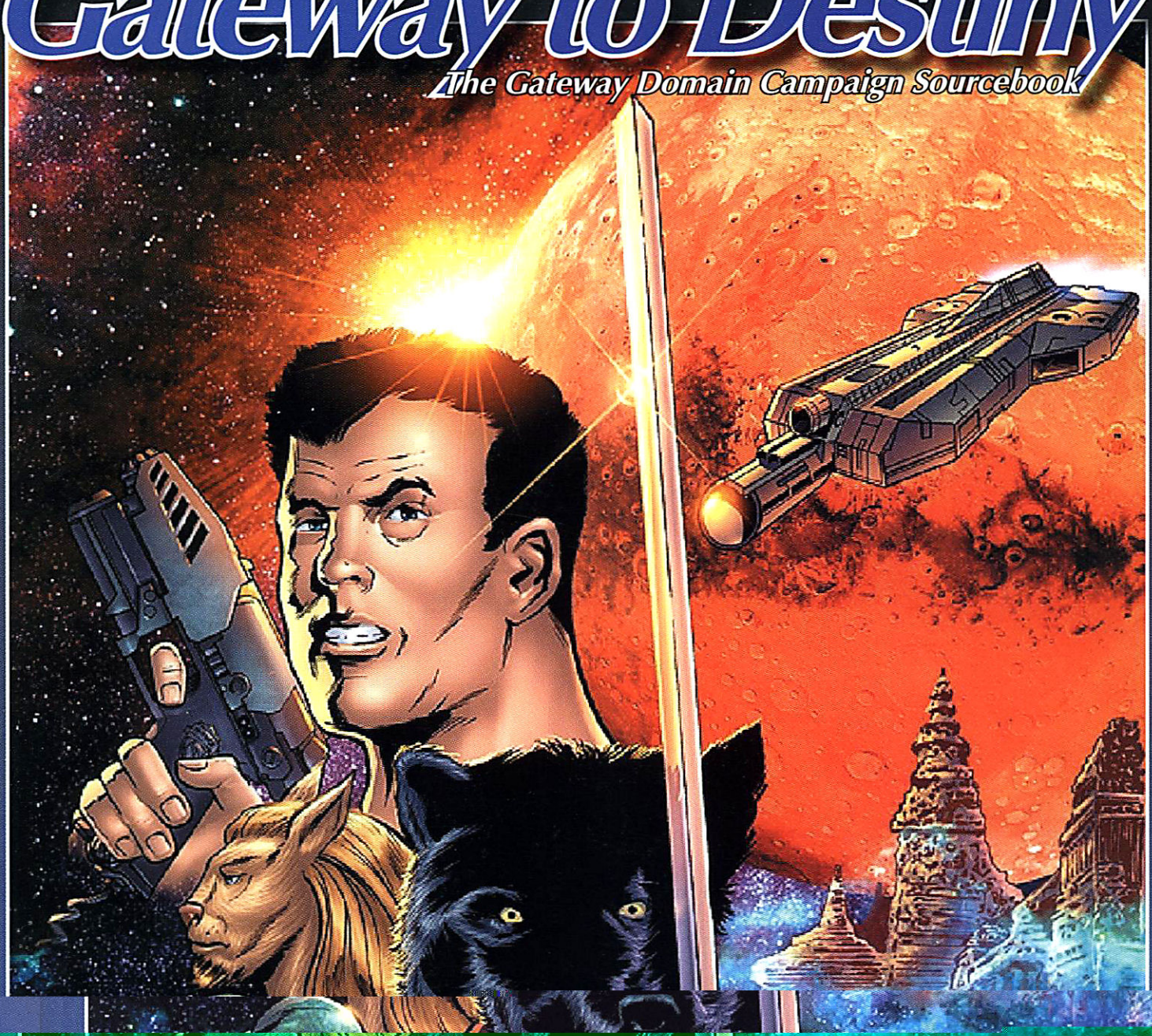
Gateway to Destiny

The Gateway Domain Campaign Sourcebook



Martin J. Dougherty and Hunter Gordon

TRAVELLER®20

Science-Fiction Adventure in the Far Future

QLI-OTU001

GATEWAY TO DESTINY
GATEWAY DOMAIN SOURCEBOOK

Based on the award-winning TRAVELLER Universe by Marc W. Miller!

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DEDICATION

This book owes a great deal to those who created and developed the ***Traveller*** game and its universe, and to those who explored it with us. It owes just as much to you, the people we wrote it for, who keep the game alive and help the Traveller universe to grow and expand.

We dedicate it to them and to you, our fellow Travellers all.

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INTRODUCTION

Traveller is two things. It's a rules set that allows players to undertake adventures in the far future – in ANY future – and it's a broad and deep setting that can be used with any rules.

The T20 line from QLI carries on this tradition. With the Travellers' Handbook (the rulebook) you can set adventures anywhere. And the Traveller sourcebooks following it allow games to be run in the Official Traveller Universe using any rules.

The assumption we've made for this book is that most players will be using the T20 rules, so we've included T20 stats where stats were necessary. However, we are also aware that many players will be using some other rules set, so the book is as generic as possible.

Indeed, it would not be difficult to transplant the worlds and people of the Gateway Domain into some other game universe, in a game setting based on your favorite novel or TV series, or an entirely home-grown one.

Gateway Domain will be further developed in a series of Grand Adventures and Cluster sourcebooks from QLI, but while the information in this book is "official" – i.e. part of the Traveller "Canon" – it's not immutable. You are welcome to twist, warp, ignore, expand or contradict anything you find in here if your own ideas are more fun. Take what we've created and make it yours, or take from it what you want and ignore the rest.

You will note that there is no "Referees Only" section in this book. This is for two reasons. First, putting up a sign saying "HERE BE SECRETS" isn't a good way to keep them secret. Secondly, we're not in the habit of dictating to referees how their games should run. What is presented in these pages are the "known facts" about a particular place, organization or person. But what is the truth? The truth is whatever the referee decides it to be.

Take the Loyal Sector Guard, for example. Are they a jackbooted elite political organization or an ineffectual bunch of rich people who just like having a fancy uniform to wear? The organization is large enough that both could be true. Or there could be some entirely different "truth" behind the LSG. It's up to the referee to decide what to do with any given piece of information, to integrate it into the campaign or to ignore it.

