solomani Party and Transstar that encouraged Solomani facing prejudice on coreward worlds in the Imperium to relocate to the Solomani Rim. During the early Solomani era, the Rim

Foundation encouraged true believers in the Solomani Cause to emigrate to and settle on several 'under-populated' worlds that had large mixed-race populations.

Banasdan subsector was spared the worst of the fighting but late in the war a bloody revolt broke out against the Solomani Confederation on Nisinasha. Afterwards, the majority of the population of Banasdan/Banasdan thoroughly repudiated their Solomani Movement ideology in the wake of defeat and proved remarkably cooperative under Imperial rule. Banasdan was selected as subsector capital in a decision that is still bitterly resented by the present Vilani-dominated government of Nisinasha.

Most of the worlds in the subsector have little pro-Solomani movement sentiment. An exception is Ludovic where many of the rival governments are rather nasty dictatorships that, despite nominally renouncing the Solomani Cause, have managed to preserve brutal one-party racially intolerant regimes supported by SolSec-inspired secret police.



The Banasdan subsector contains 28 worlds with a population of 152.3 billion. The highest population is 30 billion at Banasdan.

Nyarlathotep C000267-C

The Arcturus Federation mined out this asteroid belt's exploitable planetoids long ago. The oligarchy on Aqilat, which colonised the system, maintains a legal claim to it. At present, very little traffic passes through Nyarlathotep and what does arrive mostly to skim fuel at the gas giant. This splendid isolation may be why one of its larger asteroids, Nyarlathotep 1237, was chosen as the site of Imperial Research Station Beta in 1085. The station was assembled from modular sections of the 60,000-ton fleet intruder *Acheron High Lightning*, which had suffered irreparable damage during the Solomani Rim War. The station is engaged in classified long-range communication research. The station's port itself is open to visitors but the research station itself is off limits and protected by personnel from the Scout Service's Security branch.

Nisinasha A9EA987-E

Much like the very similar Easter, this large moon is egg-shaped, distorted by tidal forces far in the past when it was much closer to its gas giant primary. Its atmosphere, however, is spherical, producing near vacuum at the ends, too-high pressure at the middle and two habitable bands between these extremes.

During the time of the First Imperium, Nisinasha was the capital and gave its name to the entire subsector. Its original Vilani population became diluted over time during the Rule of Man and afterward. During the Solomani era the planet's government was taken over by an unpopular hard-core Solomani Party regime that attempted to eradicate all vestiges of Vilani culture. The mostly mixed-race population eventually revolted during the Solomani Rim War and then began a long process of reconstruction. The planet's professional civil service is a model of efficiency within the subsector – even if it effectively controls the relatively powerless elected legislature – and the world is also famed for its educational system, in particular the University of Nisinasha.

The world's nobles, the venerable house of Gamarkhiddun, have a long-running feud with the Dukes of Banasdan. The counts of Nisinasha believe their world should have been made sector capital to reward its revolt against the Solomani Confederation. At a recent reception on Dingir, Duke Robert pressured both parties to consider a marriage alliance between their respective heirs to end the feud.

Newcomb D541443-6

Newcomb is a marginally habitable world. The planet is mostly desert, with a thin, tainted atmosphere that is breathable with the aid of a filter mask. Newcomb has seven small natural satellites. Most of the planet's population live in Circle City, a

small provincial town with a population of 12,000 and a class-D starport. The planet is also home to an Imperial prison. This was once a pitchblende mining camp owned by the now-defunct Orion Metallurgy Corporation, which went out of business nearly 100 years ago. Originally established to house Solomani guerrillas and terrorists, the facility now handles common criminals. The prisoners still work in the mines and the camp is operated at a modest profit as the convicts are not paid for their labour. Many safety regulations are ignored with the prisoners exposed to unhealthy levels of radiation and airborne rock dust. Security in the prison itself is light since the site is surrounded by thousands of kilometres of uninhabited desert that is home to dangerous animals. Ore mined at the prison is taken to Circle City to await transshipment off-world.

Noricum A58A7CC-E

Thanks to an unusual combination of low gravity and thick atmosphere, Noricum is a water world that boasts an abundant aerial ecology. Its native life forms evolved directly from aquatic into avian forms analogous to flying fish and rays. Both its oceans and its skies are rich with life, with over a million distinct species of aerial animals. Floating forests cover parts of its ocean. These extend several metres into the air while their hanging root systems act as a counterweight to hold them upright. Noricum's land animals – small insect-like creatures and crustaceans – live among them.

Noricum's people, the Akalif, are ethnic Solomani. They are descended from an early Rule of Man-era colony, probably of Australian origin. Like the planet's ecology, the inhabitants spend equal time in the air and underwater, with hybrid submersible grav vehicles the most common form of transport. Their culture places an unusual emphasis on early education, with most citizens being streamed into particular fields while still children. This is facilitated by a regime of genetic, intelligence and personality testing, a relic of the Solomani period, where Noricum was a subsector headquarters for the Confederation's Ministry of Genetics. Another holdover is a sense of racial superiority, bordering on xenophobia, which is held by most citizens. This takes the form of open disdain for non-Solomani and blatant hostility toward foreign visitors. Numerous violent incidents against non-Solomani immigrants, tourists and academics have led to the world being posted as an Amber Zone, although it is generally quite welcoming toward those visitors who appear Solomani.

Apart from these xenophobic attitudes, Noricum's culture is an unusually open one. Even the ruling oligarchy maintains a flamboyant lifestyle that is avidly followed in soap opera fashion by the middle and lower classes. This may be another legacy of the period of Confederation rule; Even though SolSec has long since vanished from the planet, some of the infrastructure of its Monitor program remains in place, now run by anonymous networks and serving as an important populist check on government and business.



ALBADAWI SUBSECTOR

Albadawi – then known as Apishlun subsector – marked the limit of Vilani expansion in the era of the Ziru Sirka. It was originally settled by Kimashurgur Vilani who opposed the rigid systems of the Vilani Empire. The population was open to Terran culture. The present population is mostly mixed race and pure Solomani. Many worlds in Albadawi have had thousands of years in which pure Solomani were the dominant class with a mixed blood Vilani underclass; others have a more harmonious mix of cultures.

The Albadawi subsector is named after the Terran admiral of the Eighth Interstellar War who conquered it after the fall of Dingir subsector. This forced the Ziru Sirka to cede all territory rimward of Vega to the Terrans. After Albadawi's victory Terran immigration gradually changed the demographics. Today most of the population is mixed or pure Solomani.

During the Long Night, there was sporadic trade along the Rim Main with worlds of the Dingir League and Old Earth Union but the worlds were also menaced by reaver raids from Magyar

sector. Despite occasional military forays – mainly the Dingir League going into the subsector to destroy reaver or pirate bases – the region remained an isolated frontier until around 250 when regular trade resumed. Most worlds here established commercial ties with the Old Earth Union and joined the Imperium with some trepidation after it was dissolved. Support for the Solomani Movement was strong

The Albadawi economy suffered greatly in the Solomani Rim War. Although most of the fighting was elsewhere, its resources were heavily drained to support the Solomani war effort. The Imperium has been slow to aid in recovery and, partly as a result of this, Solomani sympathy remains strong on many worlds.

The present Duchess of Albadawi is Alexandra Stephanos of Gaea. Although popular, she has been more concerned with Imperial politics and Solomani and pirate threats than with the subsector's economy. She has recently become very ill and may soon abdicate. Her preferred successor is her like-minded son Ivan but he is presently serving with the Imperial Navy in distant Corridor sector. Many at court are pressuring the Duchess to

Name	Location	Statistics	Base	Remarks		
Oz	0101	A553887-C		Ht Po	Im	G
Jarslav	0103	A8879A9-E	N	Ga Hi Ht	Im	G
Kishakhpap	0105	X410000-0		Ba Lt	R	Im G
Beal	0106	A5577CD-C	N	Ag Ga Ht	Im	G
Shaalgar	0204	A666769-B		Ag Ga Ri Mr	Im	
Limerick	0206	C579634-9		Ni	Im	G
Alizarin	0210	A566987-C		Ga Hi Ht	So	
Eneldun	0306	A31498A-E		Hi Ht IC In	Im	
Krypton	0310	A9A49BC-D	F	FI Hi Ht	So	G
Gustav	0404	B798534-B		Ag Ga Ni	Im	G
Eyck	0406	B430879-C		De Ht Na Po	Im	G
Irashdaa	0504	A689869-D	S	Ht Ri Mr	Im	G
Basse Terre	0507	A6699AC-E		Hi Ht	Im	G
Kidashi	0508	A557A69-E	N	Ga Hi Ht Mr	A	Im G
York	0604	C8A3263-A		FI Lo Owned by Irashdaa	Im	G
Albrecht	0606	B742747-A		Po	Im	G
Bajavanang	0608	A5898CA-D		Ht Ri	Im	G
Akhamin	0701	B662765-A		Ri Owned by Tonopah	Im	G
Gaea	0702	A986986-E		Ga Hi Ht Cp	Im	G
Tonopah	0703	A866ADB-D		Ga Hi Ht	Im	G
Halo	0706	C000679-B		As Na Ni Va	Im	G
Edaazun	0709	A56A969-E		Hi Ht Wa Mr	Im	
Colmar	0802	B427832-B			Im	G
Shiranshar	0803	BAA5453-D		FI Ht Ni	A	Im G
Ranulf	0804	B6429CB-C		Hi Ht In Po	Im	G
Duriim	0805	A588AA7-C	N	Ga Hi Ht	Im	
Munilgan	0806	A55499D-D		Ga Hi Ht	Im	G

ALDERAMIN





nominate her daughter Irena: an able administrator who has served as on the board of Galactic Arbitrations, a financial subsidiary of Sharurshid.

Most of Albadawi's worlds are on the Rim Main within jump-1 of each other making the region a valuable trade route. The Rimward Gap isolates two worlds – Alizarin and Krypton – from the rest of the subsector. They are part of the Solomani Confederation and politically aligned with the worlds in Jardin subsector.

Albadawi subsector contains 27 worlds with a population of 136.4 billion. The highest population is 34 billion at Kidashi.

Irashdaa A689869-D

Irashdaa is a comfortable world with large oceans that cover most of the planet's surface. The people live in densely populated arcologies on the world's three major island chains. The population is evenly divided between Vilani, Solomani and mixed race along with a small colony of uplifted dolphins but the culture is almost entirely Solomani. They have a well-run social-democratic society under a veneer of Imperial military rule. Taking advantage of the high standard of living possible at TL 13 all citizens receive a guaranteed minimum income and generous social benefits. Under the Confederation these benefits were less evenly distributed with wealth concentrated in the hands of Solomani who maintained their position through racially discriminatory policies. Under Imperial military rule these laws have been rescinded and the Solomani are no more equal than anyone else. The loss of their privileged position has sparked resentment and interracial violence. So far Imperial authorities have been careful in co-opting reformist elements with the Solomani Movement and are reasonably confident that reconciliation will be achieved in the next decade. The Authentic Movement – with its tenets of multi-cultural appreciation has been gaining ground among the youth, especially young Vilani.

Kidashi A557A69-E

This large gas giant moon was originally a Vilani outpost. It was colonised by Terrans after the Eighth Interstellar War and is now nearly pure Solomani in character. Under the Solomani Confederation the system's mineral-rich asteroid belts were used to support extensive industrialisation and the population rapidly increased due to large-scale immigration. Kidashi became a major shipbuilding centre for the Solomani Confederation. This also made it a primary military objective of the Imperium. The system was besieged in late 1001 and Kidashi was taken by a massive planetary assault.

Casualties were heavy on both sides. Over half a million soldiers and eight million civilians died in the bombardment and brutal city fighting that followed. Another two million were killed when the occupying garrison – weakened by having troops sent to reinforce other fronts – resorted to nuclear weapons

to suppress an uprising in early 1002. Imperial forces learned valuable lessons they put to good use the following year in the Invasion of Terra.

Kidashi is presently one of the most militarised Imperial worlds in the Solomani Rim. More than a million Imperial Army and Navy personnel and as many civilian contractors and mercenaries are stationed there. The Kidashi shipyards have been repaired and are now part of a massive Imperial Navy base. Thanks to the nearby Solomani border and the present détente Kidashi sees a lot of Solomani as well as Imperial merchant traffic. As the world is still under military rule it has no planetary navy of its own so the Imperial Navy also has the task of handling customs enforcement and traffic control.

The population resent the Imperium and support for the Solomani Movement remains high. Although the Solomani Party is outlawed its supporters continue to organise anti-Imperial strikes and demonstrations. Terrorists associated with the Solomani Freedom Army and Black Phoenix groups are also active. The starports and most large cities are reasonably secure thanks to relentless counter-terrorist sweeps but low-level guerrilla insurgencies fester in rural and wilderness areas and in remote parts of the asteroid belt.

Even in New Kovac – Kidashi's own capital – there are neighbourhoods where Imperial troops will only venture in battle dress or when supported by armoured grav vehicles.

Gaea A986986-E

Gaea is a garden world with an old and highly sophisticated biosphere. Life forms here adapt with breathtaking speed to changing conditions yet manage to do so in a way that apparently supports symbiosis with Humaniti. This was first noticed when the Vilani colonists began clearing poisonous native plants and planting imported crops. Soon, many native plants began changing and becoming more like the off-world species. Within a few generations they were proving edible and even tasty. Less dramatic but similar adaptations occurred for other species as they rapidly integrated foreign plants and animals, or even resisted and thrived in areas of industrial pollution.

Gaea appeared nearly magical to the Vilani settlers. To the Terrans who came after and had a greater understanding of genetic engineering, it has proved an enduring puzzle. The world's Terran name reflects the idea that the planet is in some ways a single giant organism that exhibits a low level of sentience. Studies of the genetic material of Gaea's have revealed a level of complexity dwarfing nearly all other life forms. The world has proven a bonanza for genetic and pharmaceutical research functioning as a form of living bioreactor. On the other hand the complex and poorly understood symbiotic links between the world's diverse life forms have made it nearly impossible for Gaea's plants or animals to thrive off-world and the ever-



changing nature of Gaea's products have made it difficult, though not impossible, for companies seeking to establish stable commercial varieties of crops.

Gaea – originally named Apishlun – was the first world settled by the Vilani the subsector and the most heavily populated. Unlike most of the worlds of Albadawi it still has a strong Vilani culture to this day. Indeed many of the ethnically diverse Terran subcultures that emigrated to it were influenced by the Vilani rather than the other way around. This caused no difficulties during the Rule of Man era or Long Night but Gaea's population was reluctant to fully embrace the Solomani Movement.

In 913 a moderate Solomani Party government that exposed radical non-racist views was overthrown by a SolSec-sponsored coup and replaced by a more doctrinaire Purist faction. This devoted much of its energies to futile attempts to suppress Vilani cultural influence and disenfranchise those with a mixed race background. Gaea was also home to a large ministry of genetics laboratory. Although primarily devoted to studying the unusual ecosystem during the 950s Doctor Karla Vauxman used the laboratory complex for experimentation on Vilani dissidents. One of the most bizarre of these programs involved creating genetically altered humans who had been modified with genes taken from Gaea's higher animals. The hybrids were carried to term in Vilani host mothers 'recruited' from dissidents. Vauxman's experiments – unethical even by Solomani standards – were eventually shut down by SolSec. The research data – and hybrids – were supposedly destroyed but rumours persist that some survived.

Late in the Solomani Rim War the purist Party government was overthrown by a popular front that declared for the Imperium. Imperial troops were diverted from the Siege of Kidashi to support the uprising and liberate the planet. As a reward for its loyalty, Gaea was made subsector capital and quickly transitioned to civilian rule. A small Solomani loyalist movement continues to exist but it has little popular support. However terrorists associated with Solomani radicals on Kidashi have occasionally mastermind terror strikes against civilian targets on Gaea to protest its collaborationist regime.

DINGIR SUBSECTOR

The Dingir subsector provided most of the battleground for the Second through Seventh Interstellar Wars. Conquered and colonised by the Terran Confederation thousands of years ago its population is now heavily Solomani in makeup and sympathy, especially on the old worlds of Ilike, Shulimik and Gashidda.

This subsector is the location of the present sector capital on the ancient world of Dingir, which was once the capital of the entire Rule of Man.

The Dukes of Dingir were originally the Counts of Sebasta on Sebasta/Dingir. Their proud lineage dates back to the entry of the Dingir League into the Imperium in 582. They remained steadfast in their support of the Imperial throughout the Solomani period. Duke Robert's grandfather died in battle while serving with the Imperial Navy during the Solomani Rim War. In recognition his heirs were confirmed as Dukes of Dingir and now hold the position of sector duke, first among equals within the Solomani Rim.

The present Duke Robert haut-Beaudoin of Dingir, 66 years old, is the second to hold the title. Like his father and grandfather he is conservative with a Navy background. He has survived three assassination attempts by Solomani terrorists. Duke Robert has been a strong proponent of a carrot-and-stick approach insisting that military rule remain until the population's loyalty can be assured. He was privately somewhat sceptical of plans to lift military rule on Terra in 1110 but has been unable to dissuade the Archduke or Emperor Strephon from this path. This stems from a gut feeling that the Solomani Movement is stronger than it appears. The Duke believes there should be minimal interference by the Imperium in the affairs of individual worlds for any reason other than the safety of the realm. He has no sympathy with the goals of those reformers who seek to remake the Imperium into a force for social justice, believing that is a slippery slope that leads into the chaos and ideological struggles that gave birth to the Solomani Confederation. He is also nervous at the ever-growing political and economic influence of the Vegan Autonomous District which borders on his subsector and is concerned Imperial policy may be tilting too strongly in a Vegan direction at the expense of other interests in the sector. Duke Robert's views have been increasingly out of step with the younger nobles and diplomats who support Archduke Adair. Duke Robert believes his views will eventually prevail once the 'young archduke' becomes more acquainted with political realities with the Solomani Rim. The Duke is popular on Sebasta. He is respected rather than loved on Dingir, where significant Solomani Movement support still exists.

Duke Robert's current heir is his daughter Erika haut-Beaudoin, 32, who is presently a commander in the Imperial Navy with the Diaspora sector fleet. Unusually for some Imperial Nobles she has a background in Navy Intelligence with a particular study of Solomani affairs. She will soon take a position as military liaison on Archduke Kieran Adair's staff.

Dingir subsector contains 26 worlds with a population of 89.1 billion. The highest population is 29 billion at Sebasta.

Gashidda A56A969-E

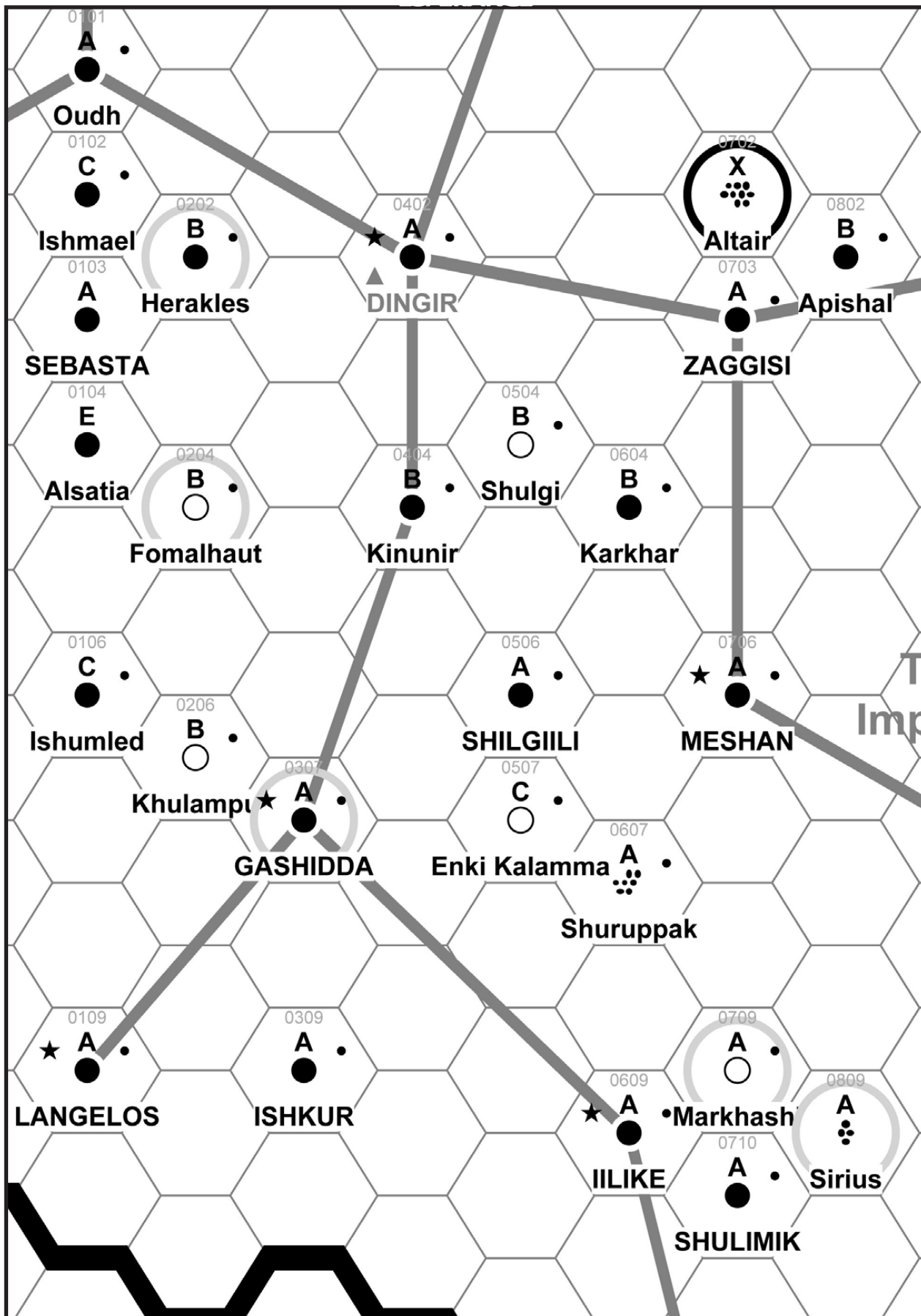
Gashidda is a small water world with a cool climate. Most of the population live on the few islands and in hundreds of underwater

DINGIR SUBSECTOR

ESPERANCE

ALBADAWI

70L



CAPELLA



Name	Location	Statistics	Base	Remarks		
Oudh	0101	A541669-C		Ht Ni Po Mr	Im	G
Ishmael	0102	C432310-B		Lo Po	Im	G
Sebasta	0103	A666ABD-F		Ga Hi Ht	Im	
Alsatia	0104	E53216B-8		Lo Po Owned by Sebasta	Im	
Ishumled	0106	C577634-8		Ag Ga Ni	Im	G
Langelos	0109	A4249A6-F	N	Hi Ht In	Im	G
Herakles	0202	B535769-B		Mr	A	Im G
Fomalhaut	0204	B8C8469-C		FI Ht Ni Mr	A	Im G
Khulampu	0206	B9A7869-B		FI Mr	Im	G
Gashidda	0307	A56A969-E	N	Hi Ht Wa Mr	A	Im G
Ishkur	0309	A562997-D		Hi Ht	Im	G
Dingir	0402	AA89A98-F	NW	Hi Ht Cp	Im	G
Kinunir	0404	B532799-B		Na Po	Im	G
Shulgi	0504	B512855-C		Ht IC Na	Im	G
Shugiili	0506	A67A945-E		Hi Ht In Wa	Im	G
Enki Kalamma	0507	C200365-B		Lo Va Owned by Shugiili	Im	G
Karkhar	0604	B675769-A		Ag Ga Mr	Im	G
Shuruppak	0607	A000769-A		As Na Va Mr	Im	G
lilike	0609	A555969-E	N	Ga Hi Ht Mr	Im	G
Altair	0702	X000000-0		As Ba Lt Va	R	Im
Zaggisi	0703	A79998C-E		Hi Ht In	Im	G
Meshan	0706	A4359CF-E	N	Hi Ht	Im	G
Markhashi	0709	A3018CB-D		Ht IC Na Va	A	Im G
Shulimik	0710	A783969-E		Hi Ht Mr	Im	G
Apishal	0802	B633641-B		Na Ni Po	Im	G
Sirius	0809	A000769-E		As Ht Na Va Mr	A	Im

cities located in a ring around the equator. The abundant sea life includes many species that are edible, notably the large eel-like *gikhi* whose eggs have become a delicacy throughout the subsector. The large starport at the Gashidda island-capital of New Mondulkiri hosts one of the subsector's largest Imperial Navy bases and an associated Ling-Standard Products shipyard.

Gashidda was originally settled by *Kimashurgur* dissidents circa -3500 and became an important regional capital under the First Imperium. Like most of the subsector's worlds, Gashidda gradually lost its Vilani character thanks to heavy Terran immigration after its conquest in the Interstellar Wars, with many of the settlers came from South Asia. Over the Rule of Man and Long Night, the society became almost entirely Solomani in character and demographics. After a period of cultural and economic malaise as a minor member of the Dingir League, came the 'new awakening' under messianic Solomani Movement philosopher Vanthara Noy. The Gashidda Solomani Party promoted planetary industrialisation and also a near-mystical reverence for Terra and Solomani manifest destiny. A newly energised Gashidda exported Solomani revolutions throughout the subsector and produced several influential

Solomani Confederation leaders. Its population were patriotic supporters of the Solomani Cause throughout the Rim War.

When the tide of war turned, Gashidda refused to surrender to advancing Imperial forces and was taken by assault after a lengthy campaign and bombardment.

The scars of war have since been repaired and Gashidda has regained some of its prosperity but has not reconciled with Imperial rule. The Imperial Army's counter-insurgency efforts neutralised all active guerrilla units on Gashidda by 1030 but the Imperium remains deeply unpopular. 160,000 Imperial Army nautical force command troops remain on occupation duty with no date set for their removal. Much of the population continues to express support for the banned Solomani Party and attempts to create alternative pro-Imperial institutions have failed. Instead, many citizens belong to mystical societies such as Vanthara Truth and Wheel of Earth that promote a spiritual understanding of the Solomani Movement and a reverence for Terra as the birthplace of original Humaniti. This movement has become too widespread for the occupation to effectively outlaw and has a fanatical core linked to militant violence and terrorism.



Imperial attempts at suppression have only succeeded in creating martyrs for their cause. In 1090 Imperial attempts to arrest Vanthara Master Tenzin in the Makara undersea arcology sparked massive riots that saw Solomani militants seize control of the city's university, fusion reactor and submarine docks. The Imperial Army's Operation Sea Dragon, which retook the city with minimal loss of civilian life was a model example of underwater special operations but Tenzin's death led to further bloody riots.

Organised crime in Gashidda's startown and major underwater cities has also come under control of Solomani groups, apparently linked to survivals of the old SolSec network. They use proceeds from enterprises like illegal drug distribution, cargo sub hijacking and startown protection rackets to finance resistance activities, often laundering money through contacts in the sects. Imperial troops make regular raids into neighbourhoods in major cities aimed at taking out suspected terrorist cells or suppressing criminal organisations.

Ongoing unrest and high risk of terrorist attack has led to the Gashidda being classed as an Amber Zone.

Dingir AA89A98-F

Dingir has an important place in history. It has been, in turn, capital of the Kimashurgur empire, a provincial capital of the First Imperium, headquarters of the Terran Confederation Fleet, for a brief time capital of the Rule of Man, sector capital under the Rule of Man, independent world and capital of the Dingir League during the Long Night, subsector capital under the Third Imperium and the Solomani Confederation and once again sector capital under the Imperium following the Solomani Rim War.

Dingir is a huge planet, although much of it is covered by water. It has a warm climate moderated somewhat by the oceans and abundant sea life. There are many tropical islands, although imported Terran flora and fauna have supplanted many indigenous forms. Due to Dingir's high gravity takeoffs and landings by 1-G starships are problematic. The planet has three very large and busy highport facilities which are virtual cities in their own right. All are newly constructed in the last century; the original highports were destroyed with significant loss of life during the Solomani Rim War.

The population are Solomani with a large mixed Solomani-Vilani minority. The latter suffered discrimination, although not persecution, during the Solomani era but a century of Imperial rule has equalised their status. Dingir was initially pro-Solomani but intensive Imperial intelligence and counter-guerrilla operations in the first half of the century eliminated most extremist cells and violent Solomani activism is now rare. Minority support for the Solomani Cause does exist but Solomani Party activity is mostly channelled into populist protests against

government inefficiency and corruption or complaints about the level of nonhuman immigration allowed under the Imperium.

The local government is a federal system of local provinces and countries, some of diverse ethnic character, which serves as a false front for an unresponsive bureaucracy. Much as it was during the Solomani era, this is dominated by patronage and a degree of institutional corruption. Despite this, Dingir has enjoyed continued prosperity under Imperial rule thanks to its position as sector capital and home to much of the sector bureaucracy. All Imperial megacorporations also have major offices here. Due to the high gravity, which is uncomfortable for non-natives, many of these facilities are in the highports. The high gravity also limits the world's appeal to tourists but for those used to or willing to acclimatise the world's cities have much to offer including many monumental public buildings in both early Vilani and Solomani architectural styles, a few of them over 4,000 years old, and some of the sector's most impressive museums and art galleries, notably the Museum of Interstellar War whose vast dome is actually the upper half of the gutted and partially buried hull of a Rule of Man-era battleship.

Dingir has a long military tradition and was headquarter of the Terran Navy during the late Interstellar Wars era. Military service, especially the Navy, is highly respected by the citizens. Seven Grand Admirals of the Solomani Confederation Navy were born on Dingir, more than any other single world besides Terra. There is also a large Scout base, located on Sarmuu, Dingir's moon, which is also the location of the sector headquarters of Imperial Intelligence.

Sirius A000769-E

Sirius is the brightest star in Terra's sky. The system is actually a binary consisting of a white A class star and a nearby white dwarf companion orbiting about 20 Astronomical Units apart. Neither has planet or asteroid companions. The belt at Sirius is actually made up of dozens of artificial satellites and habitats, including ice-rich planetoids moved from other nearby systems. These are intended to fill what was once referred to as the Sirius Gap. The position of Sirius makes it important as a way station for commercial traffic. With refuelling stations in place, a stop at Sirius creates a jump-2 communications route between Ilike/Dingir and Fenris/Sol, connecting these two important subsectors.

Commercial activity on Sirius is entirely devoted to starship operations. In addition to refuelling and maintenance operations, the habitats include shipyards. Today, the major focus on Sirius is not shipbuilding but ship breaking. In the aftermath of the Solomani Rim War, hundreds of warships and merchant vessels that were operational but too badly damaged or obsolete to be worth keeping in service were taken to Sirius to be broken up for parts. Some of this hull metal was used to construct habitats or newer vessels within the belt and others are resold to merchants as scrap. A few ships are refurbished



and resold. Sirius is still one of the best places in the sector to find dealers in old parts or used starships, especially old military or scout vessels. In the vacuum of space hives can remain in good condition for a very long time. Most ships, of course, are jump 2 or better.

The Imperium maintains a tight lid on Sirius due to its strategic importance and the system is still under military rule. Unusually, this is maintained by the Navy and Marines rather than the Army, with a Marine regiment in permanent garrison. Prior to the Solomani Rim War the Sirius habitats were operated by companies connected to the Confederation Navy. Many of the inhabitants had a strong pro-Solomani attitude, especially among space yard workers and shipbreakers. The Imperium has transferred management of the major refuelling station and military shipbreaking operation to Ling-Standard Products. In 1100 the military government blocked a unionisation drive due to justified fears it was also controlled by Solomani Party agitators. However, this has led to an intensification of anti-Imperial sentiment including several 'accidents' that have befall LSP executives, sabotage, and attacks on off-duty corporate and military personnel. The system has been classed as an Amber Zone as a result.

SOL SUBSECTOR

When the Terrans first began exploring other systems, the immediate discovery of Prometheus, a habitable planet around Alpha Centauri, seemed as momentous as the discovery of fire. Soon after, the first jump drive-equipped expedition discovered the First Imperium's base at Barnard's Star, bringing the realisation that most of the universe was already owned by someone else. Conflict between Terran expansionism and the

Vilani desire for stasis soon sparked the Interstellar Wars. The hardest fighting of the early Interstellar Wars occurred in Sol subsector, as the two sides fought for control of the crossroads systems of Fenris and Barnard.

After the Interstellar Wars, the Sol subsector gradually lost importance. Terra had been the capital of the Terran Confederation but at the beginning of the Rule of Man, the capital was moved to Dingir. During the Long Night, Terra became the capital of the Old Earth Union, which included most of the early Terran colonies from Barnard to Forlorn and from Dismal to the merchant refuelling station at Sirius.

Although the Old Earth Union was dissolved their citizens proved loath to give up their independence. Terra and the other Old Earth Union worlds in Sol subsector were the womb of the Solomani Movement and its spiritual centre. Terra became its capital in 704 and for almost 300 years governed the Solomani Autonomous Region and its successor the Solomani Confederation.

Support for the Solomani Cause was both wide and deep in Sol subsector. Rather than surrendering at the first sign of an Imperial fleet, many worlds resisted to the end, none more so than Terra. Civilian casualties were heavy. After the war, most worlds in the subsector came under Imperial military rule. Several worlds were troubled by ongoing Solomani insurgencies up through 1050 but all were eventually put down. The large Imperial military commitment to Sol subsector has allowed the Imperial Army and Marines to avoid overreacting and focus on targeting violent groups and maintaining security rather than enacting indiscriminate reprisals. Military rule has also

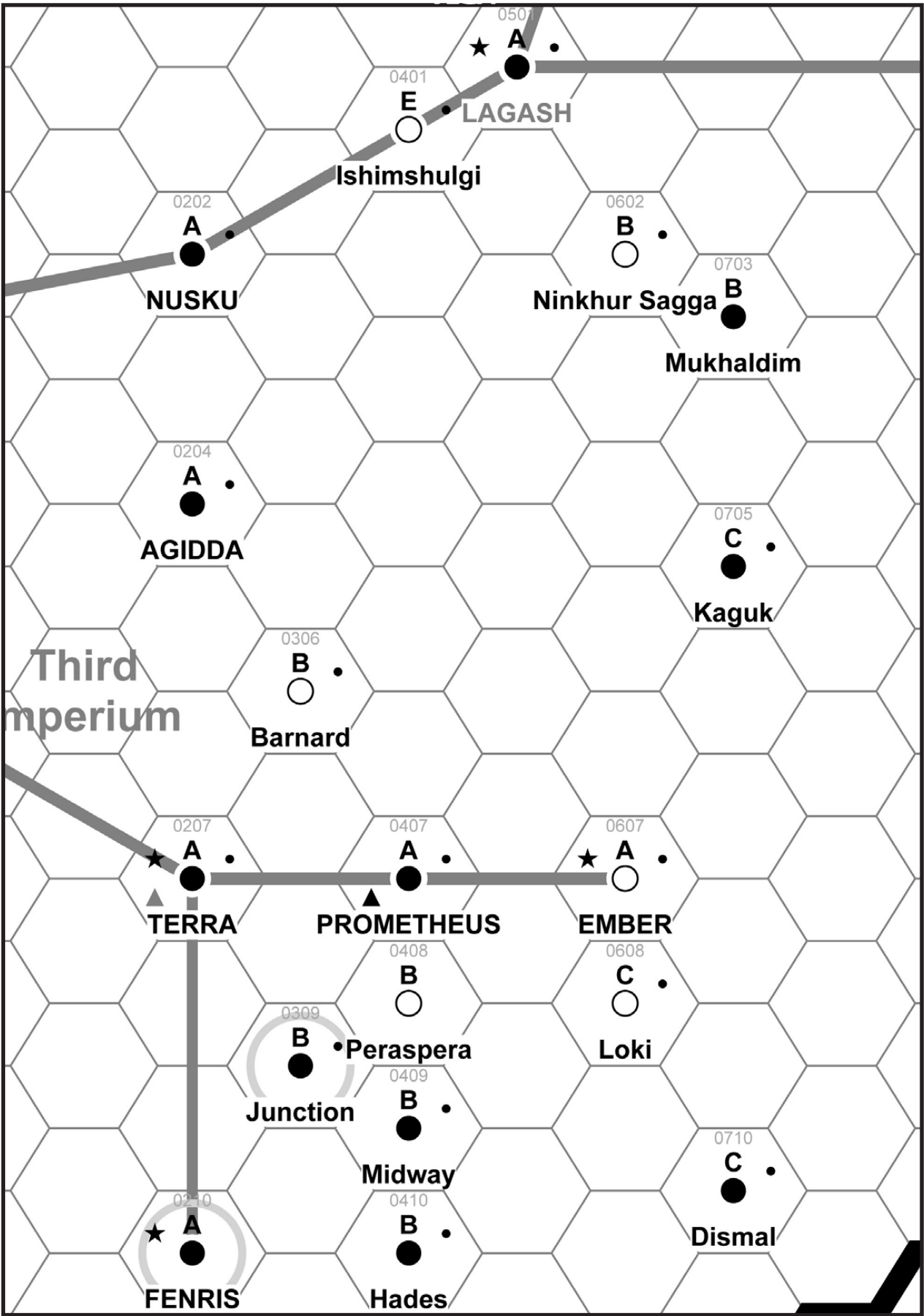
Name	Location	Statistics	Base	Remarks
Nusku	0202	A569943-F		Hi Ht Im G
Agidda	0204	A974979-C		Ga Hi Ht In Im G
Terra	0207	A867A69-F	NW	Ga Hi Ht Mr Im G
Fenris	0210	AA98969-E	N	Ga Hi Ht In Mr A Im
Barnard	0306	B200869-C		Ht Na Va Mr Im G
Junction	0309	B975869-A		Ga Mr A Im G
Ishimshulgi	0401	E200478-7		Ni Va Im G
Prometheus	0407	A785969-E	S	Ga Hi Ht Mr Im G
Peraspera	0408	B7A2536-C		FI Ht Ni Im
Midway	0409	B699552-D		Ht Ni Im G
Hades	0410	B432366-D		Ht Lo Po Owned by Fenris Im G
Lagash	0501	A667A8B-F	N	Ga Hi Ht Cp Im G
Ninkhur Sagga	0601	BAA7769-B		FI Mr Im G
Ember	0607	A412969-D	N	Hi Ht IC In Na Mr Im G
Loki	0608	C9CA369-C		FI Ht Lo Wa Mr Im G
Mukhaldim	0703	B533413-C		Ht Ni Po Owned by Ember Im
Kaguk	0805	C648669-8		Ag Ga Ni Mr Im G
Dismal	0810	C421542-B		Ni Po Im G

SOL SUBSECTOR

VEGA

DINGIR

ARCTURUS



GEMINI



featured social reforms aimed at overturning endemic racial discrimination. To this end, freedom of speech is limited with both anti-Imperial sedition and racist 'hate speech' outlawed and supported through widespread monitoring and censorship of computer networks. A bitter joke among some civil liberties supporters who remember SolSec is that little has changed.