In short:

Here's a book about Gateway Domain.

It's yours now.

Do with it what you will...

ABOUT THIS BOOK

Gateway to Destiny is a supplement for ***Traveller***[20] (T20) and ***Classic Traveller*** (CT), and forms part of QuikLink Interactive's T20 product line. The book contains a complete game setting – four sectors of space along the Trailing border of the Third Imperium – which can be used with any version of ***Traveller***, or indeed with any SF rules set.

Most of the information presented in this book is derived or extrapolated from existing Traveller material, and can therefore be considered "Canon". Some entirely new information has been developed from this book, and all canon materials have been expanded and developed for the setting.

Readers with access to Judges' Guild materials set in this region should note that JG material has for many years not been considered "canon", and is superseded by more up-to-date materials such as those presented here. However, efforts have been made to incorporate as much other pre-existing material as possible.

Full details of the various races – K'Kree, Hivers etc – will be presented in a future publication, along with the extensive information on their culture, society etc. necessary if these races are to be used as player characters. This book includes sufficient information to allow the other races to be used as NPCs in a ***Traveller*** game, including basic stats. Note that where a race is detailed in the Traveller's Handbook (THB), stats will not be unnecessarily repeated.

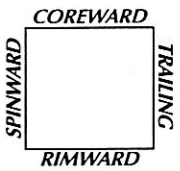
This book presents an overview of the region and its great and small powers, then looks at the four sectors and the four quadrants within each in closer focus. UWPs are presented for all the worlds of the Domain, and in a few cases these UWPs are expanded to create a world write-up of a sort that might be used in an adventure. These write-ups can serve as examples of the sort of details a Referee might extrapolate from UWPs, or as ready-made adventure settings.

STANDARDS AND ASSUMPTIONS

World and system data in this book is presented in the standard T20 format, and where necessary, worlds were designed using the system found in the T20 Core Rule Book (the Traveller's Handbook). This system is entirely compatible with Classic Traveller (CT) Book 3 and Book 6 world generation, and therefore with any Traveller rules set. Data is drawn from "canon" sources and extrapolated as needed.

Standard Traveller practice has been followed for directions, dates etc. Thus the date 032-993 refers to the 32nd day of the 993rd year since the founding of the Third Imperium. SI units (meters, seconds etc) are also used throughout, except where normal Traveller practice dictates otherwise.

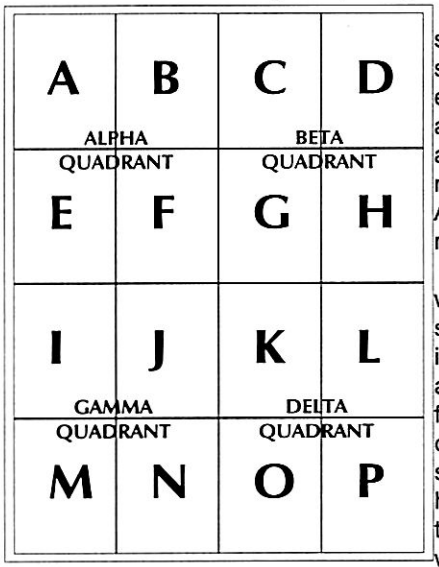
Directions are given using the standard Traveller practice – towards the Galactic core is Coreward, away from it is Rimward. Towards the direction of spin of the galaxy is Spinward, away from it is Trailing. Occasionally, the term Coreward may have a different usage – referring to the direction of the Imperial rather than the Galactic core. This will be clear from the context.



ASTROGRAPHY

The basic unit of astrography is the sector, an area of space measuring 32 parsecs by 40 parsecs. In the Imperium, four sectors comprise a Domain. This is the size of the area depicted in this book, though most of the four sectors herein

lie outside the current borders of the Imperium. An entire domain represents a vast area, with huge potential for many years of adventuring. Conditions within a domain can vary considerably; one area may be densely populated, another a frontier and yet another little more than wilderness. Even a sector represents more area than most campaigns will need, unless the characters range very freely.



A sector is subdivided into sixteen subsectors, each 8 by 10 parsecs across. Subsectors are designated by name and by a letter A-P, assigned by rows from top left:

A subsector will normally contain several worlds, and is as much territory as need be detailed for most Traveller campaigns. However, since players have a habit of wandering off the edge of the map, we have introduced an intermediate area between sector and subsector. This area, a quadrant, represents an ideal size for a starting Traveller campaign. The Referee need not detail every world in the quadrant, but should have some idea what is there in order to maintain the illusion of a living universe. This book presents the various sectors by quadrant.

Below the subsector level, each hex on the starmap is one parsec across. This is the distance a Jump-1 starship can cross in a single jump, and will contain a single (possibly binary or trinary) star system or a region of empty space.

Traveller defines star systems by their mainworld, but of course it is possible to place other inhabited worlds in the system if the referee chooses. Many developed systems have a few outposts and installations on gas giant moons or outsystem iceball worlds.

Astrography also makes reference to certain features of the starmap. These include:

Mains and clusters: A chain of worlds that can be accessed by a Jump-1 starship is known as a "main". These mains are the highways of the stars, seeing considerable traffic of all kinds. Mains are often named for the region they cross or a major world on the main. A main containing just a few worlds or a "bunch" of stars close together is termed a cluster. Many clusters are named for the most important world they contain, but no firm convention exists. A cluster of 5-10 worlds is an ideal adventure setting, allowing the referee to create enough worlds to give great variety without needing to develop a huge area.

Rifts: An area with no stars is referred to as a rift, though normally the term is reserved for gaps two or more parsecs across. Some rifts (e.g. the Lesser Rift) are enormous starless gulfs that cannot be crossed by any starship, while others are merely small gaps between mains or clusters. Rifts are often given nautical names, such as the Great Atreill Deep.

Empty Space: Empty hexes are not always completely empty. Rogue planets, cometary bodies, gas clouds and similar objects can be found in deep space, though they are tiny compared to the vast gulf around them. It is possible to jump to empty space (though without spare fuel to return, this is merely a slow and expensive form of suicide). Military and commercial concerns will sometimes establish a deep-space refuelling depot, for example to allow vessels to cross a rift or as a secret base of operations. The chances of locating such a dump without the proper coordinates are infinitesimally small.