Sol subsector contains 18 worlds with a population of 73.7 billion. The highest population is 21 billion at Lagash.

Lagash A667A8B-F

Although a Solomani dominated world, Lagash's government was one of the supporters of the Vegan Faction of the Solomani Party, thanks to lucrative trade links with its alien neighbours. Considered a hotbed of radical ideology and subject to SolSec purges under the Solomani Confederation, it was rewarded for its moderate views by the Imperium with an early lifting of military rule. In 1032 it was designated subsector capital.

Thanks to its status, Lagash has been the beneficiary of much Imperial immigration and megacorporate development. Modern Lagash is bustling and cosmopolitan, and has become a key centre for trade with the Vegan Autonomous District. In recent years it has also developed a vibrant music scene, of which the latest star is rising amp-rock group Veedback, whose output is rapidly climbing the Makhidkarun index. In 1104 Veedback's Dead Vegan Lullaby went triple iridium, the first single from the Solomani Rim to do so since the War. Billions of obsessed fans eagerly await their next sector-wide tour.

Nusku A569943-F

A pleasant garden planet with a warm climate, Nusku was colonised by the First Imperium and has the dubious honour of being the first major Vilani world to be conquered by the Terran Confederation. Most of its population has long been of mixed Vilani-Solomani ancestry. Beaten down for centuries by a minority Solomani Party, most of the population welcomed Imperial rule, although it took nearly 50 years to erase the socio-economic scars left by the Confederation. Drawing on the work of a dissident intelligentsia that had existed in the shadows before liberation, Nusku has now created a progressive and egalitarian society. The only vestige of Confederation rule that survives does so in the form of the Free Monitor movement, which is quite popular.

Prometheus A785969-E

Prometheus, a planet in the Alpha Centauri system, was the earliest Terran colony. It is not dissimilar to Earth but has thicker, though still breathable, atmosphere, several smaller seas rather than large oceans and a warmer climate. Tropical rainforests extend even into higher latitudes and a belt of desert covers most of the equatorial regions. The initial colonists

were Europeans who arrived by generation ship but extensive immigration from multiple Terran nations and groups followed after the development of jump drive. Rather than a balkanised world, the result was a tolerant multiethnic society that was the first Terran colonial society to develop a true sense of its own identity as an extraterrestrial world, even as it was also known both ironically and proudly as Terra's (younger) brother.

From an early stage, Prometheus was also a centre of technical and scientific innovation. Indeed, it was at the University of Prometheus in -2302 that Geneva Mazzi made her crucial breakthrough in physics that underpinned the invention of meson weapons. During the early Rule of Man period Prometheus temporarily displaced Terra as the political capital of Sol sector, a status it retained until the rise of the TMC and Old Earth Union in the Long Night. Even then it remained Terra's steadfast partner. During the Solomani era Prometheus was a wellspring of both the anti-aristocratic confederalist and the radical eschatonic utopian wings of the Solomani Party. The planet was a major industrial and scientific centre including the Mazzi Institute of Physics and the Prometheus Naval Base. The latter facility would have been classed as a major scout base in the Imperium; it was devoted to administering and planning Confederation Navy explorations operations on the Rim frontier, designing survey equipment to be carried by naval vessels, and training officers in scientific disciplines and first contact procedures.

Prometheus lost political influence after the purist and militant manifest destiny factions in the Secretariat gained in strength during the century before the Solomani Rim War. In the 880s purist factions tried to break up the dominant Solomani Party coalition by reviving long-dormant ethnic divisions under the guise of a program called micro-culturalism. The resultant conflicts badly strained Promethean society, turning cultural pride into bitter rivalry. Despite these social tensions it remained loyal to the Confederation to the end, surrendering only after the Imperial Navy shattered its planetary defences.

The fiercely-independent Prometheans engaged in a lengthy anti-Imperial insurgency that was only disrupted after the Imperial Army and Imperial Intelligence began to exploit the planet's existing political quarrels to turn one regional or ethnic resistance group against another. Although successful in preventing an organised insurgency these efforts may have gone too far. The Imperium has also come to realise that it will be difficult to put together a legitimate planetary government after military rule is lifted. Blaming factions in the IISS's Imperial Intelligence, the Army has washed its hands of the problem and turned the issue over to the Scout Service, who are sending sociological experts to help paper over the cultural fissures. They have also been encouraging the Authentic Movement in the hope it will reduce ethnic conflict.



Even with these problems, Prometheus remains an important world. Economically, it and Terra are still each other's major trading partners with a massive flow of trade between them. The Scout Service has taken over Prometheus Base and continues to operate it and the prestigious Mazzi Institute, long-since purged of some of its more politicised instructors and still attracts students and faculty from across the Rim, including nonhuman students who would never have been admitted under Solomani rule.

Terra A867A69-F

Terra, once called Earth, is the homeworld of the Solomani race and the genetic source of all Humaniti. It has been the capital of the Terran Confederation, Terran Mercantile Community, Old Earth Union, Domain of Sol, Solomani Autonomous Region and the Solomani Confederation. It is now a conquered planet under Imperial military rule, although in recent decades the population has become reconciled to this fate.

In the three and a half millennia since Terrans first entered space, the planet has seen many changes both natural and the result of mega-engineering projects. The largest of these include the warming of Siberia and greening of the Sahara. The climate is a slightly warmer and sea levels have risen a few metres. Vast systems of dikes protect many heavily populated coastal regions and historical sites.

Terra has a population of 40 billion with considerable ethnic diversity. Terra's first city is Rio de Janeiro in South America. South America, the Caribbean and southern Africa are the most urbanised and industrialised regions. There are many underwater cities, especially in the Pacific Ocean.

Terra's population live in a mix of giant arcologies and more traditional cities and towns. There are many underwater cities and a large population of uplifted dolphins. Genetic uplift has also brought back several extinct species and created new ones such as miniphants (miniature elephants). Terra is TL 15 and a major source of high quality, high tech products, especially electronics and consumer goods.

The old ethnic and national divisions have long since faded. Anything resembling a pre-starflight Terran culture is far more likely to be found in an isolated world in the Spinward Marches or Reft Sector, thanks to long-range generation ships or colony missions, than on Terra itself. However, large cultural theme parks exist, many on the sites of old cities, for the benefit of both Solomani and Authentic Movement tourists. These are sufficiently convincing that they have convinced gullible visitors that, for example, French, Japanese, Middle English or Latin are still spoken. Outside of theme parks and academia just about everyone speaks Anglic, albeit with a strong 'Rim Anglic' or Terran accent, although the rising popularity of the Authentic Movement has begun to change this as Terrans seek

to substitute their Solomani identity with some form of less-controversial ethnic heritage.

Despite occasional neglect, periodic struggles with overpopulation, a nuclear bombardment during the Third Interstellar War, invasion and a few brushes with ecological catastrophe in the pre-starflight era and Long Night, Terra remains a beautiful and ecologically diverse world. Under the Solomani era, the central Confederation government spent lavishly on Terra to make it a showpiece. Huge tracts of private land were acquired and transformed into public parks and extensive wildlife preserves were created. A major effort was spent getting the global weather control system properly harmonised. Museums were well funded and historical sites like the Pyramids, Great Wall of China, Pentagon and TMC Tower, and ancient cities like Rome and New York were restored, preserved and occasionally encased in giant domes. Some of this historical reconstruction was distorted to fit the narrative of Solomani exceptionalism but in general, Terra was treated with respect. Ironically, the major winner of this has been the Imperium, who inherited a Terra that was already dressed for its post-war role as the beautiful but powerless captive princess, now trapped in an arranged marriage.

Terra is under military rule with an appointed Imperial governor managing a civil service bureaucracy backed up by a substantial Imperial Marine garrison. General Stanislav Gasai (age 46) of the Imperial Army has been governor of Terra/Sol since 1103. He is a general in the Imperial Army whose main battlefield has been political, as he struggles to ready the world for self-rule in six or seven years. He would rather be hunting terrorists on Kidashi.

Terra is permitted local police forces but has no planetary army. Massive counter-guerrilla efforts in the 1002-1005 and again in 1040-1050, have broken the back of most organised resistance. Two generations have now grown up knowing little but Imperial rule, although some citizens are still old enough to have traumatic memories of the mass arrests and raids during the Phoenix Eradications. There are plans to lift military rule in 1109 if Terra remains quiet. The oppressive Law Level 9 means that all weapons outside the home are prohibited.

The physical and emotional scars of the Solomani Rim War have been mostly repaired. Since the 1050s political parties have been gradually allowed more power. Much of Terra is under the control of a non-military bureaucracy with elected municipal and regional governments organised by continent. Embryonic planetary political parties exist, including a neutered, moderate Solomani Party linked philosophically to the Pan-Earther faction and a growing Terran peace movement advocating normalisation of relations between the Imperium and Confederation and removal of all military bases from Terra.



Terra has three huge starport complexes. LaGrange Starport in northeastern Australia is now mainly a military port although there is some civilian traffic for destinations in Asia and Oceania. Phoenix-Mesa Starport in southwestern North America is the largest civilian port followed by AECO (African-European Cooperative Organisation) Starport in North Africa. Each of the starport complexes has a large associated orbital highports.

Military rule has led to very strict traffic controls. Laws limit the manual operation of vehicles to private property. All aircraft – mostly grav vehicles – are limited to specific gravway paths under regional remote traffic control. Exceptions exist for police and emergency services vehicles but military authorities can override all traffic control. Mobile robots are also tightly regulated on Terra to an even greater degree than normally required by the Shudusham Accords. All have strict requirements for redundant safety, tracking and override systems far more stringent than on most Imperial worlds. This is a reaction to Rule of Terra's use of modified household and delivery robots for assassinations and terror attacks.

Unknown to the general public, a psionic institute remains active on Terra.

The PsionicsSuppressions (800-826) revoked the Imperial charters under which the 65 psionic institutes in the Imperium legally operated. They were supposedly shut down. Unknown to the general public – though a matter of historical record – the revocations of two institutes were later reversed. One of these institutes was located on Terra. In 833, just a few decades before the Solomani Confederation was founded, the Institute was taken over by Imperial Naval Intelligence. It operated secretly for the next 70 years. The Institute's staff used their psionic abilities to avoid infiltration by SolSec and to provide a source of recruits who could engage in high-level espionage in the Solomani capital. The Institute's operations were disrupted during the Invasion of Terra but after the war moved to the grounds of the Imperial Navy base. The institute has operated under various covers such as Imperial Marine Commando special warfare training facility or the Naval Psychological Warfare Institute. Its graduates may have been involved in the exposure of the Phoenix Project families in 1040. Most faculty and students are associated with Naval Intelligence but the agency also has students connected with the Scout Service's Imperial Intelligence branch, the Marines and the Ministry of Justice. The most valued students are those with high telepathic ability who are often assigned to counter-intelligence operations aimed at locating suspected Solomani moles in the Rim's intelligence services or vetting high-placed individuals such as nobles or senior military officers under suspicion of being undercover Solomani agents or sympathisers.

Terra's Solar System

The Terran solar system, sometimes still referred to as *the* Solar System by its residents, is unusual in that many marginal worlds that would be ignored in other solar systems have been colonised. In the early years of space exploration, colonies were established throughout the solar system. Every rocky planet and satellite was at least superficially explored and expeditions even ventured into the depths of Jupiter's atmosphere.

This was a legacy from its settlement predating the Terran invention of jump drive and its strategic importance. Muan Gwi once had similar in-system colonies but most were destroyed and never restored after the Vegan Consolidation Wars. Even so, the colonies in Terra's solar system – except for Lunar – are only shadows of what they were during the period after the development of gravitic manoeuvre drive but before the Interstellar Wars. This was a golden age of interplanetary settlement.

Today the major settlements in the Terra system are located on Terra and its moon Luna, on Mars and in the Asteroid Belt. Smaller settlements exist on Mercury, Ganymede, Rhea and Pluto. Outposts on Venus and a few satellites have been established for scientific or commercial purposes. Luna's Copernicus Down Spaceport handles traffic control for Terra. Traffic in the outer system is controlled from Rhea.

The table overleaf only lists major satellites. The gas giants all have additional tinier moons. The notation 'S' for size indicates a body significantly smaller than a Size 1 world. R is a gas giant ring system. The table also shows the average distance from the sun is in Astronomical Units (see *Traveller Core Rulebook*, p. 145) of 150,000,000 kilometres each.

The most important world in the solar system besides Terra is its moon Luna which orbits Terra at an average distance of 384,000 kilometres.

Luna C20076C-F

Luna, the moon of Terra, has a political status equivalent to a continent. Like Terra it is under military rule although a native bureaucracy has been given responsibility for almost all operations of government except legislation and security. As with Terra, a graduated transition to civilian rule – in this case representative democracy – is expected to take place between 1109 and 1111. Political parties are already forming.

Luna was originally a colony of the old United States. Several other national colonies were later established before it unified as a single independent nation in -2433. Luna was a scientific and industrial centre used for astronomical research, mining



World	Distance from Sun (AU)	Satellite	Statistics	Base	Remarks
Mercury	0.4		D30046A-E		Im
Venus	0.7		D8B0168-E		
Terra	1		A867A69-F		Ga Hi Ht Mr Im
		Luna	C20076C-F	N, IRS	
Mars	1.5		C43056A-F		Military base
		Phobos	XS0026A-F		
Asteroid Belt	2.8		C00066B-E		
Jupiter	5.2		Large gas giant		
		Ring System	XR00000-0		
		Io	X210000-0		
		Europa	E200000-0		
		Ganymede	C300468-F		
		Callisto	X30016A-F		Research lab
Saturn	9.5		Large Gas Giant		
		Ring System	XR00000-0		
		Janus	XS00000-0		
		Mimas	XY000000-0		
		Enceladus	DS00268-F		Research lab
		Tethys	XS00000-0		
		Dione	XS00000-0		
		Rhea	E100468-E	S	
		Titan	X3A0168-E		
		Hyperion	ES00000-0		
		Iapetus	E100000-0		
		Phoebe	E100000-0		
Uranus	19.2				
		Ring System	XR00000-0		
		Miranda	XS00000-0		
		Ariel	X100000-0		
		Umbriel	ES00269-E		
		Titania	E100168-E		
		Oberon	X100000-0		
Neptune	30.1		Small Gas Giant		
		Ring System	XR00000-0		
		Triton	X210169-E		
		Nereid	XS00000-0		
Pluto	39.5		C10046C-F	N	Research lab
		Charon	XS00000-0		

and spacecraft design and manufacture. Even before the Terran Confederation Lunar companies – possibly a consortium that was distant ancestor of the megacorporation GSbAG – were instrumental in the development of the jump drive. Luna was a major Terran Confederation military shipyard in the Interstellar Wars. The end of the wars and the dissolution of the Terran confederation led to an economic depression. Lunar kept its shipyards but converted them to civilian production as well as diversifying its economy to include other industrial areas.

During the Long Night, the shipyards of Luna returned to military production, assembling first the armed merchant cruisers of the Terran Mercantile Community and then the warships of the Old Earth Union.

Luna lost some ground during the early Imperial era but regained it following the creation of the Solomani Confederation. The Solomani Party achieved power with promises to reinvigorate Luna's economy and followed through by establishing major



military and research facilities on the moon, including the Clavius Particle Research Complex. At the height of the Solomani era, Luna was the home to several different military and civilian shipbuilders, including Panstellar and Solomani Military Industries.

The space around Luna was the scene of fierce battles between Confederation and Imperial Naval forces in the days before the assault on Terra. Once the Imperium achieved space superiority, Luna's defenders quickly surrendered. The lack of atmosphere meant troops and domed cities on its surface were completely exposed to orbital bombardment and the degree of Imperial firepower mustered was overwhelming.

Despite the concentration of military industry, Luna's population has always had a democratic bent and support for the more extreme elements of the Solomani Party was low. Except for a few early and ineffectual outbreaks of terrorism by the Solomani Freedom Army in the 1010s and a 'secret Solomani guerrilla base' panic scare in 1080 – which turned out to be a hoax – it has given the Imperium little trouble.

Today's lunar economy is based around mining, ore processing and scientific research. Ship construction was once significant but has now declined, though there are plans to reverse this. Luna is a traditional destination for Terran honeymoons with several resort complexes at Copernicus catering to tourists and vacationers.

Luna's eight million people are concentrated in three population centres – Copernicus, Archimedes and Plato. Each of these includes domed and underground cities linked by monorails and gravitic highways. Archimedes is the oldest settlement and main mining and industrial centre with some ancient mine shafts running kilometres under the moon's surface. Plato is an academic and cultural centre and site of the main campus of the University of Luna. This is regarded as one of the top schools for high-energy physics and astronomy in the Terran system. Copernicus is the seat of government, the trade and travel centre, and the location of Copernicus Down Starport. Before the Solomani Rim War the facility was once one of the busiest in the entire Confederation. With the reduction in Luna industry and military traffic in the post-war era, two-thirds of terminals, landing pads, bays and warehouse facilities remain unused though in vacuum they have suffered little decay. These spaces have sometimes been commandeered and renovated by criminal elements or squatters. In 1103 a Naval Intelligence investigation uncovered an entire illegal factory complex based in a disused bay that was making pirate copies of Ling-Standard Products goods.

Another 80,000 people live and work in the mines at Sinus Iridium and the Montes Apenninus, the radio observatory Farside Station, the Imperial research laboratory at Clavius, and the Imperial Naval Base at Theophilus.

Clavius is a modern, high-technological industrial park with production facilities for electronic and gravity chips, vacuum-process equipment, and thin-film devices. Since the Rim War the prime operator for the industrial park is GSbAG. The most unusual feature is the experimental atmospheric containment field: instead of a dome a network of focused grav modules which retard the escape of gasses; leakage is constantly replaced. The Imperial Navy and Naasirka megacorporation also jointly operate a state of the art high-energy particle research laboratory at Clavius. Located in a former Solomani Ministry of Technology facility the lab houses the Rim's largest experimental particle beam system and was once used for military meson beam research. Current research is highly classified but may involve antiparticle beam or ultra high-velocity baryon generation.

Farside Station is a scientific research base that is today operated as a branch of the University of Luna at Plato. The facility has been operated and regularly expanded for more than 3,400 years and its vast distributed arrays now cover thousands of square kilometres of lunar surface located on the opposite side of Luna from Terra to avoid light and energy pollution. More important than the hardware – some of which is actually obsolete – is the institutional knowledge gathered from centuries of experience in radio astronomy, cosmology and cosmic ray research, and the development of sensitive passive sensor systems for civilian and military purposes. Development and travel on the far side of Luna is restricted to avoid interfering with the operations of Farside Station.

Luna was riddled with Solomani military installations, some of which were later occupied by the Imperium. Most are now abandoned including a former Marine Protected Forces training base in Mare Crisium. The sole active facility is the busy Imperial Navy Base Luna, located in Theophilus crater on the site of a 300-year old Solomani Confederation base. There are rumours of scattered Solomani bases across the surface. A thorough search by the Imperial Navy in 1080 failed to find any bases not already charted.

Mercury: The innermost planet has the most extreme temperatures in the solar system ranging from 400°C during the day to -180°C at night. In the interplanetary era, Mercury's face was once covered with a giant solar array used to power mining facilities and energise lasers that drove early solar sail vessels. Today, only a small fraction of the solar power array remains and most of the old mining shafts are empty. The main settlement is built into the Chao Meng-Fu crater on the south pole, where water ice deposits once existed in the shadow of the crater walls. The remaining settlements include a small spaceport, mining operation and the very old Syuki solar observatory, now operated mainly as an astrophysical school. In 1030 a researcher claimed to have found archival evidence that an Ancient site on Mercury was discovered by Old Earth



Union miners in 340. If so, all trace of the site at the location specified is now gone; it may have been a hoax.

Venus: The second planet from the sun is a barren world with a super dense carbon dioxide atmosphere. Greenhouse effects result in a surface pressure of over 90 atmospheres and a hellish average temperature of 425° C. In spite of these hostile conditions, an expedition in -1688 launched to explore a geological anomaly uncovered Ancient ruins. They were badly weathered due to the climate, mostly empty. Various theories exist as to their purpose. One suggests that after the Final War broke out the Ancients, who were engaged in long-term projects involving Terra, constructed the Venus base as a hidden bunker. Another holds that Venus may have been a terraforming project intended to create a second Earth to house any of the variant races of Humaniti or the Vargr. In 962 the University of Terra's archaeology department and the Confederation's Ministry of Science and Technology initiated a detailed kilometre-by-kilometre densitometer grid search for deeply buried sites. The project was also intended to gather geological data to test the terraforming theory. Although interrupted by the Solomani Rim War, it has recently been restarted with Imperial Scout Survey support. University of Terra and Scout Service scientists monitor it from a station in Venus orbit.

Mars: The fourth planet from Sol has had a chequered history of settlement. During Terra's interplanetary period, a large scientific and later industrial colony was established on Mars. It thrived during the early Interstellar Wars period, reaching a population of 25 million and achieving the status of an independent state within the Terran Confederation in -2395. A terraforming project aimed at improving conditions on the surface was also initiated. Mars – along with Terra – was besieged and bombarded by a Vilani fleet during the Third Interstellar War. Mars never fully recovered although the economy briefly improved after a major military base was established on its moon Deimos in -2222. The coup that established the Rule of Man and which stripped Terra of its political power also saw Mars decline in importance and by -2200 the base had been virtually abandoned. In fact much of Deimos was eventually hollowed out and stripped by belters over the next four centuries. Mars itself lost population and industry until being virtually abandoned in the Long Night. Its fortunes did not revive until around 400. The Old Earth Union used newly acquired Imperial technology to revive the old terraforming program.

Under successive governments the plan survived the dissolution of the Old Earth Union and continued under both the Imperium and Solomani Confederation. Although it may be thousands of years before Mars approaches a thin but breathable atmosphere – if it ever does – the original trace atmosphere is now very thin. Economic revitalisation and resettlement proceeded in parallel

with the terraforming. The Confederation also restored the core of Deimos as a major Naval Base. During the Invasion of Terra, the base on Deimos valiantly resisted the Imperial fleet for nearly two weeks until a squadron of battle tenders used towed planetoids as 'nutcrackers' to break it open. The government on Mars surrendered quickly and the capital at Candor Chasma was occupied although cleaning up the orbital debris ring left by the destruction of Deimos took 15 years. Mars has been under military rule ever since with the Ministry of Colonisation taking responsibility for the terraforming project until Terra achieves self rule. An Imperial Marine garrison is stationed at a former Solomani Army base on the Elysium Plateau with responsibility for responding to off-Terra incidents throughout the solar system.

Asteroid Belt: The Belt was settled as early as -2430 for mining and scientific research. Its location far beyond any planetary gravity well provided the necessary environment for the Terran invention of jump drives. Today, 2.3 million live in a dozen major asteroid habitats including over 100,000 nomadic belters. The largest settlement is on Ceres. There is even a small enclave of uplifted dolphins living in a humid zero-G environment.

Jupiter: The largest planet in the solar system. During the early stages of the Solomani Rim War, its upper atmosphere and dark rings were the site of fierce battles between Imperial ships and Solomani system defence boats. Ganymede, the largest moon in the solar system, was once a major Terran colony. An abandoned underground city dating back to the late Confederation and early Rule of Man continue to interest archaeologists studying that era. Ganymede also houses the Zeus Institute, a branch of the University of Terra devoted to gas giant studies. Over the millennia, giant Jupiter has been one of the most-studied large gas giants in Charted Space and is often used as a baseline for comparison with other gas giants. Callisto contained a major Confederation military research laboratory deep beneath its ice. It was captured intact by a Marine Commando raid during the invasion of Terra but has since been sealed off. Naval Intelligence operates it now. Callisto is also an Imperial Navy fighter and system defence boat base that patrols the space around Jupiter and, to a lesser extent, the outer gas giants.

Saturn: Known for its beautiful ring system, this gas giant's also houses several research bases on its frozen moons. Enceladus is home to the Huygens Astrophysical Outpost that engages in classified work. On Rhea is the underground Cassini base, currently used by the Scout Service but with spaceport facilities dating back to First Interstellar War. Titan is the largest and most exotic of Saturn's moons, the second largest in the solar system. It has a dense nitrogen atmosphere, lakes of liquid hydrocarbons and a surface temperature of -179°C. Titan was once the location of a large colony involved in chemical



processing. It exported atmospheric nitrogen to Luna, Mars and the Asteroid Belt for use in agricultural fertilizer and life support. During Terra's the pre-stellar era (in -2468) a short war, the first ever fought in space by Terrans, took place around Titan, fought between a pan-Asian combine and multinational corporate forces. The exact motivations are lost to history. As on Mercury, there have long been conspiracy theories suggesting an Ancient base was found, predating Terra's contact with the Vilani, only to be destroyed in or after the fighting itself. With its dense atmosphere and low gravity, Titan resembles some worlds inhabited by Droyne, who are often found in proximity to Ancient sites but no known sites have yet been discovered. The old nitrogen-mining stations on Titan have long since been abandoned but one small domed habitat remains; a scientific station studying the phenomena of methane-based bacteriological life evolving in its lakes. Rather than being native to Titan, these seem to have been the result of contamination from industrial processes dating back to the abandonment of the original Titan colony in the Long Night. Millions of years in the future, when the sun increases in size to become a red giant, Titan will likely be warm enough to support Terran life.

Uranus and Neptune: The two outer gas giants have small refuelling stations on their largest moons.

Pluto: The Imperial Navy has taken over a Solomani Confederation military research lab on Pluto. Its purpose is unknown but rumours suggest jump drive navigation or long-baseline sensor technology, possibly coordinated with another,

unknown, base elsewhere in the solar system. Pluto also once held a Confederation military prison.

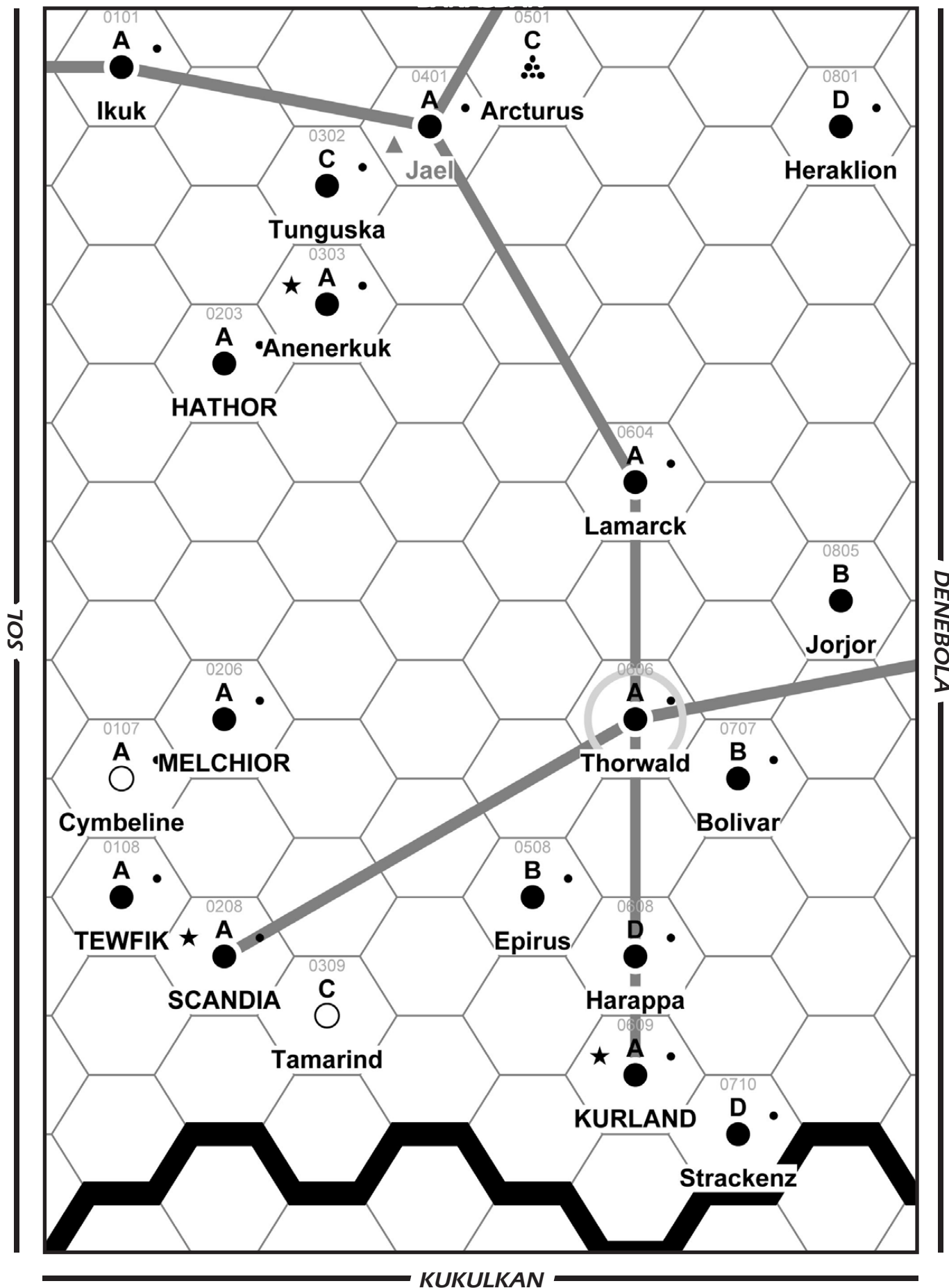
ARCTURUS SUBSECTOR

The coreward portion of this subsector was settled by Vilani during the First Imperium, although the present population is mostly of mixed stock. Racial problems were common under Solomani Party rule. In the post-war years these worlds have often been ruled by strongly anti-Solomani governments both at local and Imperial levels. Michael hault-Shalimkakur line, the present Duke of Antares, is one such fervently anti-Solomani leader of the exiled noble houses that have returned to the Rim.

The portion rimward from Lamarck, separated by a three-parsec gap, has a very different character. It was first surveyed by a Terran fleet soon after the Ninth Interstellar War following the Terran invention of the jump-3 drive. After the war some colonists arrived but most preferred to settle on more comfortable newly conquered Vilani worlds. As a result, this part of the subsector remained a backwater throughout the Rule of Man and the Long Night. Some colonisation took place under the Old Earth Union around 300 but full settlement waited until after the creation of the Solomani Autonomous District and the pioneering spirit the Solomani Movement encouraged. As a result, the rimward population are almost entirely pure Solomani. Most are a hardy, independent lot, not given to overt extremism, and contemptuous of the institution of Imperial nobility. Even

Name	Location	Statistics	Base	Remarks
Ikuk	0101	A779769-D		Ht Mr Im G
Cymbeline	0107	A9E4840-D		Ht Im G
Tewfik	0108	A524945-D		Hi Ht In Im G
Hathor	0203	A78A997-B		Hi Wa Im G
Melchior	0206	A5569CC-D		Ga Hi Ht Im G
Scandia	0208	A658969-E	N	Ga Hi Ht Mr Im G
Tunguska	0302	C422720-A		Na Po Im G
Anenerkuk	0303	A56A764-E	N	Ht Ri Wa Owned by Hathor Im G
Tamarind	0309	C9A4869-9		Fl Mr Im
Jael	0401	A55789A-C	W	Ga Ht Cp Im G
Arcturus	0501	C000364-C		As Ht Lo Va Owned by Banasdan Im
Epirus	0508	B4387B6-C		Ht Im G
Lamarck	0604	A763886-C		Ht Ri Im G
Thorwald	0606	A559869-D		Ht Mr A Im G
Harappa	0608	D87516A-7		Ga Lo Owned by Kurland Im G
Kurland	0609	A6879CA-E	N	Ga Hi Ht Im G
Bolivar	0707	B526448-C		Ht Ni Im G
Strackenz	0710	D423110-9		Lo Po Im G
Heraklion	0801	D543312-7		Lo Po Im G
Jorjor	0805	B641888-7		Po Im

ARCTURUS SUBSECTOR

BANASDAN



so, they are not fanatical believers in the Solomani Cause and in the post-war era have mostly come to accept Imperial rule.

Cross-border trade with the Solomani Confederation is common, mostly involving free traders, often with crews of Solomani ethnicity but mixed Imperial and Solomani citizenship. Most are legal but some may be involved with smuggling of arms or militants to support Solomani insurgents in other subsectors.

The Arcturus subsector contains 20 worlds with a population of 35.6 billion. The highest population is 9.6 billion at Kurland.

Cymbeline A9E4840-D

Cymbeline is a massive planet with a paradoxically thin atmosphere. Its topography is dominated by highlands with some mountain ranges and small seas. An intricate network of canyons girdle the world near the equator, with branches running to the large icecaps that cover each pole. There are clusters of volcanoes in the northern hemisphere. Volcanic gasses are important in replenishing the atmosphere; local bacteria have evolved that metabolise the components of these gasses to release oxygen.

Because of the world's high gravity, the breathable portion of the atmosphere is concentrated in regions near or below sea level. The air on Cymbeline at higher elevations is too thin to support human life. Most of the population lives below sea level in the capital Findor and in other cities in the canyon valleys or low-lying coastal areas. Local industries include mining, some light manufacturing, and agriculture on the sunlit canyon slopes. There is also a tourist trade and gas harvesting industry near the icecaps.

Cymbeline's bacteria include life forms capable of selectively metabolising compounds such as selenium, arsenic and gallium. Some controversial computer simulations have suggested elements in the volcanic gasses can interact with silicon in the highlands to produce natural solar-powered semi-conductor circuits that could be harvested as a form of organic computer chip and might even possess other electrical properties.

Scandia A658969-E

Scandia has a thin but breathable atmosphere and shallow seas. An Imperial garrison of 150,000 troops have enforced military rule since the Solomani Rim War.

Scandia has two main industries: aquaculture and gravitics. Its oceans' rich fish stocks are managed by high-tech farming methods that use underwater signals to lure fish rather than relying on conventional fishing fleets. Scandian fish are not very tasty but they do are highly nutritional. Processed Scandian fish and seaweed are used in various staple foods by Scandia's

population with the excess exported to help feed the large populations of nearby Melchior, Tewfik and Kurland.

Scandia is also a centre for research, development and production of grav modules used in vehicles, robots and starships. For centuries its planetary corporations were key subcontractors for major Solomani Confederation consortiums like Panstellar. During the Solomani Rim War the world was a major source of gravitics components for Confederation Army and Navy military equipment. The loss of Scandia during the Solomani Rim War adversely affected the Solomani gravitics industry – especially in Capella and Kukulcan subsector– often forcing suppliers to substitute gravitic components of lower TL. This has helped give Confederation gravitics a bad reputation.

The Imperium has taken care to nurture Scandia's gravitics industry with General Products in particular arranging contracts with planetary companies. Scandia's manufacturing and research facilities were and still are the largest employer on the planet.

Scandia has a nearly pure Solomani population and the majority still sympathise with the Solomani Cause. The strategic importance of Scandia as a gravitics component producer and food exporter combined with its proximity to the Confederation border leaves it vulnerable to Confederation infiltration. The Imperium maintains a sizable garrison that enforces military rule. So far stability has been maintained but the population are restive.

Arcturus C000364-C

The Arcturus Belt is a comparative backwater system with a small population of about 8,000. Most are miners employed by one of the mineral exploitation firms which operate in the belt. Licenses to mine the belt are granted by representatives of the government of Banasdan, based in a government enclave at Wainwright Starport. Mining licenses have been restricted to larger corporations such as Lamarck Minerals and Triple-G Resources which has caused resentment among locals, including riots in the belt's Station two in 1061 and a recent outbreak of sabotage in 1098. These activities seem strictly local and unrelated to any Solomani Movement activism. Order is maintained by the Banasdan Port Authority Police Patrol. So far, the Banasdan authorities have been able to handle local problems though they were made foolish for a time by the activities of flamboyant pirate, Jon Eastern, who raided company-owned ships and stations from 1069 to 1071. Eastern and most of his men were killed in a gun battle with police as they left a brothel in Station Three but he remains an infamous figure in local folklore. Rumours of an undiscovered and abandoned planetoid base somewhere in Arcturus Belt containing missing loot continue to draw the occasional treasure hunter to the system.



Thorwald A559869-D

The densely forested tropical islands on this small but otherwise relatively Earth-like world are home to one of the most unusual plant forms known; the leyden tree. The planet is prone to extremely violent storms. To survive, the tree secretes an internal metal lightning rod and when lightning strikes, the charge is deflected through a net of filaments into cellular capacitors, where it is used to convert organic molecules from low to high energy forms, supplementing photosynthesis as an energy source. An electric storm over a leyden forest is a spectacular sight but one best viewed from a safe distance.

Thorwald has a large manufacturing, fishing and underwater mining industry. Leyden wood, if correctly harvested, is also a major export. It has been used as a substitute for exotic composite materials due to its ability to carry and store electrical charges.

Thorwald's population are pro-Solomani. The planet still remains under military rule with an Imperial Army garrison. The people resent the occupation but there have been no mass rebellions, although underground Solomani Party activity and passive resistance are common. A few guerrilla bands continue a desultory armed struggle, striking targets under the cover of leyden storms but are more pirates or bandits than serious rebels.

Heraklion D543312-7

The harshness of life on this poor non-industrial world has given its population a strong sense of self-reliance but also contributed to considerable violence and high levels of alcoholism and drug abuse. The major business is mining mixed with some subsistence agriculture, including a strong local whiskey. The world is currently owned by Lamarck Minerals who operate most mining camps and own much of the planetary infrastructure.