This book covers the Domain of Gateway in the "Golden Age" of the Third Imperium. The T20 game timeline begins at Year 993 and will advance through the period in a series of Grand Adventures and related sourcebooks.

THE THIRD IMPERIUM

The Third Imperium is a human-dominated power containing more than 11,000 worlds. It is the most powerful state in this region of space, and therefore is used as the "baseline" for all data. Where a piece of information has a perspective or point of view associated with it, that perspective is Imperial unless otherwise noted.

Given the vast size of the Imperium, close control of all affairs is not feasible. Thus the member worlds are for the most part self-governing. The Imperium acts as a mediation framework for local issues such as disputes between member worlds, provides a coherent foreign policy and a means to protect commerce and communications. Imperial laws place some restrictions on member worlds, normally enforced by the mighty Imperial Navy, but for the most part the Imperium is more like a trade federation than an overbearing political master.

THE IMPERIAL DOMAIN OF GATEWAY

The Third Imperium is divided up into Domains, each containing four Sectors. Sectors are further subdivided into 16 Subsectors. Each Domain is administered by an Archduke (except Sylea, which is administered by the Emperor). Lesser nobles (Dukes, Counts, Marquises and Barons) fulfill various functions within a Domain and liaise with the governments of individual worlds. There is also an Imperial Knighthood, which fulfills a different function to the mainstream nobility.

The Domain of Gateway lies at the very Trailing edge of the Imperium. Indeed, only two of the sectors "belonging" to the Domain actually contain Imperial worlds. The rest is neutral space or claimed by various political entities. However, since that region is the "area of interest" for the Archduke of Gateway, it is marked on Imperial charts as a territorial region.

The Archduke of Gateway, like the Emperor, is not a ruler of worlds, but an Imperial administrator responsible for ensuring that the member worlds are safe and secure while they go about the business of ruling themselves. Nevertheless, the Archduke and his subordinates wield tremendous power, which in some circumstances they can bring directly to bear on a world or a local issue. The Archduke has the responsibility of overseeing Imperial interests in these border regions, and the duty to defend the Imperial borders against outside aggression.

The Imperial border is slowly moving out to encompass more border worlds, but it will be many years before the entire Domain is within the Imperium, and there are other powers at work in the region; powers that seek to maintain their independence or to annex the worlds of the border regions.

With so many powers working at cross-purposes, life in Gateway Domain can be rather eventful...

OVERVIEW OF THE DOMAIN

One sector of the Gateway region (Ley Sector) lies almost wholly within the Imperium, and is administered by the Archduke of the Imperial Domain of Gateway. Imperial officials consider the other three sectors of the region (Gateway, Crucis Margin and Glimmerdrift Reaches Sectors) to be an "area of influence" for the Domain, but other than a few systems in the Glimmerdrift Reaches they are not claimed as Imperial territory.

Instead, these three sectors comprise a border region, which is bounded by the starless void of the Lesser Rift to Coreward, the Two Thousand Worlds (the empire of the K'Kree) to Trailing, and the Hive Federation to Rimward-Trailing. To Spinward lies the main territory of the Third Imperium, and far to Rimward-Spinward is a rival human power, the Solomani Confederation.

The region between these great powers is inhabited by humans and non-humans whose power structures range from part of a single continent to multi-world empires. Some of these polities are independent, some are client states of the various great powers, and others are members of alliances within their local space. The region is thus subject to many conflicting influences.

A HISTORY OF THE GATEWAY REGION

The Gateway region has been occupied by humans for thousands of years, and possibly before that by other species. Regressed Indigenous cultures and lost ruins are occasionally found throughout the region, suggesting a long and eventful history even before humans appeared on the scene.

The various periods of history have been grouped according to events in the Imperium and its predecessor states, to give some context to the various dates.

The Distant Past

Human habitation in the Gateway region began around 300,000 years before the founding of the Third Imperium, when a race of non-human beings normally referred to as the Ancients transplanted genetically engineered human stock to various worlds throughout what is now known as Charted Space. Their purposes remain unknown, though it is generally accepted that groups of Humans served the Ancients in some capacity. The Ancients vanished long ago, leaving only fleeting traces of their existence, but their transplanted races remain.

Some of the transplanted species did little more than survive, while others created impressive civilizations, not all of which have continued to the present time. Two of these human races became the most famous of non-Terran humans; the Vilani and Zhodani people.

It is possible that several human groups were transplanted into the Gateway region. The remnants of these populations may have been absorbed by the expanding empires of successful groups. However, the fate of two such groups is definitely known: The Luriani and Sydites. Both species underwent extensive genetic modification. They can be clearly identified as sub-species of Humaniti by their modified characteristics.

The Sydites got off to a slow start on their new homeworld of Sopater (now known as Khuur to Imperial citizens). Having been bred as tough and obedient workers, they were well suited to survival in low-technology conditions but had little drive to innovate or develop complex social systems, technology etc. The Sydites came to dominate their planet, but for millennia never rose above the hunter-gatherer stage.

Eventually, simple agriculture and animal domestication became available to the Sydites, and small states, based around good farmland, grew up. Sydite civilization was fairly peaceable, due to their engineered psychology, but their few wars were devastating due to the single-minded obedience of Sydite warriors. Whole regions were depopulated and then gradually expanded into by the victors.

However, such wars were quite rare, and for the most part the Sydites were content to till the soil and fish the coastal waters, building only simple devices to reliable, time-honored designs. There was little need to innovate or develop and, since Sydite culture was built around respect for hard work and team spirit, few reasons to fight.

The Sydites reached Iron Age technology (TL 1) around –120,000. By –30,000 a few enclaves had attained TL 2. It is thought that a sudden climate change around –25,000 threw the Sydites' placid society into turmoil. Technological advance began to accelerate, and the various small states coalesced into a single world state by about –10,000. This state systematically and almost feverishly colonized all areas of Sopater and began a slow but determined technological development.

The Luriani, seeded on the water world of Daramm and adapted for life there, developed more quickly. On a world whose only land was a few scattered archipelagos, the Luriani rapidly developed long-distance sea travel and by –250,000 were fishing deep waters far from their island homes.