It is a rough, poorly policed world inhabited by a mix of transients and permanent residents. Local males are famous as brawlers while the women of Heraklion are famous for carrying – and knowing how to use – distinctively shaped daggers. A woman of Heraklion caught without her dagger in public or deprived of it against her will is subjected to considerable shame and humiliation. This has been the source of some friction between local natives and transient female employees of Lamarck Minerals.

JARDIN SUBSECTOR

Settlement of Jardin subsector came late due to its paucity of habitable worlds. Most worlds were settled by independent Solomani from Sol, Albadawi or Capella subsectors between 450 and 850.

The subsector is named after the planet Jardin, one of the first worlds to be colonised. Jardin has always attempted to

dominate the region. Even after its military ambitions were thwarted by its integration into Solomani Autonomous Region it has continued to attempt to dominate less populous worlds both politically, as in the case of its colony Pilgham, and economically. The other worlds of the subsector resent Jardin's attempts at hegemony but in the Confederation secretariat votes are based on economic strength.

The subsector's economy has begun to prosper through increased trade with the populous worlds of the Albadawi subsector but this has come with a price. Because of the subsector's low population, many worlds lack the resources to maintain adequate Home Guard forces to patrol their systems. The Confederation Navy is busy protecting the border and major routes. Journeys between worlds on the xboat lines are safe but travellers are advised to exercise caution when venturing into the subsector's interior. There also seems to be a lack of cooperation in sharing information on piracy between the Ministry of Justice headquarters on Jardin and the governments of other worlds. The rise of piracy in the region may be associated with a so-called 'Jardin Syndicate' that appears to control cross-border smuggling and other criminal activities in the subsector.

Jardin subsector contains 25 worlds with a population of 10.2 billion. The highest population is 4.2 billion at Jardin.

Jardin A5679BC-D

Jardin is an unusually small garden world. It was colonised in 450 by a coalition of military adventurers and entrepreneurs from the Old Earth Union who wished to escape the latter's expected assimilation into the Third Imperium. Their well-funded colony quickly established a large industrial base and developed imperialist ambitions. By 705 Jardin had conquered four nearby worlds and was well on its way to establishing a pocket empire. Worried neighbours petitioned the newly formed government of the Solomani Autonomous Region for military assistance. Eager to flex its muscles, it dispatched the powerful Albadawi colonial fleet – led by contingents from Kidashi, Krypton and Alizarin – and brought the Jardinese to heel. A Solomani Party government was installed.

Over time, Jardinese resentment faded and they came to enthusiastically support the Solomani Cause. Ultimately, Jardin took the lead in integrating the rest of the subsector into the Solomani Movement under its leadership and fulfilled its dreams of hegemony.

Despite a few tries at democracy, a militaristic and authoritarian streak has persisted in the planet's culture. Jardin went through several increasingly totalitarian Solomani Party governments between 705 and 850. Stability was eventually achieved under the regime of Marine Cartier whose *faction perfectionniste eugénique* gained control after the violent planetary Solomani



Name	Location	Statistics	Base	Remarks
Swinburne	0106	C722620-9		Na Ni Po So
Erech	0108	C844577-9		Ag Ga Ni So
Luzon	0201	D420400-7		De Ni Po So G
Jardin	0203	A5679BC-D	F	Ga Hi Ht Cp So G
Theseus	0207	B7A3744-B		Fl So G
Barsoom	0209	A55499B-D	F	Ga Hi Ht So G
Gladstone	0210	A967755-D		Ag Ga Ht Ri So
Liberte	0301	B100886-C		Ht Na Va So G
Pilgham	0302	B54296A-B		Hi In Po Owned by Jardin So G
Miasma	0305	C678500-9		Ag Ga Ni So G
Kraken	0402	C57A587-B		Ni Wa So G
Durgha	0404	B612400-D		Ht IC Ni So G
Dolor	0407	B311887-C	F	Ht IC Na So G
Zhongguo	0408	B544722-A		Ag Ga So G
Ormadz	0410	B300599-C		Ht Ni Va So G
Cadmus	0502	C532423-A		Ni Po So G
Skyron	0503	B312433-C		Ht IC Ni So G
Chinon	0506	C696846-8		Ga So G
Sionnach	0602	C533369-A		Lo Po Owned by Skyron So G
Nonsuch	0607	C434210-B		Lo So
Ptolemy	0609	B543686-A		Ni Po So G
Arisia	0640	B57A566-D		Ht Ni Wa Owned by Ptolemy So G
Wallach	0802	D578452-8		Ga Ni So G
Thalassa	0803	A58A78A-E		Ht Ri Wa So
Odysseus	0805	A6598DE-B		So G

Party congress of 844. Its obsessive quest for the Perfect Solomani Man eventually succeeded in abolishing the family unit itself. Today all Jardinese, except a self-described 'already-perfect' elite, have mates chosen for them via the government's Eugenics Bureau. Children are raised in state-run crèches. It is a measure of the skill of Jardin's social scientists that they have managed to keep this system functional for nearly 200 years.

Jardin's security services – known as Social Solidarity – also keep a close eye on those citizens who go to work or serve elsewhere in the Confederation, lest they bring back counter-perfectionist ideas. The eugenics programs on Jardin are assisted by the Solomani Confederation's Ministry of Genetics which have used their vast database to help regulate and monitor the program without taking any position on its overall value.

Supreme President Leo Duprey (age 55) is the dictator of Jardin, a former head of its Ministry of Social Solidarity. Imperial media have demonised him as the stereotypical Solomani Party dictator, a role he sometimes appears to enjoy living up to. He is a leader of the Solomani Party's Purist faction and cordially disliked by Rim Federalists.

Ptolemy B543686-A

This poor non-industrial world does possess life including a few hundred species of exotic mammals, birds, insects and fish and several thousand species of reptiles.

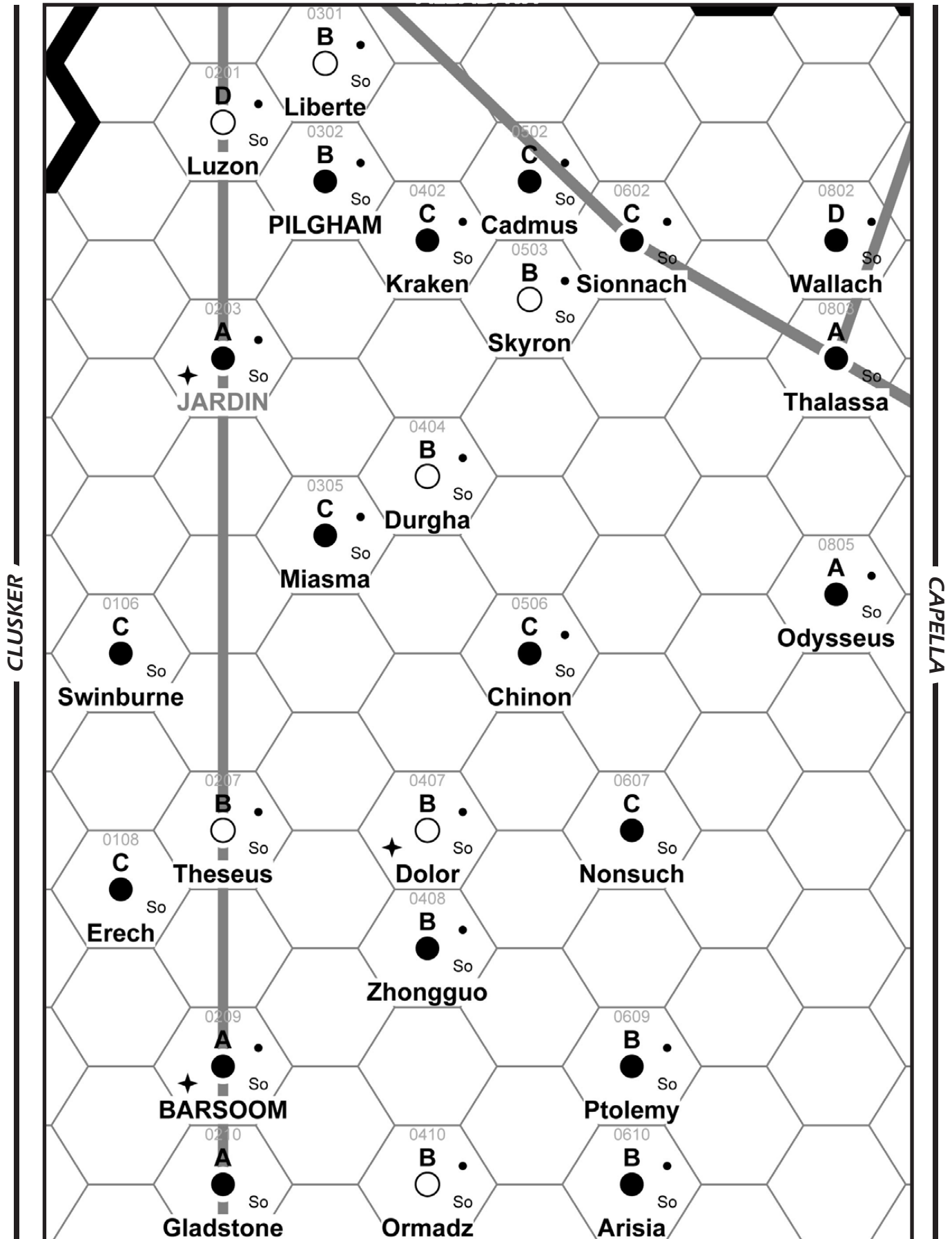
Oddly enough, a few species of higher mammalian life have a different morphology – four limbs rather than six – and genetics suggestive of extra-Ptolemaic origin.

The planetary government of Ptolemy has been suspected of harbouring pirates and smugglers with ties to the Jardin Syndicate. The government of Ptolemy has asked for more Confederation funds to support their Naval Home Guard to better patrol their own system.

Ptolemy was colonised in –2392 by the Terran Confederation and has existed quietly for most of its history. During the Solomani Rim War, it was the site of a Confederation Army rear-area hospital and rest-and-recuperation centre. A few veterans have since returned and established businesses that invigorated the local economy.

JARDIN SUBSECTOR

ALBADAWI



EUXENE



A century ago prospectors discovered ruins of two cities deeply buried under the equatorial desert sands. Initially believed to be of Vilani origin they have been dated back 50,000 years making them too young to be of Ancient origin yet too old to be Vilani. The fossil evidence for a native sophont race on the planet is lacking. One theory has proposed the Builders are an unknown race that originated beyond Aldebaran sector. Archaeological digs are proceeding slowly. Confederation funding dried up after it appeared the site was not of Ancient origin. Few functional relics have been recovered; those that have suggest the Builders were a TL 9 race at the time they created the cities.

Odysseus A6598DE-B

The population figures of this small world are somewhat deceptive; two-thirds of the citizens are not active but in cryogenic sleep. They belong to the Church of the Sleeping Saints – the Frozen Chosen as they are derogatively referred to by unbelievers. Believers enter suspended animation on their 38th birthday ‘the age of spiritual maturity’ as part of a process that cleanses them of their sins. Church dogma holds that during a future apocalypse, these Sleeping Saints will arise to lead the Armada of the Awakened against the unbelievers. Since the 800s, the Church has been dominated by the Solomani Party and teaches that the Awakening will be a crusade against alien races triggered by the collapse of the Imperium. Despite

these unusual beliefs, Odysseus is quite productive. The world is known for its high-grade superconductor and jump drive manufacturing industries. Much of what other societies spend on care for their elderly and sick instead goes into creating and supporting the vast, beautifully decorated subterranean galleries that house the sleeping faithful. These are open to properly respectful visitors and are an awe-inspiring sight.

CAPELLA SUBSECTOR

Capella is named for the bright quadruple star system Capella, consisting of two yellow giants and two red dwarfs in close proximity, the sixth brightest star in Terra's night sky.

Most of the rimward quarter of the Solomani Rim remained unsettled until relatively recent times. A major exception is the Near Boötes Cluster; nine habitable worlds within a radius of two parsecs and three more within another parsec. This unusually rich group, who are named after the constellation they appear adjacent to when viewed from Terra, was settled immediately upon their discovery early in the Rule of Man.

The worlds of the cluster dominate Capella and Gemini subsectors both economically and politically. Boötean merchant interests have considerable influence in the Confederation

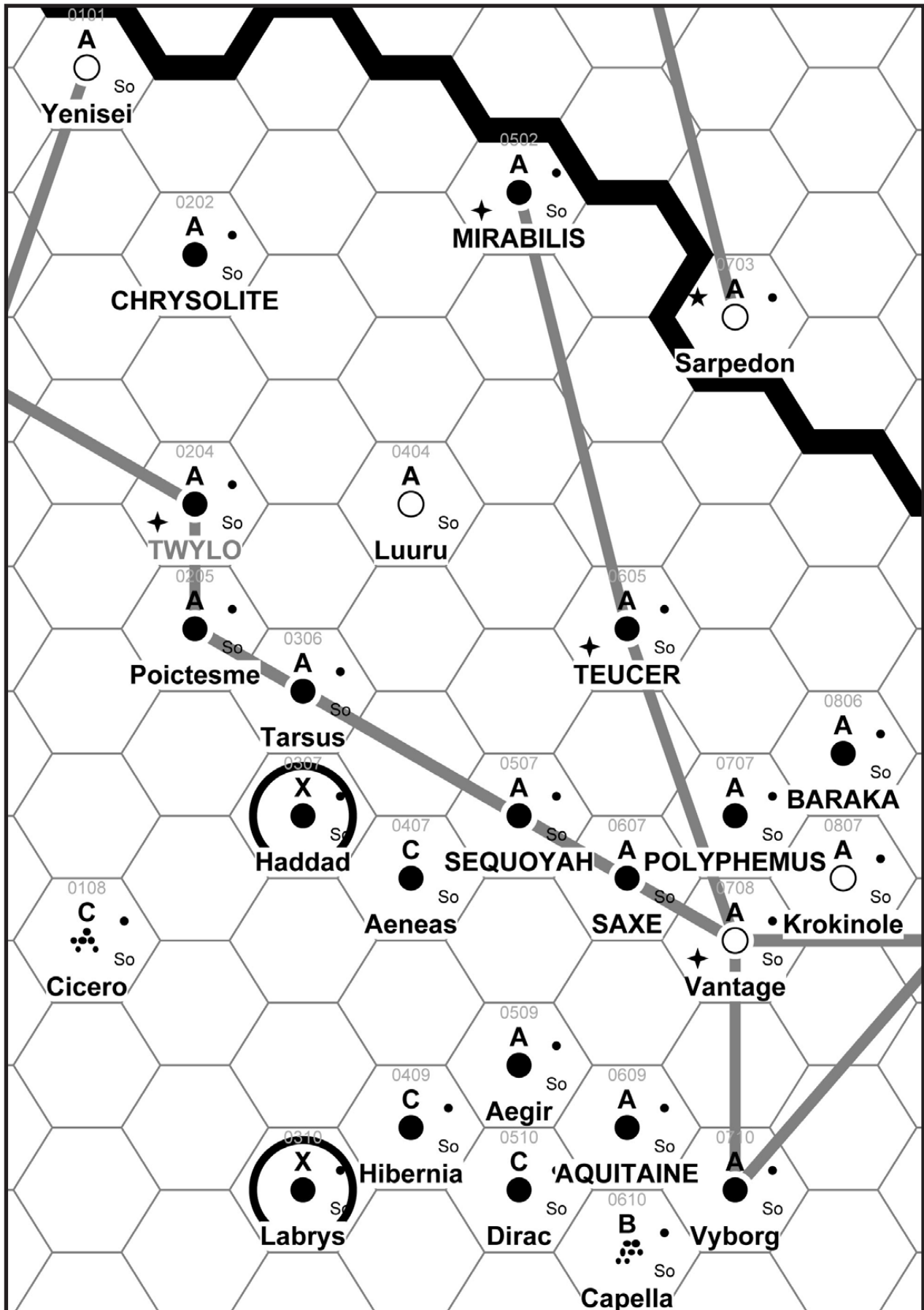
Name	Location	Statistics	Base	Remarks
Yenisei	0101	A313778-D		Ht IC Na So
Cicero	0108	C0007AE-9		As Na Va So G
Chrysolite	0202	A547967-D		Ga Hi Ht In Owned by Twylo So G
Twylo	0204	A551AA6-E	F	Hi Ht Po Cp So G
Poictesme	0205	A568854-C		Ga Ht Ri So G
Tarsus	0306	A785867-C		Ga Ht Ri Owned by Sequoyah So G
Haddad	0307	X57A000-0		Ba Lt Wa R So G
Labrys	0310	X976620-5		Ag Ga Lt Ni R So G
Luuu	0404	A9B7733-C		FI Ht So
Aeneas	0407	C438649-9		Ni Owned by Aegir So G
Hibernia	0409	C647365-9		Ga Lo Owned by Aegir So G
Mirabilis	0502	A553958-E	F	Hi Ht Po So G
Sequoyah	0507	A587950-E		Ga Hi Ht So G
Aegir	0509	A76A885-D		Ht Ri Wa So G
Dirac	0510	C522200-B		Lo Po So G
Teucer	0605	A759966-E	F	Hi Ht Owned by Polyphemus So G
Saxe	0607	A763A78-E		Hi Ht So G
Aquitaine	0609	A8879A7-E		Ga Hi Ht So G
Capella	0610	B000597-B		As Ni Va So G
Sarpedon	0703	A312869-D	N	Ht IC Na Mr Im G
Polyphemus	0707	A558AA9-E		Ga Hi Ht So G
Vantage	0708	A8DA88A-E	F	Ht Wa So G
Vyborg	0710	A755787-C		Ag Ga Ht So G
Baraka	0806	A556976-D		Ga Hi Ht So G
Krokinole	0807	A311741-D		Ht IC Na So G

CAPELLA SUBSECTOR

DINGIR

JARDIN

GEMINI



ALDEBARON



government, which does much to account for the present unofficial détente.

All worlds in Capella except Sarpedon belong to the Solomani Confederation. The most influential politician in the subsector is Andromeda Djones, leader of the Rim Federalist faction within the Secretariat and member of the Vantage/Capella delegation. She is a protégé of Regina Rogachova, the current Confederation High Council Minister of Economics and considered likely to succeed her in the event of her retirement. Djones has crafted the policy that has kept the Near Boötes Cluster worlds out of the current Thetis-Laptus vs. Kukulcan dispute while at the same time working quietly for better trade relations with the Imperium. She has also narrowly survived two assassination attempts by militant Solomani Movement fanatics who consider her overly pro-Imperial

The Capella subsector contains 25 worlds with a population of 122.3 billion. The highest population is 30 billion at Twylo.

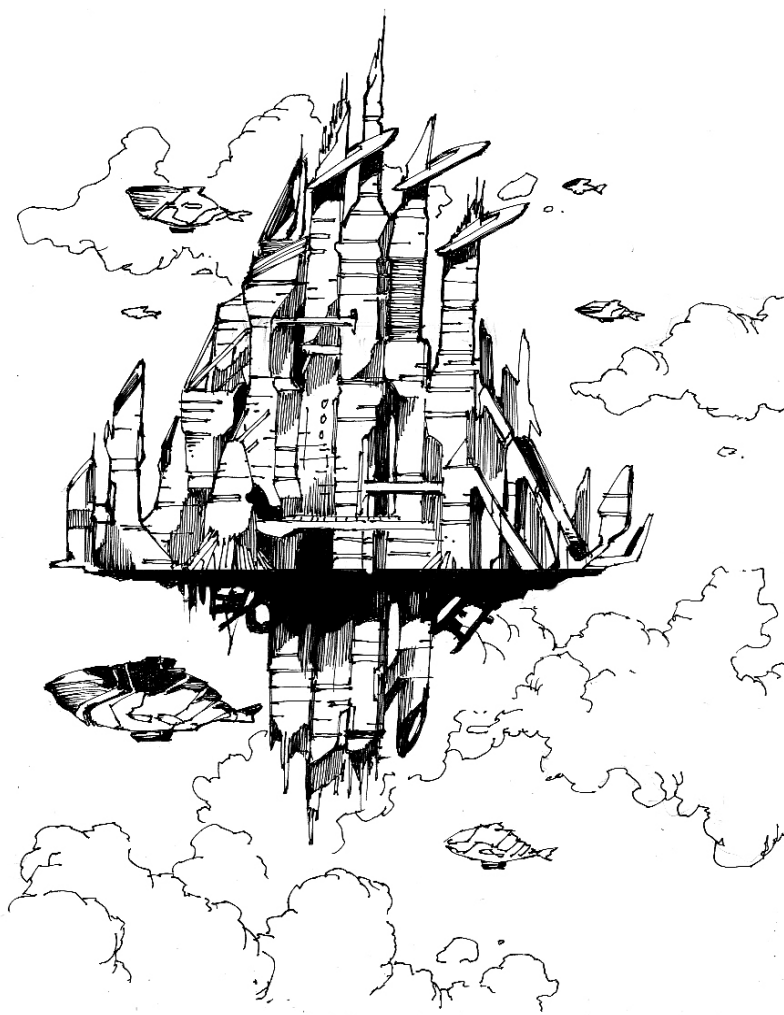
Vantage A8DA88A-E

Vantage is one of the worlds in the Near Boötes Cluster. Its environment is unusual. The atmosphere, too thick for humans near the surface but is breathable at high altitudes. Unlike most such worlds, Vantage has no mountains of sufficient height and the population lives almost entirely in the air, in impressive cloud cities supported by grav generators.

Vantage was settled early in the Rule of Man, around -1800. Most citizens are a pleasant, self-reliant lot who enjoy aerial sports such as ballooning, sky hunting and grav belting.

The planetary government is a loose confederation of independent sky cities, most of them corporate or democratic in nature, organised under a planetary civil service that regulates traffic control and ecological management. The planetary Solomani Party is not intrusive. Over 99% of the population are pure Solomani, so there are no apparent racial problems. Any adult who so wishes can automatically join Vantage's Solomani Party and vote or run for office or apply for a position in the civil bureaucracy. About a third of the adult population are Party members, an unusually high percentage. Vantage's delegates to the Confederation Secretariat are chosen by planet-wide election by all Party members. They are leaders of the moderate Near Boötes Cluster and the Rim Federalist faction within the Secretariat.

Vantage boasts a complex and diverse aquatic ecosystem but even more impressive is its free-floating aerial ecology. A wide variety of creatures live at different altitudes but most are natural aerostats rather than winged flyers. These creatures trap hydrogen gas to produce buoyancy and range from floating sky-plankton to giant kilometre-long cloud beasts. Vantage's economy is based around exploitation of its ecosystem. The aerial plankton and animals are harvested, farmed, or hunted for food.



Many of them also produce exotic biochemical secretions. These have proven useful as the basis for valuable pharmaceuticals, from broad-spectrum anti-cancer and antiviral drugs to psi drugs and even anagathics – and also some narcotics that are illegally produced by local criminal organisations. Vantage is a centre of the Confederation's biochemical industry and a major exporter of both raw biochemicals and refined drugs. In addition to biologicals, Vantage is also a major technological centre with a particularly well-developed computer industry. However, it is a heavy importer of raw materials due to the difficulty of sustaining economically viable mining operations on or under the ocean.

Vantage maintains a well-trained Army Home Guard organised into sky-city cavalry regiments. Its Navy home guard is a unified force with contingents from all sky-cities serving aboard system defence boats and fighters, and its sizable force of jump-capable warships. Vantage cooperates closely with both the Confederation Navy and other Near Boötes Cluster worlds in matters of defence. Its citizens, brought up from birth to think three-dimensionally, have produced some famous pilots and military tacticians. The world is also known for its dramatic and colourful annual New Year's Day balloon race.



Saxe A8879A7-E

Saxe is a very pleasant terrestrial world with a dense atmosphere. A member of the Near Boötes Cluster, it was originally colonised during the Rule of Man by ethnic European immigrants from Germany and Spain. Early struggles against a deadly species of chameleon-skinned forest beasts, known as waldgeists, enliven the planet's colonial folklore, although today they are found in only a few wilderness regions. During the Long Night, cultural divisions led to the balkanisation of the planet into seven different nations; the largest and most powerful are Mondragon and New Bavaria. The planet's major starport, Weishaupt Down, is located in New Bavaria and is also the headquarters of Saxe Transport, the subsector's largest merchant firm and self-proclaimed home of the best beer in the Solomani Confederation. Mondragon is the least stable of the major nations, bitterly divided between secularists and supporters of the Solomani Catholic Church, a religious group that originated in Alpha Crucis sector but established itself here in 940. Diplomats from Polyphemus and Teucer and SolSec agents have been busy on the world attempting to avert a civil war that might seriously harm the interests of the Confederation but the latter's recent covert assassination of a radical Solomani Catholic Church bishop seems to have done more harm than good.

GEMINI SUBSECTOR

The Gemini subsector, named for the bright stars Castor and Pollux, is split between the Imperium and Solomani Confederation. Early settlement came from Sol subsector during the late Rule of Man era and focused on the Near Boötes

Cluster worlds adjacent to Capella subsector. These already-settled worlds colonised others during the Solomani period. The population of Gemini are almost completely pure Solomani; the main exceptions are a few worlds like Hamilcar and Calgary that also have uplifted dolphins.

The Imperial portion is a political appendage of the Sol subsector, with the Imperial Navy wielding significant influence. Military rule is unlikely to be lifted on Ys or Remulak any time soon due to their importance as naval bases, and the presence of strong a Solomani Party-sponsored underground resistance movement. The Sector Duke of Dingir has been encouraging Imperial immigration into the worlds of Gemini subsector, particularly rich but under populated Hephaistos and on Inferno, in order to bind them more closely to the Imperium.

The Solomani portion of the subsector, although not technically a political unit, is dominated economically and politically by Near Boötes Cluster interests. The worlds in the subsector have strong economic and cultural links with those in neighbouring Capella subsector, which was settled at approximately the same time.

The Gemini subsector contains 19 worlds with a population of 26.4 billion. The highest population is 9.8 billion at Chernozem.

Hamilcar A56A9AA-E

The water world of Hamilcar was the first planet in the Near Boötes Cluster to elect a Solomani Party government. Its primitive oceans were seeded with Terran sea life, which are now dominant species. A few inhabitants dwell on small islands

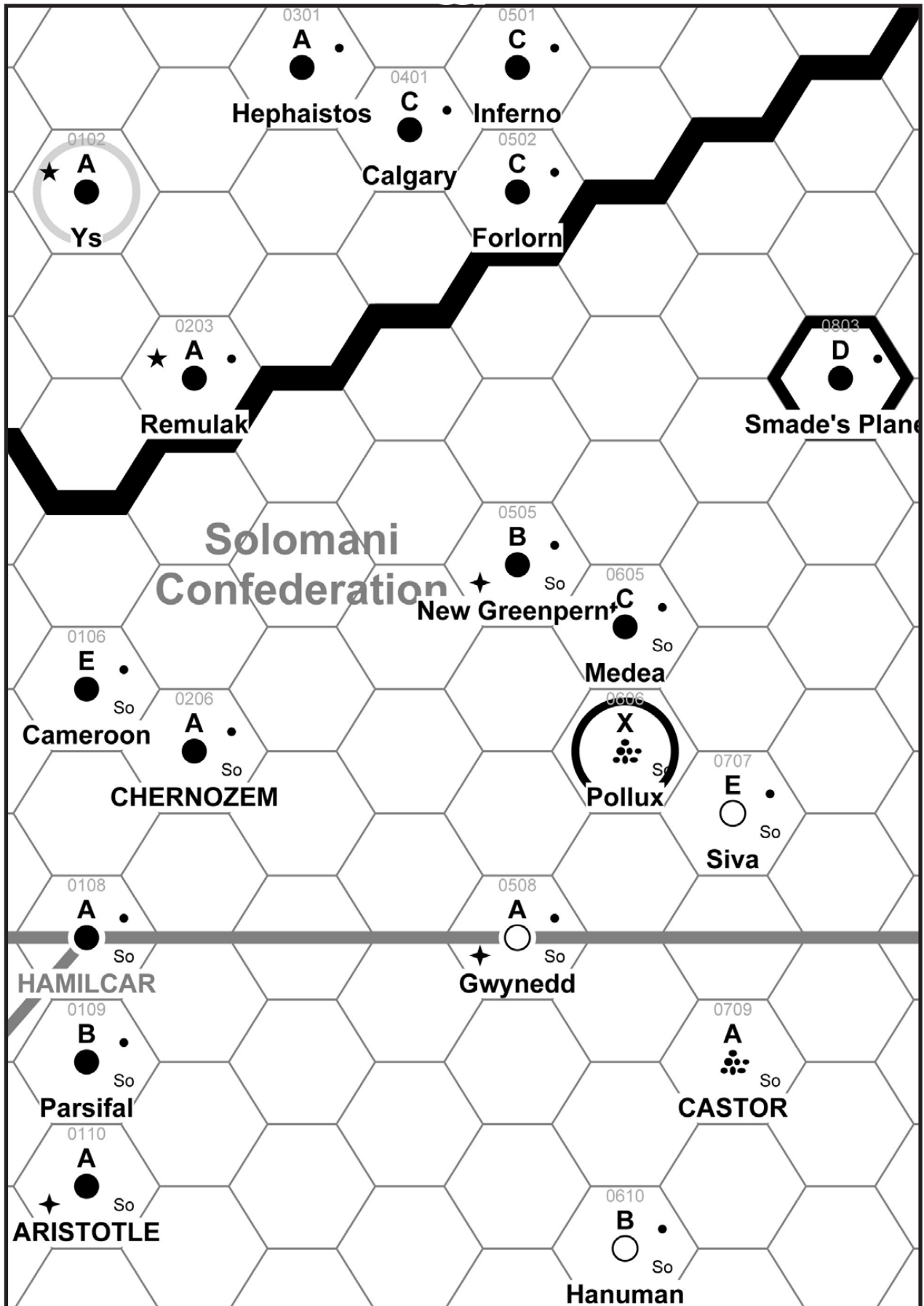
Name	Location	Statistics	Base	Remarks		
Ys	0102	A847869-C	N	Ga Ht Mr	A	Im
Cameroon	0106	E542100-8		Lo Po	So	G
Hamilcar	0108	A56A9AA-E		Hi Ht Wa Cp	So	G
Parsifal	0109	B732878-B		Na Po	So	G
Aristotle	0110	A569985-E	F	Hi Ht	So	
Remulak	0203	A974769-C	N	Ag Ga Ht Mr	Im	G
Chernozem	0206	AA85983-C		Ga Hi Ht	So	G
Hephaistos	0301	A98A776-D		Ht Ri Wa	Im	G
Calgary	0401	CA9A49C-B		Ni Wa	Im	G
Inferno	0501	C578855-9		Ga	Im	G
Forlorn	0502	C596365-9		Ga Lo Owned by Hephaistos	Im	G
New Greenpernt	0505	B798443-B	F	Ga Ni An	So	G
Gwynedd	0508	A9D78A9-D	F	Ht	So	G
Medea	0605	C779450-B		Ni	So	G
Pollux	0606	X000000-0		As Ba Lt Va	R	So
Hanuman	0610	B9BA68A-A		FI Ni Wa	So	G
Siva	0707	E310211-9		Lo	So	G
Castor	0709	A0009AB-C		As Hi Ht In Na Va	So	
Smade's Planet	0803	D778200-5		Ga Lo Lt		G

GEMINI SUBSECTOR

SOL

CAPELLA

KUKULKAN



WOVOKA



but most live in underwater domes or mobile semi-submersible cities. About 13% of the population are uplifted dolphins; their representatives enjoy associate status in the planetary government.. Hamilcar is a major governmental centre and the subsector headquarters of several Confederation ministries as well as SolSec.

The iconic children's science-fantasy video series Plastic Bag Planet (Boötes Productions, 782) created by native dolphin author Elele Naravas, was set on a strangely re-imagined version of Hamilcar as modified by the Ancients. A bootleg edition of the video series became popular in the Imperium; tourists still arrive asking where the 'plastic bag that holds the air in' has gone or if there are Gurungan pirates in the ocean. Such was the popularity of this series that in 1092 the dictator of Hamilcar ordered that the world's new highport be built on a similar model; an asteroid with an atmosphere held in by a transparent ultra-high-strength polymer bag. It was completed in 1100. Hamilcar Naravas Highport, or Bagport as the locals refer to it, has since become a popular tourist destination and convention centre, also hosting the world's Solomani Party congress.

Inferno C578855-9

Inferno is one of the few Imperial-held worlds in the subsector. The planet is one of the earliest colonies established in Gemini subsector thanks to its proximity to Terra. The world resembles a primordial Earth. The atmosphere is filled with thick clouds and has unbreathable levels of carbon dioxide. A resultant greenhouse effect produces unbearably hot surface temperatures that can reach up to 70°C along the equator. Most of the world's civilisation clusters around the more temperate poles. Native animal life has not evolved past insect-equivalents but Inferno is covered by dense dark-green jungle, which thrive in the carbon-dioxide rich environment. The forest canopy can be thick enough that very little light penetrates to the floor below. The native insects are blind and rely sound or smell rather than vision to hunt. The world's trees and vines need to grow tall to reach sunlight. Many plants and the native flying insects leech metals from the soil, incorporating them for structural support. The metal-laced natural fibres that can be harvested from them were the original basis of the planet's exports, although present economy is now well diversified. Local industries often use powdered metals extracted from plant fibre; the concept of logging and mining on Inferno can blur together.

The population of Inferno are almost entirely pure Solomani descended directly from Terran and Promethean colonists who settled the planet during the early Interstellar Wars era. During the Long Night the government assumed a semi-feudal character with hereditary syndicates controlling various services and industries. During the Solomani era the Party achieved

control and added an overlay of representative democracy. The Imperium has lately been encouraging immigration to Inferno from outside the sector to Inferno through Ministry of Colonisation grants and subsidies. There is some prejudice against new immigrants, especially those of non-Solomani blood, but so far no violence.

After Inferno fell to the Imperium many Solomani loyalists kept fighting. Solomani guerrillas held out in Inferno for over a decade after the end of the Rim War. The major cities on Inferno – mostly located on the polar regions – gave the Imperium little trouble but insurgents based in outback mining and logging camps proved a constant nuisance. This was less due to their tenaciousness and more to the difficulty of fighting in terrain where visibility under the forest canopy rarely exceeded a few metres and grav vehicles could not easily land. Eventually an elite Imperial Army unit of Sylean Rangers were deployed and with assistance from Army regulars suppressed the rebels. The last organised resistance ended in 1023. The Imperial Army continued military rule until 1065 before restoring civilian government under the leadership of the old aristocracy. Despite the end of military rule there is still a small Imperial Army base located on Inferno, which is dedicated to jungle warfare training for elite Army units.

Hephaistos 98A776-D

Hephaistos is one of the few completed terraforming projects in the Imperium. Begun during the Interstellar Wars, the project was abandoned and resumed several times. The project was completed by the Hephaistos Company, chartered by the Imperium in 632. The planet was opened in 835, and sections were sold to several colonising groups. Although the project is officially complete, the company is still engaged in work to reduce the ocean and atmosphere.

New Greenpernt B798443-C

New Greenpernt was settled by Solomani colonists from Chernozem in the 880s and was granted self-rule in 980 just before the Solomani Rim War. It was a sleepy backwater planet mostly noted for its logging industry until after the War when it found itself on the front line facing the Imperium. Several hundred refugees, many of them Solomani Party members fleeing from Remulak and survivors of the disaster at Smade's Planet were settled there immediately after the war. The small local naval base at Brooklyn Down Starport was soon expanded into a forward base for the Gemini subsector fleet of the Confederation Navy, standing guard against Imperial aggression. Today the Naval base is the planet's single largest employer. Descendents of the refugee population make up a sizable voting block in New Greenpernt politics and are known for their strident anti-Imperial views.



In 1060 geologists surveying the Wossamotta Plateau on the north pole discovered mysterious ruins. The Confederation Navy and Solomani Security quickly moved in to take possession of the site. The Confederation government did not publicly acknowledge its existence until 1096, and then only after leaks of an Imperial Intelligence report on Ancient sites in the Confederation were published in TAS News on the other side of the border. After this revelation, articles began to appear in Solomani Confederation archaeological journals confirming it is an Ancient Site but aside from photos of weathered, vaguely tower-like structures and highly technical notes on dating procedures based on geological sampling, little concrete information has been revealed.

Smade's Planet D778200-5

The captain of a Terran Confederation survey ship named Smade's Planet after a world in a classic sci-fi novel he was fond of. Its relative isolation and lack of significant mineral resources delayed settlement until after the Eighth Interstellar War when a small Terran colony was founded with Mormon backing. It grew slowly during the Rule of Man only to suffer isolation and die out – possibly from plague – in the Long Night. No serious attempts at resettlement were made until 714 when a Solomani Party-organised consortium based out of Junction/Sol establish a small agricultural colony.

Despite its position well off the main jump routes the colony had slowly grown to 150,000 people by the time of the Solomani Rim War and also housed a major Ministry of Genetics agricultural research project aimed at engineering animals to better tolerate its pollen-rich tainted atmosphere. Unfortunately for Smade's Planet a catastrophic intelligence failure led to the Imperial Navy identifying this as a biological weapons program. In early 1002 the strike cruiser *Flamboyant Sunrise* and its escorts slipped past the weakened Solomani lines. A saturation nuclear missile and meson gun bombardment eradicated the starport, all suspected biowar stations and – incidentally – the farming communities clustered around them. By the time the Solomani Navy arrived the Imperial raiders were long gone and all that was left were a few hundred traumatised survivors. With Imperial fleets advancing and no way to protect what was left of the colony the Confederation decided to evacuate the survivors to nearby New Greenpernt.

Smade's Planet had one more role to play in the drama of the Solomani Rim War. As the war ended Solomani Grand Admiral Wolfe and his Imperial counterpart Admiral Adair decided to hold face-to-face negotiations in one of the border systems. Their two battleships met in orbit over Smade's Planet. Its still 'hot' ruins provided a symbolic background to the signing of the armistice that ended the war. As part of the negotiations Smade's Planet – empty, too close to either border to be easily defended or colonised and with its starport reduced to rubble – was designated a closed neutral world.