By –150,000, Luriani civilizations had flowered on almost all the archipelagos of their homeworld, linked by a tenuous web of trade and commerce. Over the next 50,000 years, ocean-going trade grew in importance until a true world economy existed. Government was still decentralized, but the vast distances between island chains reduced the possibility of conflict to almost nil. The Luriani people maintained this peaceful lifestyle for a hundred millennia, during which time a caste of permanent ocean-dwellers arose, plying the trade lanes aboard their city-rafts. The Luriani might have gone on forever in this way, had the Vilani not contacted them.

The Luriani did advance during this time. By –28,000 they had developed land-based agriculture, and began domesticating animals soon after. Metalworking was achieved in –15,000. By the time of Vilani contact in –7500, the Luriani had a TL6 society.

Little is known about the K'Kree during this period, but such of their legends as are known to humans speak of a "shadowed time of nightmare" from about –100,000 to –30,000, during which the primitive K'Kree were engaged in a battle for survival against one or more species of carnivores native to their homeworld of Kirur. Around –80,000 the first K'Kree cities were founded, initially being defensive arrangements created by individual herds.

Around –30,000, the K'Kree began the systematic extermination of all carnivores on Kirur. This period is known as the "time of shed blood". By –10,000 the K'Kree had begun to keep written records. The growth of the cities and the cooperation between herds continued to its natural conclusion, with the creation of a rudimentary world government in –8175. 1000 years later, the K'Kree "Law of Reason" was formulated, which still forms the foundation of K'Kree philosophy.

The Rise of the Vilani

As the Vilani expanded throughout Charted Space, they contacted many other races of humans. All were absorbed into the Vilani Imperium; either slowly by cultural assimilation, or rapidly by economic or military conquest. Some races, which had developed space or interstellar travel, attempted to fight the Vilani and were crushed by the mighty young empire.

At the time of the Vilani exploration of the Gateway region, the Luriani had achieved a stable TL6 society, based around technological versions of the traditional raftships. Contact with the Vilani around -7500 changed Luriani society very little. Perceived as a backward race and no threat, they traded a little with the Vilani, borrowed a few technological ideas, and were allowed to go on with their peaceful existence unhindered.

However, offworld contact did spark an increase in the rate of technological growth among the Luriani. The Vilani undertook a cursory exploration of Ley Sector, but were more concerned with events nearer home. At this time the borders of the Vilani Imperium were far distant from Daramm, and the occasional trade ships that came out that far made a small profit at best. Thus the Vilani did not witness the technological explosion that took place over the next 300 years or so.

Mariners by nature, the Luriani people were fascinated by the concept of voyaging among the stars. Within 50 years of first contact, i.e. around –7450, the first crude Luriani spacecraft made their uncertain way into orbit. By –7400 the Luriani had constructed an orbital staging post for exploration of their own system, and in –7200 their first "migration ship" left the system.

The migration ships were a spacegoing version of the raftships that plied the oceans of Daramm. Crawling through space at sublight speeds, they spread out among the local cluster and set up colonies wherever they went. Most took settlers to other worlds, but as was the nature of these spacegoing mariners, some continued their journeys. These voyagers linked the new colonies with the homeworld as their seagoing ancestors had done on Daramm.

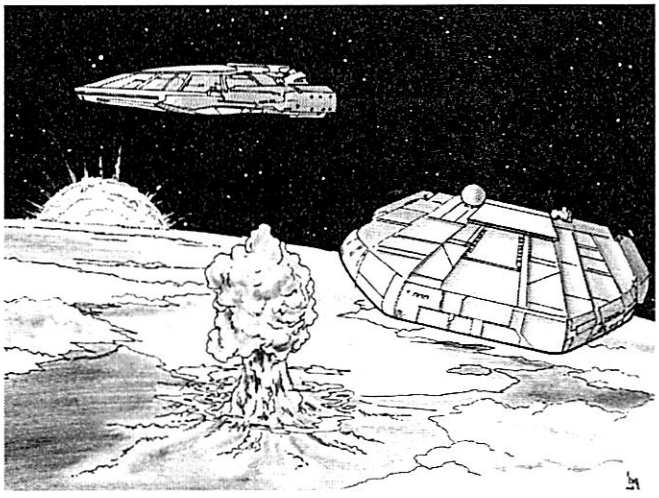
By –6000, as the Vilani pushed their borders into Ley Sector, the Luriani had settled about thirty worlds. Migration ships linked these far-flung colonies, spending decades in deep space at a time. Despite some surprise that the Luriani had advanced so far, the Vilani perceived no threat and simply informed the Luriani that they were now a client state of the Vilani and thus bound by certain border agreements. The Luriani accepted this happily enough, and life went on as before.

Everything changed in –5450, when the Luriani contacted an unknown race, which agreed to trade Jump drive technology to the Luriani. The Vilani had refused to release the secret of rapid interstellar travel, which was the key advantage they held over their competitors. Obtaining the technology from this new source, the Luriani quickly converted some ships to Jump capability and began operating them among the colonies.

Up until now, the Vilani had paid little attention to the new subjects and their quaint sublight starships. Little exploration had been undertaken in the sector or the region that would eventually be the Gateway Domain. In -5435, a large "trade & contact" fleet belonging to the Sharurshid bureau of the Vilani Imperium passed through the region and noted the Luriani possession of Jump drives.

Fortunately for the Luriani, the Vilani had just prototyped the Jump-2 drive. This, and the fact that they had become very complacent about the Luriani, prevented much of a reaction. Nevertheless, officials in the Vilani Imperium decided to monitor the situation and to find out where the technology had come from. In –5421, a Jump-2 battle fleet composed of new and powerful ships proceeded through Luriani space, making it very clear that the Luriani people were no match for the Vilani Imperium and its fleets.

The Jump-2 Fleet (the only such fleet in Vilani service) moved out into Ley Sector without divulging its mission to the Luriani people. Over the next few years, horribly mangled ships limped back through the region, sometimes assisted by the Luriani vessels they had come to impress. By –5402, the remnants of the J-2 fleet had returned to Vland; at least, all the ships that ever would come back. The fate of the rest remains unknown.



The Consolidation Wars

Shocked at their defeat in Ley Sector, the Vilani leaders launched a series of massive campaigns to integrate and subjugate all potential rivals. The Consolidation Wars, as these campaigns were collectively known, were fought on all borders of the Vilani Imperium, and even within it as "suspect" worlds were pre-emptively squashed. Beginning in –5400, the Consolidation Wars took Vilani fleets out far beyond their borders, creating a cleared zone in which no potential rival would be tolerated. Those that did not surrender and agree to limitations of technology and military power were exterminated.

The Consolidation Wars did not really come to Ley Sector and the Gateway region until –4700. Before that, small raids and scouting missions had been active in the region, but no major campaign was undertaken. The Vilani fleets bypassed the Luriani cluster and carried out operations in the neighboring subsectors, with the occasional deeper foray. Vilani expansion more or less stopped at the edge of Ley sector, so the region was of no great importance except to create a buffer zone.

During this time, the Vilani negotiated with the Luriani in the hope of incorporating them into the Imperium without the massive ship losses involved in a campaign against a multi-world power. The Luriani were seen as a minor threat, since they had always cooperated happily with the Vilani during their long period as a client state. Only the fact that they had a large number of ships that conceivably could be used against the Vilani – however remote the possibility – made them any sort of threat at all.

Ironically, the determined efforts of the Vilani negotiators to nullify the Luriani "threat" was what created it. For almost 120 years, the Luriani had negotiated in good faith, but were becoming increasingly alarmed at the Vilani posture – and at some of the things they were doing in the surrounding subsectors. The Luriani quietly began expanding their fleets and putting defenses in order.

In –4582, the Vilani decided to terminate the Luriani military buildup before it went any further, and launched the Luriani Consolidation Campaign. Facing the vast fleets of the First Imperium, the Luriani were doomed from the start. Nevertheless, they fought to defend their worlds, and it took the mighty Vilani 35 years to conquer them. The fighting was bitter, both on-planet and in space. One reason for this was the aquatic nature of the Luriani. Natural 3D navigators, they had a "feel" for space combat that somewhat balanced the technological advantages of the Vilani.

Another reason for the cost of the war was the fanatical nature of Luriani resistance. As the war dragged on and it became obvious that they would lose, the Luriani changed their combat style. Unable to keep pace with losses, the shipyards of the Luriani worlds changed production from well-protected "battle" ships to small, fast but lightly defended "strike" ships. The strategic emphasis of the campaign shifted, with the Luriani no longer seeking to hold their worlds and defeat the Vilani. Seeing that this was impossible, instead they sought to make each victory cost the Vilani dear.

The Luriani never actually employed "suicide ships", but their standard mode of combat was extremely risky. Nevertheless, there was no shortage of volunteers to undergo minimal training and crew the strike ships. Less than 50% of these vessels survived their first battle, but the damage they inflicted in their reckless attacks was impressive. Often built around a single, oversized weapon mount or with the sole purpose of getting a pair of "torpedoes" (short-range missiles with heavy warheads and high acceleration) close to a capital ship, the Luriani ships were shot out of the sky in droves, yet they blasted huge holes in the vastly superior Vilani fleet.

Some historians have suggested that the Luriani must have received aid from an unknown source during this war, since the Vilani could not possibly have been held off for so long by a mere 30-world power. Curiously, there is no record of any such assistance in either Luriani or Vilani histories of the time.

The Vilani undertook little ground fighting, except where it was completely necessary. Normally, once space superiority was established, orbital bombardment and weapons of mass destruction were employed to crush opposition, unless (and

sometimes even if) unconditional surrender was forthcoming. Eventually, in –4547, Daramm fell and the remaining Luriani worlds surrendered.

As soon as the Vilani had a firm hold on the Luriani worlds, "investigators" moved in and carried out some kind of "purge". Exactly what was done is now unknown, suggesting that the purge was a complete success. These events took place in–4546, which is now known as the "Year of Woe".

Elsewhere in the region, great events were also unfolding. By –4305, the K'Kree had properly unified their homeworld, and continued technological development led to the creation of grav vehicles by –4228. Shortly thereafter, the K'Kree launched a campaign of genocide against a species of intelligent carnivores inhabiting their moon. The war was brought to a successful conclusion in –4167 with the extermination of the carnivores and the declaration of the Axavktrr xur, or "fundamental principles of survival" which demand the extermination of all carnivores that will not permit themselves to be converted to vegetarianism.

The K'Kree exploration of other star systems began in –4142 with the invention of the Jump drive. Expansion into neighboring systems was of course accompanied by extermination of their native carnivores. It is not known how many primitive omnivorous or carnivorous species were forcibly adapted or exterminated in the process.

The Hivers developed a crude proto-Jump drive in –4698, and began exploring local space. This drive was flawed, and tended to break down after a small number of Jumps. By –4212, a superior drive was available (which did not break down) and the Hivers were able to begin exploring further afield. This led to contact with the Ithklur in –3986. The Ithklur were the first advanced race contacted by the Hivers, and also the most violent they ever met. The Ithklur were already exploring their home system when the Hivers arrived, and the Hivers were terrified by the thought of these dangerous aliens rampaging around nearby space once they discovered the Jump drive.

The Ithklur were thus subjected to a blockade and 1000-year manipulation project intended to somewhat curb their homicidal lunacy. The Hivers claim that this project was a success; the Ithklur became less violent and also a little less smart. The Ithklur say they are no different to the way they were then. Whichever is true, the Ithklur eventually became a subject race of the Hive Federation and have acted as its shock troops ever since.

The Pax Vilani

Once the Consolidation Wars ended, the Vilani settled into comfortable dominance of their vast empire, which became known as the Ziru Sirka, or "Grand Empire of Stars". Minor incidents were easily put down, and expeditions ranged beyond the borders to ensure that no "barbarian" people gained access to Jump-2 drives. For centuries the Vilani were entirely successful, and no threat arose to shake their deepening complacency.

By –4000, exploration by the Vilani had all but ceased. The Ziru Sirka reached its greatest size by -3500. By that time it had already begun to stagnate, though to its members it seemed that they were living in a golden age of peace and prosperity.

During this period, the Kahyri of Glimmerdrift Reaches sector began sublight colonization missions and gained the Jump drive from a derelict Hiver vessel. Within a few years they had begun to explore their region of space in search of their unintentional benefactors.