The planet lay fallow until 1009 when a few dozen drifters – including some of the original refugee families – charted a free trader to Smade's Planet. Ignoring Imperial and Solomani Confederation warning beacons they landed and took up residence. The Confederation Navy eventually noticed and dispatched a patrol ship to tell them to move. They did only to quietly returned two years later with more supplies and seeds. They have been there ever since. Neither the Confederation nor Imperium has felt it worthwhile to disturb them. Now established for nearly a century the locals call themselves the 'Smade Family' and have established a communal society based around farming, fishing and pearl diving. Their tiny startown – named Demeter – is the only significant community on the planet. It usually has a stockpile of local foodstuffs and handicrafts available to trade including some surprisingly good liquor. Eager for news and off world goods the Smades welcome any visitor willing to make the jump.

For the Confederation's part, as the squatters are of Solomani origin they serve to reinforce their *de-facto* claim to the world should it ever wish to reset its claim. The Imperium are unwilling to raise more than pro-forma protests so long as the world is not officially claimed as Solomani and no large scale colony or military bases are established. Occasional visits by free traders with ties to Imperial Intelligence or SolSec are used by each side to confirm the world remains neutral. The minor armistice violation stands ready as a useful argument if the diplomatic corps ever need something to protest.

Pollux X000000-0

The Pollux asteroid belt is little more than drifting gravel. Commercial exploitation would be unprofitable; consequently, Pollux is uninhabited and unvisited.

Castor A0009AB-C

The Castor asteroid belt is rich in metals, ices and simple organics. It has many large planetoids suitable for habitat construction. These support six billion people.

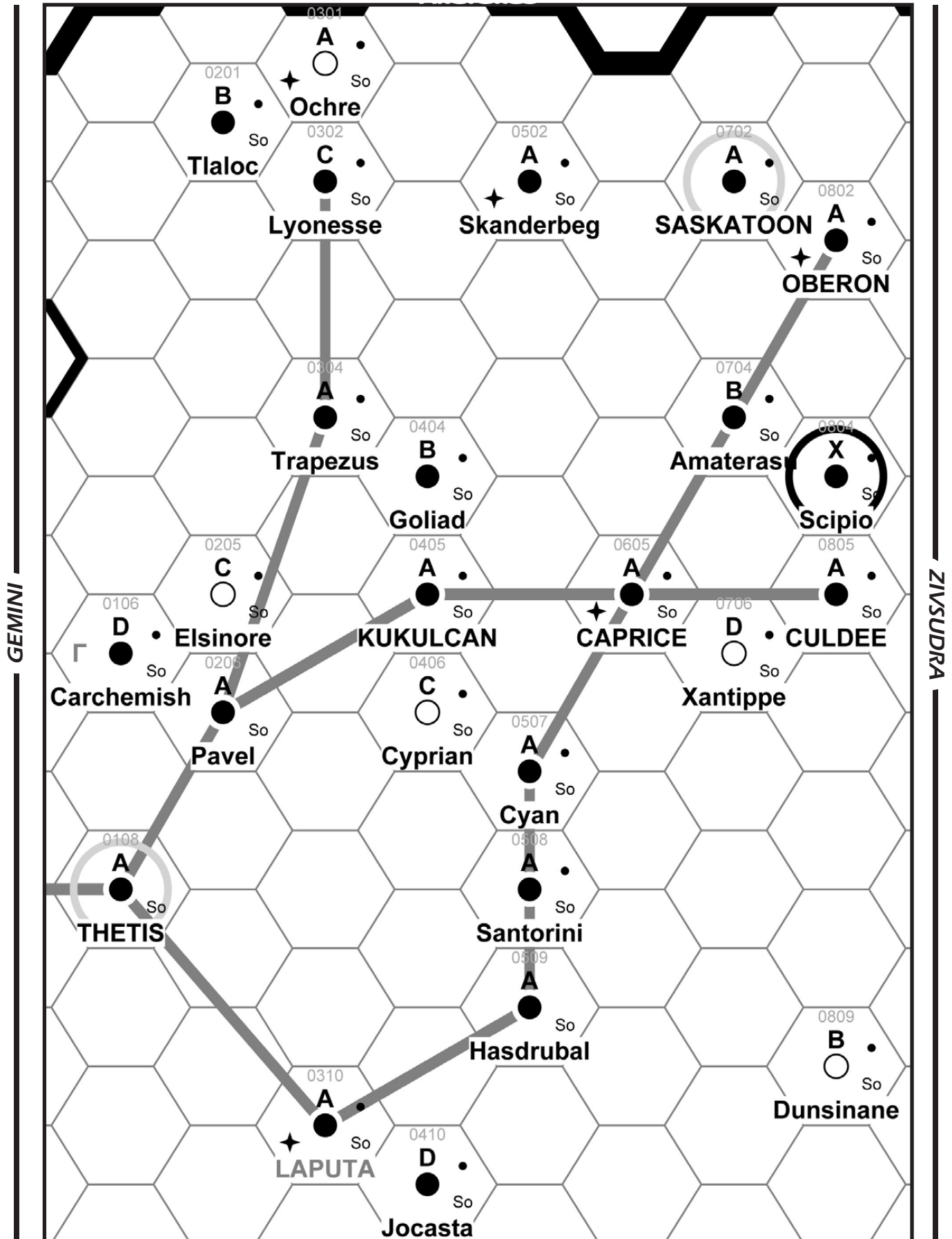
KUKULCAN SUBSECTOR

More than half the population of this subsector lives on Kukulcan, which was the only world settled before creation of the Solomani Autonomous Region in 704. Most colonisation of this subsector took place after 750 and development is still ongoing. The population is almost entirely pure Solomani, settled either directly from Terra, as was Kukulcan, or from other Solomani-settled worlds.

Kukulcan traditionally dominated the subsector's economy and politics but its influence has begun to wane thanks to the growing power of trading partners and allies Laputa and Thetis.

KUKULCAN SUBSECTOR

ARCTURUS



FIRDAUSI



Name	Location	Statistics	Base	Remarks		
Carchemish	0106	D778169-7		Ga Lo Owned by Solomani Confederation	So	G
Thetis	0108	A56A944-E		Hi Ht Wa	A	So
Tlaloc	0201	B645661-A		Ag Ga Ni Owned by Ochre	So	G
Elsinore	0205	C4206A9-A		De Na Ni Po	So	G
Pavel	0206	A899799-D		Ht	So	
Ochre	0301	A550838-C	F	De Ht Po An	So	G
Lyonesse	0302	C6978A6-8		Ga	So	G
Trapezus	0304	A633886-D		Ht Na Po	So	G
Laputa	0310	A7559D9-C	F	Ga Hi Ht Cp	So	G
Goliad	0404	B67A531-C		Ht Ni Wa	So	G
Kukulcan	0405	A568A9A-D		Ga Hi Ht	So	G
Cyprian	0406	C510310-A		Lo	So	G
Jocasta	0410	D532110-8		Lo Po	So	G
Skanderbeg	0502	A5448A7-C	F	Ga Ht	So	G
Cyan	0507	A552767-C		Ht Po Owned by Caprice	So	G
Santorini	0508	A689856-D		Ht Ri	So	G
Hasdrubal	0509	A5548CF-C		Ga Ht	So	
Caprice	0605	A7669AA-C	F	Ga Hi Ht	So	G
Saskatoon	0702	A887989-C		Ga Hi Ht	A	So G
Amaterasu	0704	B54889D-A		Ga	So	G
Xantippe	0706	D7B9266-9		Fl Lo Owned by Culdee	So	G
Oberon	0802	A562998-D	F	Hi Ht	So	G
Scipio	0804	X577775-5		Ag Ga Lt	R	So G
Culdee	0805	A68A998-B		Hi Wa	So	G
Dunsinane	0809	B312588-9		IC Ni	So	G

This conflict has recently intensified into a vicious trade war involving the merchant fleets that are registered to the rival worlds. Kukulcan is getting the worst of it.

Kukulcan subsector contains 25 worlds with a population of 62.5 billion. The highest population is 36 billion at Kukulcan.

Kukulcan A568A9A-D

This garden world was settled during the Long Night by South and Central American political refugees escaping turmoil in the Old Earth Union. It was the only world to be colonised before the creation of the Solomani Autonomous Region. Although its population are pure Solomani, they differ culturally from many other worlds in the subsector and have less commitment to the Solomani Cause or Terra.

Kukulcan has struggled with a variety of social problems caused by its sheer size such as waste disposal, deforestation, unemployment and resource depletion of some critical industrial metals. Its merchant fleet is also somewhat undersized due to short-sighted cost-cutting. Although it has a theoretically unified planetary government under the Solomani Party, in practice it is divided into dozens of factions all with their own solutions to these issues. The planetary Solomani Party maintains a

theoretical representative democracy but is dominated by a permanent bureaucracy. Party loyalty and political patronage trumps ability and innovative initiatives strangle and die in red tape. Chairman Reynaldo Escobar (age 70) is the aging chairman of Kukulcan's Solomani Party and leader of the Kukulcan delegation to the Secretariat.

As on many high-tech high-population worlds much of Kukulcan's populations live in arcology cities. Some are badly in need of renovations but political inertia has limited the ability to repair infrastructure. There is growing social unrest and crime in some of the older arcologies. Despite these problems Kukulcan still has billions of productive citizens committed to doing what they can to keep society functioning. The population is highly educated and the world has a diversified high-technology economy. In the last century the largest boom has been in the aquatic construction and mining sectors. Innovative biotechnology programs have reversed declining ocean stocks damaged due to pollution and dozens of gigantic sea-floor underwater tower habitats – similar to those of Bellerophon in the Imperium – have been built to help deal with overpopulation on land. Kukulcan's moon Awilix has been another region of economic growth. It is now heavily industrialised with a population of 300 million and a busy new shipyard.



Kukulcan's diversified economy has begun to suffer due to an ongoing trade war with Laputa and Thetis. These worlds along with their allies Ochre, Skanderbeg and Trapezus dominate the lucrative trade routes into the Imperium, the Near Boötes Cluster and Aldebaran sector. A series of incidents culminating in the 1104 destruction of the Kukulcan-registered mega freighter *Guatemala* in what was ostensibly a botched 'pirate' attack has led the government to vow retaliation. Kukulcan's bloc of delegates in the Confederation's Secretariat are demanding a full investigation. They are also threatening to build more jump-capable warships for the Navy Home Guard in order to assist the Confederation Navy in patrolling the subsector.

Riots and out-of-control crime in some of the arcologies over the last decade have also driven an increase in the size of Kukulcan's Army Home Guard forces which have begun to be used for internal security. These planetary defence forces – many of them led by retired veterans who have served in the Confederation Army in peacekeeping duties on other worlds – have recently demonstrated their professionalism in handling urban security matters. The Army Home Guard is now more respected than the civilian-run Party government and police or SolSec. This could prove destabilising in the long term.

Scipio A68A998-B

Scipio is a self-interdicted colony of Solomani anti-technologists, who have banned all technology except that known on Terra before space flight, and consider it a mistake for true men to have ever left Terra. Finding no means of isolating themselves from the universe on Terra, they were forced to choose a less inviting world.

Thetis A56A944-E

The water world of Thetis was settled in 780 from Sol subsector by well-funded human and dolphin colonists from Prometheus and Terra who were members of the eschatonic accelerationist faction of the Solomani Party. Originally intended as a utopian scientific and academic colony, the rise of Thetis native Karina Laestadius to prominence in the bureaucracy of the Confederation's Ministry of Science and Technology and eventual appointment to the High Council resulted in Thetis being selected in 825 as the subsector headquarters of the Confederation's Ministry of Science and Technology. Over her 24 year period at the head of the Ministry trillions of credits of Confederation funding flowed into her homeworld, founding the underwater 'Science City' of Metis and the Achilles Institute devoted to military computer and cybernetic technology.

Thetis is presently governed by a mixed academic-corporate-democrat system in which technological growth and scientific progress are prioritised. The preferred ideology is a forward looking optimism toward a bright and shiny future. Members of the Solomani Party organisations within academia, corporations, employee unions and bureaucracy all elect representatives to

the governing Political Science Council. As usual Solomani Party membership is automatic for all pure Solomani citizens; these make up about 91% of the population. Uplifted dolphins send representatives to the world's Solomani Party congress and have limited voting rights there with a special Associate Membership in the Party.

The Solomani Party of Thetis holds that the true greatness of Solomani race rests in their aptitude for scientific technology. They point to the great advances made by Solomani in technological fields and believe the ultimate purpose of the Solomani Cause is for the race to become successors to Ancients as technological gods capable of mastering the entire galaxy. The Solomani Party of Thetis believe the Ancients attempted this only to fail by following a misguided program whose emphasis was on biological and psionic development. In contrast Thetis believes success involves following a different path – one focused on the creation of strong artificial intelligence and its integration and partnership with man through cybernetics.

Thetans believe that the true path to the Solomani Cause involves a symbiosis of mind and machine. On Thetis, augments such as a neural com are ubiquitous – all children are fitted with them from an early age, subsidised as part of educational policies, with costlier wafer jacks and even intelligence augmentation signs of status among the professional elite. Thetis augment technology and software is now verging on the TL 15 level.

Thetans are strong believers in progress with an optimistic vision that all technology will continue to advance and eventually solve all problems. Anyone with severe medical problems or who is approaching advanced age will usually be placed in cryogenic suspension rather than struggle on for decades with treatments that may or may not work.

About 8% of the population are uplifted dolphins, who are significant players in the planet's secondary fishing, tourism and recreational software industry and are also over-represented in the Home Guard and the merchant fleet. Relations between humans and dolphins on Thetis are typical, or perhaps somewhat better, than usual in the Solomani Rim, with the dolphins treated as valued junior partners. Many dolphins even live and work in their own space stations in the Thetis asteroid belt and serve in its Navy Home Guard. Almost all dolphins on Thetis also make extensive use of cybernetics and neural implants to better integrate with humans. Many own their own small robots or drones that they use to conduct business on land or serve as auxiliary hands.

Only a fraction of the world's citizens are directly involved in advanced research projects aimed at achieving the world's utopian scientific goals but computer, information, software and robotics industries dominate the planetary economy.



Even citizens who do not have productive jobs are expected to be involved in things like playtesting advanced virtual reality games. Thetis is a major provider of software and computer technology for the Confederation government, military and even SolSec. It also provides a large number of recruits for nautical force command units within the Confederation Army.

The world's Solomani Party spend lavishly on its citizen's education and on ongoing research and development. To pay for this foreign trade is vital and Thetis has striven to dominate the subsector's economy. Its main commercial competitor is populous Kukulcan. Since the Solomani Rim War the technocrats of Thetis have done their best to forge alliances against this rival in order to ensure they control their future.

The Thetis vision of a techno-utopia has broad popular support but not everyone on the planet agrees with it. As technology approached TL 15 levels, a group of academics and students at Metis involved in artificial intelligence development grew concerned over the philosophical implications of their research. They formed the Society of Sovereignty of Man Over Machine (SSMM) aimed at establishing stronger protocols intended to prevent the accidental development of an out-of-control computer intelligent. This position is certainly fully compatible with the Solomani Cause but some radicals in the society even called for a halt to all advanced research. This served to trigger a SolSec warning citing the agency's concern that such a moratorium would impair Confederation technological development. Since then the Society has moderated its position on Thetis. Despite persecution, student radicals associated with splinter cells of the SSMM continue to be involved in disruptive protests and occasional sabotage of AI and robotics labs.

Laputa A7559D9-E

Laputa was colonised around 820 by a splinter faction of the same scientific utopian group that first settled Thetis. The two worlds are ideologically similar, with the same emphasis on cybernetics but on Laputa the pursuit of transcendence through technological advancement has become a near-religion. The governing Solomani Party is synonymous with the academic elite that controls cradle-to-grade education and rules on the state under scientific principles. Unlike Thetis, where networked computer systems and neural implants are widely used for work and education, on Laputa they also serve as instruments of social control, with the government ultimately moving toward a vision where everyone will share in a single networked reality, a global super consciousness.

Despite the differences in their approaches Laputa cooperates closely with the government of Thetis on both trade and scientific

programs. A major area of shared research is the Omega Intelligence project. Laputa's Solomani Party have long seen this program as the first step toward the creation of a super being that will become a true god, uniting man and machine in a single godlike consciousness.

Since the Solomani Rim War the Laputa government has made little progress in achieving its ultimate goals, partly due to the loss of regular academic content with partners on Prometheus, Terra and other advanced worlds now controlled by the Imperium and partly because it has to focus more on practical technologies to ensure a good balance of trade. This lack of progress has seen Laputa's Solomani Party become increasingly defensive and dogmatic, especially under the influence of its current leader, Master Academician Dr. Pazu Yokazawa (age 51). Those citizens who oppose this vision, or lately, even scientists that have expressed scepticism toward the practicality of particular lines of research, have been quietly arrested by the Party's security agencies, diagnosed with mental illnesses such as technophobia or overwork-induced stress, and confined to state hospitals. They are treated with sensory deprivation and virtual reality-aided brainwashing, or put to use in neurological experiments.

A faction of the Society for Sovereignty of Man Over Machine also operates on Laputa. The organisation here functions as an underground resistance movement rather than an open protest group, although it still professes its own loyalty to the Solomani Cause. On Laputa SSMM members are treated as dangerous terrorists. Ironically, SolSec has not made any significant effort to cooperate with the Laputa regime in suppressing the SSMM on this world, perhaps regarding it as a useful check on the Laputa Solomani Party's own radical tendencies.

Carchemish D778169-7

Carchemish houses a research project of the Solomani government; further details are unknown.

Ochre A550838-C

Ochre takes its name from the dull red soil that covers most of the world. It is a small desert world with a thin atmosphere. Its cities are concentrated around the temperate polar regions, although several million inhabit the desert and mountain areas. Ochre is ruled by a supreme council – the Council of Seven Citizens – that draws its members from leading figures in local industry or business. The pro-business, anti-labour government is heavily aided by and influenced by the Solomani Confederation.



ADVENTURES IN THE SOLOMANI RIM

The Solomani Rim is a highly civilised region but is still a place full of danger and intrigue, a divided border between two rival superpowers and ideologies. The worlds and subsectors of the Rim have been described with unstable political situations, economic rivalries or other seeds that can be used to inspire adventures.

TRADER CAMPAIGNS

In Imperial space a trading campaign set on the Rim Main offers an excellent route for merchants operating simple jump-1 free traders. The Main's path through Vegan Autonomous District can also provide a natural way of introducing that race as a ship's crew find themselves dealing with Vegan brokers or passengers. Solomani Movement political issues can also be introduced into a trading campaign, with traders encountering increased security and customs checks on worlds with Military Rule. Perhaps Solomani militants fleeing arrest may hijack the players ship to escape across the Solomani border!

The wealth of the Solomani Rim also creates a large market for rare and specialised goods for nobles, dictators and the like. Whether it is million-dollar bottles of wine or authentic Swiss chocolates from Terra, bizarre seafood dishes from the darkest depths of Ugarup/Ultima or designer narcotics synthesized from cloud whale secretions on Vantage, there are people who will pay merchants well for express delivery of luxuries.

The weight of history that lies upon the worlds in the Solomani Rim have also created a volatile market for antiquities, in particular art objects traceable to the pre-starflight period on Terra itself. The rise of the Authentic Movement has only increased their value, as well as opening up renewed interest in early Vilani era antiquities on planets like Darrukesh. Many valuable treasures from Earth history were lost or stolen during the Invasion of Terra, either by Solomani officials fleeing just before the invasion or during the chaos and aftermath of the fighting itself. Many antiquities or art objects are protected under planetary or Imperial law as cultural treasures, so there is a significant black market for such items among wealthy and powerful collectors on both sides of the border.

Tukera Lines in Imperial space and the Laputa-Thetis alliance in Solomani space are both engaged in ongoing efforts to stamp out competition by any means possible. Tradewar activities can add elements of espionage, sabotage and piracy to a trading campaign. They may also become entangled with

the Solomani-Imperial struggle: for example, Tukera's ruthless Vemene intelligence arm could attempt to manipulate a group of Solomani terrorists or labour activists into attacking its competition, inadvertently drawing in an Imperial investigation.

Trading campaigns set in the cross-border region can involve further political entanglements including the possibility of smuggling arms, militants, or refugees between the Solomani Confederation and the Imperium or vice versus, or being recruited by SolSec or Imperial Intelligence for some ploy like transporting a defector or spy. Traders that do operate within the Solomani Confederation or border subsectors should ideally have a jump-2 or greater ship due to the greater dispersion of stars in that region and the need to cross the Rimward Gap.

SPY VS. SPY

This is the major conflict of the Solomani Rim. The situation can be compared to Europe at the time of the Cold War between the Soviet Union and the West. Like the German border, the Solomani Rim is a place where the militaries of two superpowers with competing ideologies face off against each other but an uneasy détente prevails because one false step could lead to a devastating total war. As a result, the conflict is shaped through other avenues, such as politics and espionage.

On the front line are agents working for SolSec and their opposite numbers in Naval Intelligence and Imperial Intelligence. Each side has internal fissures and local factions whose divisions can be exploited by the other. Imperial Intelligence and SolSec both employ freelance agents for deniable operations, sometimes without telling them whom they are really working for. The same is true of operatives hired by planetary governments or megacorporations.

The Solomani Rim is ground zero for traditional espionage efforts. These efforts are made easier because most citizens on both sides of the border share a common language, Anglic, and a common Solomani race and culture, which can make it very easy to recruit agents. The Solomani Confederation, with its lower TL, is more interested in stealing technical secrets from the Imperium, but both sides value timely political, economic and military information and will use any means to acquire it. Data on vulnerable border worlds, such as the numbers, type and deployment of system defence boats or the strengths and weaknesses of their leaders, are particularly valued.



Merchant vessels regularly cross the borders allowing spies relatively easy access. What are more closely watched are movements of key individuals, such as scientists, celebrities, nobles, politicians and bureaucrats, intelligence agents, diplomats and military officers. There are many people on both sides of the border who feel a pull toward the other side, for financial, emotional or ideological reasons. These include Solomani Imperials that have an affinity to the Solomani Cause and Solomani who prefer the greater political freedoms of the Imperium. These may be persuaded to work as spies, or if they feel they are on the verge of discovery, to defect. A high-profile defection can be a huge propaganda and information coup for the other side. Both SolSec and Imperial Intelligence will resort to techniques like assassination to prevent one.

A major front in the espionage conflict is the fight for control of the Solomani Parties that exist overtly or covertly on various worlds in the Imperium, as well as anti-Vegan nationalist organisations that are appearing in Esperance subsector. SolSec would like to support radical leaders so as to weaken and destabilise occupied worlds and encourage anti-Imperial resistance. On the other hand, Imperial Intelligence agencies wish to either discredit the Solomani Parties or encourage moderates among them. Individual Solomani Parties within the Imperium are often divided bitterly between different factions or different personalities, much as they are within the Confederation. Both SolSec and Imperial agencies may attempt to exploit these divides or use various black ops or dirty tricks to discredit some leaders and favour others. For example, if the leader of a Solomani Movement faction was discovered to have had an affair with a non-Solomani, the evidence of this indiscretion could leave them open to blackmail or destroy their political careers.

The Imperium's general policy is not to interfere in the domestic politics of individual worlds, provided they are not doing things like stockpiling nuclear weapons, harbouring anti-Imperial rebels, planning war against their neighbours, or associating with foreign governments. This means there are just as many brutal dictatorships or oppressive corporate-run oligarchies inside the Imperium as there are in the Solomani Confederation. In the Solomani Rim, several such totalitarian regimes grew up in the chaos after the last war. This creates fissures that the Solomani Movement can exploit, by claiming, often truthfully, that life was better under Confederation rule, at least for pure Solomani. Imperial agents or mercenaries may find themselves in uncomfortable situations where stopping SolSec or Solomani insurgents also means propping up a brutal or corrupt anti-Solomani regime.

The Confederation's SolSec agency has very wide powers to do whatever its masters deem necessary to serve the Solomani Cause. On the other hand, agents of Imperial Intelligence

and Imperial Naval Intelligence face greater constraints. Naval Intelligence is usually limited to matters concerning the Confederation or Solomani Navy, and the safety and security of naval bases and personnel. The Imperial Intelligence agency, as well as those branches of the Ministry of Justice that deal with terrorist issues, have a wider mandate but are still not supposed to deal with matters that fall under the jurisdiction of planetary governments. For example, neither Imperial Intelligence nor the Ministry of Justice would interfere with homegrown rebel or terrorist movements, provided they did not strike at Imperial targets like starports, the Imperial nobility, Imperial bases or fund their activities through interstellar crimes like slavery or piracy. They are not supposed to be spying on the activities of rebel or terrorist groups fighting against the government of an Imperial world because these are matters for that world's government.

The Solomani Movement, however, presents a grey area. Because the Solomani Movement is both interstellar in scope and has close ties to a foreign and hostile power, the Confederation, it is an Imperium-wide issue. Imperial Intelligence therefore considers it has justification to spy on Solomani Party political activities and take action to ensure these are local in character and not being unduly influenced by external forces, in particular organisations within the Confederation such as SolSec. In the century since the Solomani Rim War, Imperial Intelligence's espionage branch has followed a policy of using active covert measures to disrupt SolSec black operations. Where an ongoing SolSec operation is discovered, this can include exposing, subverting, discrediting, or even assassinating SolSec agents or their pawns.

The Imperium and Solomani Confederation's intelligence agencies try to control events but they are often at the mercy of the actions of other groups whose own operations can shake things up. One example would be a terrorist group like Rule of Terra attempting to acquire a nuclear weapon or planning a spectacular attack such as the assassination of the Archduke Kieran when he visits Dingir or Terra. Another might be a heretical *tuhuir* in the Vegan Autonomous District that decides to stir up trouble in Esperance subsector by providing covert operations support to Vegan minorities there.

The Phoenix Project Conspiracy

When Solomani leaders on Terra realised the homeworld was likely to fall to the Imperium they made plans for future resistance. They arranged for large caches of military equipment to be hidden around the planet in the hands of trusted cadres. Many of these were people with unquestioned loyalty to the Solomani Cause but with carefully concealed backgrounds, such as the families of retired Solomani military personnel.



They were not to join the guerrilla warfare that erupted behind Imperial lines during the invasion but instead to serve as hidden guardians of the caches, if necessary passing the secret down from generation to generation until the signal for a mass uprising – code-named Lambda in some accounts – was received.

The caches were well concealed but as decades instead of years passed Imperial Intelligence agents discovered clues to the existence of the Project. A massive counter-guerrilla effort was launched in 1040 aimed at finding and eliminating the caches and families that protected them. In 1045 after five years and thousands of arrests the Imperial authorities on Terra believed they had crushed the guerrilla network.

Evidence seemed to bear this out. Between 1045 and 1105 a few overlooked and seemingly forgotten arms caches have been accidentally discovered in remote areas of Terra. However, no further guerrilla cells were discovered. Imperial Intelligence believed the only threat was the occasional terror attack by small extremist cells like Rule of Terra. Imperial efforts are now focused on hunting such groups and preventing them acquiring weapons of mass of destruction. Imperial Intelligence believes there is longer any serious guerrilla warfare threat on Terra.

They are wrong.

The Imperium believed it had eliminated 98% of guerrilla cells. As is usually the case such claims were overoptimistic. The actual figure was closer to 83%. Imperial Intelligence missed several better-hidden resistance cells. This included some led by retired SolSec agents and former Solomani Army commandos who for security reasons had long-established deep-cover identities dating from well before the War. These cells continue to quietly operate. Long-range plans still call for the remaining cells to renew and increase guerrilla activity when the time for a rising draws near.

The Imperial counter-guerrilla actions would nevertheless have been significant except for one fact; the guerrilla families and their arms caches were the least important element of the Phoenix Project. Their detection and suppression was unfortunate for the Solomani Cause but not unexpected. SolSec intended them to provide just enough 'credible threat' to hold the Imperial Intelligence's intention and convince them they had achieved victory.

The real strength of the Phoenix Project was its third stage. This was known only to the highest command levels of the guerrillas and the Solomani Confederation military and this provided for pre-positioned military forces ready to assist any uprising. In the confusion surrounding the collapse of conventional resistance to the invasion many surviving system defence boats were scattered across Terra and throughout Sol system. The Imperial authorities believed all Solomani naval forces in the system

had been destroyed in battle or surrendered afterward. In actuality various system defence boats had been concealed in specially constructed silos, in the oceans of Terra, deep within the atmospheres of Jupiter and Saturn and elsewhere in the system. With their veteran crews in suspended animation in low berths, these system defence boats signal to waken them and join an uprising. The Solomani high command believe that the sudden revelation of even a relatively small number of Solomani Navy warships on Terra would provide invaluable psychological support for any guerrilla forces and might be enough to trigger a mass popular revolt.

In addition to the system defence boats, the Solomani Confederation military have other forces in the system. Over the decades and particularly in the last 40 years planetoid-hulled escorts and cruisers have jumped into Terra's Kuiper belt or asteroid belt, where, disguised as asteroids, they lie in waiting for the uprising. Today the Solomani Confederation Navy maintains the equivalent of three cruiser squadrons and four SDB wings in place throughout the Sol system with some of these forces on Terra itself.

Even so, these forces are not enough to take Terra. The Solomani intend to reserve them for a time when Imperial forces are diverted by some other event. This might be a Solomani uprising elsewhere in the Rim, a succession crisis within Imperium or news of a looming Imperial defeat in a future Frontier War with the Zhodani and their allies.

Whatever the trigger, any revolt would be supported by the final stage of the plan: Omega – external support from the Solomani Confederation Navy. Naval forces would first attempt to draw away as many Imperial forces from Terra and Sol itself, then further forces would jump in at the moment when the guerrillas and hidden military forces strike against whatever garrison remained behind.

The Phoenix Project's Omega plan is an audacious program that has so far eluded Imperial detection. It is uncertain whether that luck will hold forever. The Solomani Party ideologues that established the Phoenix Project never envisioned the degree that the concept of détente would take hold among many Solomani or that the Imperium would maintain a stable grip on the worlds it holds. Since no opportunity has yet emerged in which the Solomani Confederation can hope to win a general war against the Imperium that Day of Liberation continues to be pushed back.

This creates an ever-growing risk that the hidden military caches, system defence boats or warships will be accidentally discovered before their time. The remaining secret military caches are concealed in many locales on Terra, generally in wilderness or desert terrain. These contain large quantities of munitions, weapons, combat vehicles and military supplies.



The effects of weather and climate risk uncovering some of the hidden silos on Terra. Likewise as military rule has been loosened there is more and more economic activity and tourism including underwater and in the asteroid belt.

The concealed system defence boats squadrons hidden in Terra's oceans are located on the sea floor in water or under polar ice, usually in areas that were believed in 1000 to have little or no economic significance. Nevertheless it is possible that they might be inadvertently discovered by an archaeological, oceanographic or tourist expedition. To help hide, all system defence boats are marked in Imperial colours and insignia to deceive the casual observer into believing they may be Imperial Navy vessels. Nevertheless someone with military experience may recognise that the boats' silhouettes seem to resemble a century-old Solomani design rather than any current Imperial configuration. To further confuse the issue over the years Solomani agents have managed to get some of these areas marked on public charts as Imperial defensive positions or hazardous waste dumping grounds that are off-limits to private citizens. This might convince adventurers who stumble on the system defence boats that they have encountered a secret Imperial rather than Solomani operation. Of course anyone who successfully forces their way into the system defence boats will find significant evidence that they are Solomani. They may also trigger automatic anti-hijack systems that begin waking up the war-veteran crews!

MILITARY ADVENTURES

At present there is little chance of all-out war breaking out in the Solomani Rim between the Confederation and Imperium. There are limited opportunities for regular naval action aside from anti-piracy or anti-smuggling patrols. The best option for a naval campaign would be an Imperial ship that is assigned to Naval Intelligence, or possibly the Depot adversary squadron, or a Solomani Confederation warship working with SolSec. Either may be involved in cross-border operations to deliver spies, meet with defectors, gather intelligence on border systems or perform other covert missions.

Characters may find more action as part of a small elite Imperial Marine or Army unit, such as a platoon of Marine Commandos or Sylean Rangers or, on the other side, a Confederation Army commando or SolSec paramilitary unit. Imperial forces in particular are likely to be called upon to support Imperial Intelligence operations by making raids on terrorist or guerrilla bases. Such units may even be disguised as mercenaries to hide Imperial involvement when assisting a local government against rebel groups that Imperial Intelligence believes, but cannot prove, are puppets of SolSec or other Solomani militant interests. Imperial elite units may also be quietly loaned out to the Vegans to deal with human extremist groups within their territory.

There are always a few ongoing limited wars in the Solomani Rim where larger mercenary units can find employment such as the ongoing inter-state conflicts on balkanised Easter or Mudge's colonial war on Okefenokee. The Imperium may also hire mercenaries to back up its own troops in military occupations. This is unlikely on a showpiece world like Terra or Prometheus where the Imperium wants to maintain tight control of its public image, but is quite common on worlds with active insurgencies, like Kidashi.

Conflicts on and between planetary governments and corporations within the Imperial territory of the Solomani Rim are governed by the Imperial Rules of War. The Imperium generally prefers a short sharp war rather than the lengthy uncertainty of sabotage, terrorism, political agitation and ongoing insurgencies. Adjudicating the rules can be challenging in the Solomani Rim. The Imperial Rules of War are generally intended to resolve conflicts at the system or planetary level, with some influence tolerated from closely-involved off world parties, such as a mother world's interest in its former colony or a megacorporation that has economic interests on the planet. Unfortunately, the major conflicts in the Solomani Rim are ideological ones whose scope is Imperial or extra-Imperial: the clash between Vilani and Solomani and nonhuman cultures and the ongoing issue of the Solomani Cause. This has resulted in more direct intervention by the armed forces of the Imperium than is usually the case, due to the need to avoid seeing a widespread resurgence of Solomani insurrection that could spread from world to world.

Due to the demands of this occupation the Imperial Marines and Imperial Army are significantly over committed. The Marines will still respond in their vaunted 'fire brigade' fashion to violations of the Rules of War or other crises. However, they are less likely to do this with the massive and overwhelming force they traditionally prefer to use. A Marine platoon embarked on a small colonial cruiser is likely to be sent to do a job that would normally be handled by a full company or battalion-sized force. Moreover, full backup from the Imperial Navy cannot always be counted on either, as it remains alert against the remote but nevertheless very real risk of a surprise Solomani Navy assault. This sort of desperate, undermanned situation may be troublesome for the Marines but it can make for an exciting roleplaying campaign if the adventurers are members of a small and under-supported Marine force acting as an emergency fire brigade.

With Imperial forces stretched thin the Solomani Rim is also a fertile ground for the activities of mercenary units. Mercenaries are hired not only by planetary governments and megacorporations but also by the Imperial government to support overstretched Imperial Marine and Army forces for both military occupation and intervention duty.



THE JOLLY ROGER

The spinward and rimward subsectors of the Solomani Rim, such as Jardin and Albadawi, are a less developed area where piracy and smuggling has a chance to flourish. The Imperial and Solomani Navies are often too busy with each other to care what goes on in the sparsely populated interior. Players who enjoy boarding actions, space combat and living outside the law may give piracy a try!

Rather than just having the players turn pirate – rarely a rational decision – piracy is best justified as an act performed in desperation when adventurers are driven into a corner by debt or betrayal. A group of desperate Solomani terrorists who hijack a ship might turn pirate if they have the proper skills. Or, imagine a mercenary unit operating in a *Broadsword*-class cruiser that has been framed for violations of the Imperial Rules of War. The unit contains Imperial military veterans who find fighting the Imperium dishonourable but ending up on a prison planet even less acceptable. Unable to clear their name they flee across the border from Albadawi subsector into Jardin to avoid the Imperial Navy with a vague hope of finding mercenary contracts. Their first encounter in Solomani space is with a pirate vessel and rather than fight them the pirate ship offers a partnership; aid them in raiding Solomani shipping and they will provide the necessary contacts with corrupt planetary governments to help fence their ill gotten gains. It is probably a short life but an

exciting one and at least the mercenaries will be preying upon Solomani instead of fellow Imperials.

A safer alternative to playing pirates might be pirate hunting. The players could be mercenaries hired by a consortium of local traders to provide escorts, ship's security troops or Q-ship vessels provideing protection against tradewar attacks or pirate raids.

TRAVELLING

The Solomani Rim is one of the best places in the Imperium to just travel from world to world. In addition to the ease of transit provided by the Rim Main there are a wealth of ancient and storied worlds for tourists or other travellers to visit, whether the players are military historians revisiting the sites of ancient battles dating back to the Interstellar Wars or roadies supporting a hot amp-rock band's sector-wide tour. Many Solomani citizens consider their life unfulfilled if they have never visited the mother world of Terra, and are eager to take advantage of the current détente to do so, even if it means enduring scrutiny from Imperial security services and the presence of non-Solomani. Of course, travellers can often run out of money and forced to take odd jobs along the way, and ignorant off-worlders can prove to be the perfect pawns in a local power struggle.

THE THIRD IMPERIUM



Solomani Rim

The Solomani Rim sector is an old, highly civilised sector with more than 400 settled worlds including Terra, the original home of mankind. It bears the weight of thousands of years of history and is the front line of the centuries-long conflict between the Imperium and its bitter rival, the Solomani Confederation.

The Solomani Rim contains a history and description of this sector. A perfect setting for campaigns that focus on espionage, trading or political machinations, the Solomani Rim includes detailed information on the competing Imperial and Solomani leaders, government agencies, corporations, political factions and military or guerrilla forces that operate within the sector.

The important races found in the sector are also covered in depth, including the exotic Vegans.

All 16 subsectors are featured with detailed descriptions of many of the worlds found within them, including Terra and the other worlds of the Solar System. Steeped in the rich history of the Imperium, the Solomani Rim is a classic setting for interstellar adventure and intrigue.

The Solomani Rim requires the Traveller Core Rulebook. Alien Module 5: Solomani is also recommended.

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

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