The Interstellar Wars

The long peace was shattered in –2422, when the Terrans, exploring out from their homeworld in primitive Jump-1 ships, made contact with the Ziru Sirka. Within 15 years, the Terrans were at war with the Ziru Sirka, whose immense size they did not even suspect. The early wars forced the diverse people of Terra to unite, and the Terran Confederation was established in –2398.

The initial clashes between the First Imperium and the upstart Terrans caused the merest ripples as far afield as Gateway. Even as the wars dragged on and the Ziru Sirka began to disintegrate, Vilani holdings in the Gateway region remained loyal. Centuries of firm rule had thoroughly squashed the idea of rebellion and independence.

A series of short wars and brief periods of peace ensued. These at first concerned the Ziru Sirka little. Dealing with a few barbarians was a matter for provincial forces, and even these were slow to react. Internal politics distracted the Vilani commanders, and centuries of decay and complacency sapped the will and ability of local commanders to act. The provincial forces concealed the extent of their losses, fearing political repercussions, which in turn prevented them from receiving adequate reinforcements.

Meanwhile the Terrans absorbed Vilani technology and developed their own, constantly surprising the Imperials with their ingenuity. The next two centuries saw the Terrans striking ever-harder blows against the Ziru Sirka, which was beginning to crack under internal stress. Even as the extent of the colossus they were battling finally dawned on the Terrans, it became apparent that the Ziru Sirka was dying. A combination of internal decay and external hammering caused the Grand Empire of Stars to totter, and then finally fall. Terran fleets slashed through collapsing defenses, ripping what remained of the heart out of the carcass that had once been the Vilani Imperium.

The Ramshackle Empire

The collapse of the Ziru Sirka came swiftly, in historical terms. The end of the First Imperium and its replacement by the Second (The Rule of Man) is officially dated as –2204, but in Gateway it was some years before the repercussions were really felt.

The Luriani had allied themselves with the Terrans, and sent forces to fight alongside the advancing fleets. However, the Second Imperium did not grant the Luriani autonomy, and resentment over this eventually led to a rebellion in –2186. Within six years the rebellion had been put down by a combination of Terran and Vilani forces.

The Luriani failed to win their autonomy by military means, but were able to secure it through their unique culture. As Luriani art and music became popular in the Rule of Man, sympathy for their cause grew. The Second Imperium formally recognized the "Luriani Cultural Region" in –1932. Solomani governors were appointed, but the Second Imperium

remained determined to preserve the unique culture of the Luriani people.

Although thoroughly subjugated, the Luriani people had retained much of their cultural identity throughout their long "membership" of the Ziru Sirka. As the economic and governmental apparatus of the Imperium collapsed, the Luriani did not turn on the millions of Vilani living among them, but instead accepted them as part of Luriani society. These Vilani-Luriani became known as the Mmarislusant, which means "victims of history". The Mmarislusant were encouraged to retain their traditional Vilani culture and way of life, and in time became an important part of Luriani society.

The Second Imperium made contact with the Sydites in –2174, and even set up a small trade mission on Sopater (known as Khuur in Imperial records). The Sydites were able to purchase a few examples of Jump-1 technology, and over the next few years established a number of colonies. However, they could not maintain this technology without outside help, and as the Ramshackle Empire disintegrated, the Sydites vanished from the cosmic stage.

Meanwhile, the Hivers had met the K'Kree. Contact came in –2045, and the aggressive K'Kree quickly occupied several Hiver worlds. The resulting war lasted from –2029 to –2013, and saw the Hivers defeated at every turn. The Hiver fleet was little more than a police force and exploration service, and could not stand against the K'Kree onslaught. Driven back deep into their territory, the Hivers faced defeat. The story of how they snatched victory from the jaws of defeat varies depending upon who is telling it.

The K'Kree rarely speak of what made them surrender to the Hivers, but it is known that they sterilized four worlds that had been occupied by their ground forces, and that these systems remain interdicted to this day. The Hivers claim that they showed the K'Kree evidence that they had manipulated the K'Kree inhabitants of those worlds into becoming carnivores, and threatened to do the same to the rest of the K'kree species. The Ithklur claim that the Hivers bluffed the K'Kree into believing that this was the case, merely taking advantage of some events that had occurred involving Ithklur and K'Kree ground forces.

Whatever the truth, the K'Kree agreed to an armistice that became a permanent treaty, and the Hiver-K'Kree war ended in –2013. The peace that has existed since has been threatened many times, but open war does not seem desirable to either party. While there is some debate about exactly how the Hivers defeated their enemy, it is known that K'Kree philosophy was somewhat amended at this time. The Law of Reason remained in force but the "fundamental principles" were overturned, resulting in a somewhat more moderate K'Kree society. Many K'Kree still followed the Principles, however.

During the conquest of the First Imperium by the Terrans, many groups sought to escape the rampant militarism and social upheavals that were taking place. Colonist groups set out to find a new home. Many went Rimward, or out to Trailing or Spinward, beyond the great powers of Charted Space. The fates of many are unknown. One large group settled in Crucis Margin and founded what is now known as the Old Worlds. Their numbers were swelled by follow-on missions and, later, by refugees fleeing the collapse of the Ramshackle Empire. The Old Worlds remained a power throughout the Long Night and to the present day.

The Twilight

The Vilani Imperium was deep in decay when the Terrans over-ran it. Opinions are divided as to whether the Terrans hastened the fall of interstellar civilization, or granted it a new (if short) lease on life. Whichever is true, the Solomani rulers of the Second Imperium (as the Terrans now styled themselves) were unable to prevent the slow disintegration of their empire. The collapse was gradual, and it is hard to place an exact moment at which the Rule of Man reached the point of no return. Historians normally cite the economic crisis of –1776 as "9PM", the point when night became inevitable.

Yet, even as the Ramshackle Empire collapsed, colonists forged out into the deeps of space, scattering across the Gateway, Crucis Margin and Glimmerdrift Reaches sectors. Records are patchy at best, but it is thought that in Gateway, colonists reached as far as Tharver, Bremen and Salur by –1700, and that by –1511 (confirmed as the date of founding of the Carlton colony) established trade routes existed across the sector.

In Ley Sector, refugees from the collapsing Rule of Man created a nation-state based on Shanape, which they named Matarishan. This state, the Matarishan Federation, was founded in –1770. It survived for a time but by –1550 no functional starships remained. Without contact between its members, the Federation effectively dissolved, though some traditions and a feeling of affinity between the member populations survived throughout the Long Night.

Other states were founded by Terrans during the last years of the Twilight. The Loyal Nineworlds Republic, in Crucis Margin sector, was founded in –1794 by a large colonial expedition, and survives as a regional power to this day. Several colonies were founded by sublight colony missions from Heron in the –1600s, as a survival measure in the face of danger to the world of Heron.

The Long Night

The period between the collapse of the Second Imperium and the rise of the Third is generally referred to as the Long Night. During this time, interstellar trade and travel more or less ceased and many worlds slid back into barbarism or died out completely.

However, the images of the Long Night as a vast period of emptiness are incorrect. Taken as an average across Charted Space, the amount of interstellar travel was virtually nil when compared to the Imperial period, but it did not cease entirely. Nor did night fall instantly.

The "Twilight" period saw the gradual decline of interstellar civilization, the dwindling of trade, and the collapse of interstellar government. During this period of decline and increasing lawlessness, some small interstellar polities clung on to their technology and society. One such was the Sylean Federation, an alliance of 30 worlds, which remained a starfaring power throughout the Long Night and eventually founded the Third Imperium. Another was the Terran Mercantile Community. A third was the Luriani Federation.

The Luriani (and their absorbed Vilani population) gained a third population segment and a vital strategic asset in the form of a Second Imperium fleet. As it became obvious that

the Ramshackle Empire was collapsing into darkness, the fleet assigned to protect and pacify the Ley Sector region took a courageous decision. Those ships that could be spared departed for various regions of the collapsing Imperium with crewmembers desperate to try to get home. Those who remained (the vast majority) pledged their courage and their lives to continue the work of the Imperial Navy - defending interstellar civilization.

The Solomani fleet under Governor-General Martinez traded base rights and protection for citizenship. In so doing, they became the Verasti Dtareen, or "Terran Protectors". Thus was born the Luriani Protectorate. As the people of Luriani cultural region struggled to stave off the encroaching darkness, their Solomani protectors defended the spaceways and made the survival of the cluster possible. In time, they too were absorbed into a culture that, while dominated by Luriani people and Luriani values, was strengthened by the traditions and talents of both Vilani and Solomani people.

Other lights shone out or flickered in the darkness. Several times minor powers made the leap to starfaring status, but most fell back and were forgotten. The Long Night dragged on and on, gradually extinguishing the few remaining beacons until the Luriani became convinced that they were alone in the night... and their own beacon was flickering. The last handful of Verasti Dtareen vessels wore out by –1183, and the Protectorate ceased to exist. The only contact between the Luriani worlds was maintained by migrating "caravan ships"; the situation was as it had been before the coming of the Vilani.

Meanwhile, elsewhere in the region that would become Gateway Domain, other small interstellar states survived and even grew. Throughout the Long Night, a handful of states retained starflight; many more rose for a brief period, before falling back into the darkness. The stories of these states are probably lost forever, though archaeologists continue to search for clues. One recurring legend speaks of an emergent civilization in the Coreward end of Gateway Sector that was "shattered and obliterated" by an unknown catastrophe that seems to have claimed several worlds at once.

One state that arose in this period is well known to Imperial historians. The Kaiter Hegemony, which arose in Crucis Margin sector around –900, became the forerunner of various planetary and interstellar states in the region, including the Syzlin Republic and the state of Greater Osaka.

The Pre-Dawn Years

Isolated from much of human-occupied space by astrography and distance, Gateway Sector charted its own path through the Long Night. As new states rose and fell, some others remained in being throughout the Long Night, though they saw many changes during the period.

One of the states that remained in existence in one form or another was Tharver, one of the original colonies in the region. Tharver's culture and government survived (in various different forms) right through the Long Night. In the final years before the Dawn, Tharver was in a period of growth.

This period is often referred to as the Corporate Sector Wars, as the various Tharver-based corporations skirmished and occasionally fought pitched battles in space or on the surface of their various commercial colonies. The Wars sputtered and sparked from about –150 to 70 Imperial, though they did not stop the corporations of Tharver from expanding into new territories, bringing trade and industry, and ultimately civilization to worlds increasingly far out from the homeworld. Some of the projects undertaken by these corporations were impressive, such as the creation of an artificial worldlet in the system now known as Gateway. Gateway Station (now called Gateway Prime) remains an important trade hub to this day.

In -200, a vessel belonging to the Tharver-based corporation Galastrian Metals made what is thought to be the first human contact with the K'Kree of the 2000 worlds. Initial excitement at the trade possibilities now opening up became disappointment and in some quarters, dismay, as the nature of the K'Kree (and their lack of interest in trade) became apparent.

In Ley Sector, the Matarishan Federation was recreated in –27, when dissident Syleans, heading out into the unknown to escape the changes sweeping through the Sylean Federation, made contact with the former worlds of the Matarishan Federation. The Federation gradually regained Jump capability and began to re-unite its people, only to be caught between the Luriani and the Sydymic Empire. Worlds changed hands between these three powers for centuries, until Imperial annexation of the region imposed an external settlement.

Other dissident groups proceeded further into Gateway and Glimmerdrift Reaches sectors, creating a number of "pocket empires" far from the Sylean Federation. Some groups were absorbed by existing states.

In Crucis Margin, the Old Worlds and other lesser states weathered the dark years as best they could. Many "outlaw kingdoms" were set up by enterprising would-be dictators, pirate bands and similar well-armed groups, many of whom originated in the Old Worlds. Most of these new states were stillborn or were crushed by established powers. One, the Raidermarch, grew to considerable power and remains one of the major states of the Crucis Margin sector.

The Coming of the Third Imperium

The Third Imperium was founded in what is now known as Year 0, but its forerunner, the Sylean Federation, had been sending out long-range exploration and trade missions for at least 20 years before that date. Those missions increased in range and capability as the Federation became the Imperium and found its feet. Although expansion of the Imperial border was fairly slow (1-3 parsecs per year was typical at that time), the influence of the new Imperium and its powerful commercial entities was felt far beyond its borders.

Some clusters and individual worlds readily became Imperial client states. Some particularly important systems were forcibly annexed as outposts until the border reached them. Some worlds opposed the Imperium and fought its expansion as alliances or alone. For these and other reasons, The Gateway region was not the scene of rapid Imperial expansion.

However, the effects of the Imperial Restoration (since the Third Imperium claims direct lineage from the First and Second, it was "restored" rather than "founded") were profound in the Gateway Region. One of the most important events was the chance meeting of a Luriani vessel and a Sylean long-range scout. This occurred in –30 and had important ramifications,

though it was not until –16 that a Sylean ship actually entered Luriani space.

News that they were not alone galvanized the Luriani people. Trade with the Sylean Federation led to more formal agreements, and even the establishment of a Sylean Federation Scout Service base in Luriani space. Concern was expressed in some quarters when the Federation declared itself the successor of the First and Second Imperium, and crowned its leader Cleon Zhunastu as Emperor Cleon I. However, at that time the fledgling Imperium was far away, connected only by tenuous trade corridors through a wilderness of space... and the Imperium was every bit as friendly as the Federation had been.

The Second Luriani Protectorate was declared in –29, and within 45 years it controlled a 5-parsec region around Daramm. Contact was made with the various polities in Gateway and the Glimmerdrift Reaches, though this was intermittent and little meaningful trade took place. Indeed, the Gateway Sector was sliding into something of an economic depression, which really began to bite around year 50. Even contact with the young Imperium, which for Tharver came in Year 64, did little to improve the situation. Imperial resources were at that time greatly stretched, and expansion into an apparently poor and non-threatening region of space were placed very low on the list of priorities.

Imperial Expansion

Naturally, the Third Imperium did expand, its borders creeping out at a couple of parsecs a year. Most regions were assimilated bloodlessly through a combination of diplomacy, economic pressure and a reputation for fair and honorable conduct. Some worlds were eager to accept the protection of the Imperial Navy. And some resisted. This period of often-forcible expansion is collectively known as the Pacification Campaigns, and is generally considered to have taken place in the period 76-120.

Thus the Third Imperium was involved in a number of naval, ground and peacekeeping campaigns at any given time in its early expansion. One of the most notable was the Arnaki Rebellion of 91-99, which drained Imperial resources considerably.

During this time, tension between the Second Luriani Protectorate and the Third Imperium increased. Negotiations broke down and the Imperial Archduke Ishargi, assigned to oversee the Gateway region, decided to strengthen his hand with a show of force. Leading a considerable fleet, Archduke Ishargi began a flag-showing tour through the region, intending to deliberately flout Luriani sovereignty to underscore his vast advantage in terms of strength.

However, in one of those flukes of history, the bulk of the Protectorate fleet was conducting exercises in the Rurur system when Ishargi's force arrived. The resulting battle was a resounding defeat for the Imperials and Archduke Ishargi was killed aboard his flagship.

This sparked the Luriani War of 93-96. At first the Imperials, distracted by the Arnaki Rebellion and the minor insurrections it inspired, were unable to make much headway against the talented Luriani crews. However, in time the scales tipped more and more in favor of the Imperials and in 96 the Protectorate surrendered, accepting Imperial annexation without condition.

Incorporation of the Protectorate into the Imperium was not completed for another century. For no sooner had the Imperials broken Luriani resistance than they were sent to engage other foes; first the remnants of the Arnaki Rebellion and later a new empire deemed to pose a threat to the expanding Imperium.

In the far Rimward-Trailing region of Ley Sector lay the Sydymic Empire, a powerful interstellar state ruled by another minor human race. This was the empire of the Sydites, who had slowly and painfully climbed back onto the interstellar stage after rediscovering Jump drive in the last years of the Long Night, and now ruled parts of four subsectors.

Skirmishes between Imperial ships and Sydite vessels had taken place since 73, but with the Luriani blocking Imperial expansion, it was not until about 100 that real conflict began. The next 20 years saw a series of small but bitter fleet clashes along the Sydite borders. The Sydites proved to be unimaginative but very determined fighters; their inferior technology compensated for by the fact that the Imperials were operating at the end of long lines of communications.

When the Pacification Campaigns officially ended, the Imperials had made no real headway against the Sydites. Unwilling to go to the lengths required to crush them, the Imperials simply drew back a little and adopted a defensive stance, more or less ending the conflict. This had the effect of further curtailing Imperial movements towards Gateway Sector, which was still struggling though some very hard times.

The Imperials had been aware of the K'Kree for many years, and had even opened tentative communications, when the first official meeting of ambassadors took place on Mneonon in the year 103.

Imperial Consolidation

The Third Imperium continued to expand, albeit at a slower pace, after the Pacification Campaigns. This created considerable tension in other regions and the occasional war. Most notable among these was the Julian War of 191-195, which is notable mainly for the fact that it ended in an expensive stalemate.

One factor in the Imperial decision to seek a peace was the destruction of the Fornast and Ley sector naval depots by deep-raiding Julian fleets. These fleets brought the war to the Gateway region for a time, and significantly weakened the Imperial position in the region.

Nevertheless, the Luriani cluster was formally absorbed into the Imperium in 200-220. After a long period of negotiations, an acceptable settlement was reached and formalized by the Treaty of Daramm. This included the formation of a new Luriani Cultural Region administration to oversee the integration. This second LCR existed from 202-217, and then disbanded once its work was done. The Luriani culture was absorbed into the Imperium with little disruption.

Imperial expansion beyond the Luriani cluster has been fairly slow since 220, though over the next 300 years the border gradually crept out. Several worlds of the Sydymic Empire were annexed during this period, mainly through economic conquest. Crises elsewhere in the Imperium – and the periods of reconstruction after each – tempered the Imperial inclination

to annex the Sydymic Empire by force, while on the Sydymic side, fear of Imperial weapons technology, coupled with internal divisions, prevented any serious attempts at resistance.

Meanwhile, in Gateway Sector, the hard times finally resulted in upheaval. Starting with Gateway Station, dozens of worlds demanded independence from Tharver. The War for Gateway Independence, which lasted only a few months and took the form of a few minor skirmishes, was the catalyst for these worlds to break away. At this time, Gateway Station was converted from an industrial base to a world in its own right, requiring several projects of considerable ingenuity. In 252 the world changed its name to simply "Gateway" (though it is usually referred to as Gateway Prime to distinguish it from the system that also carries its name) to reflect its status as an independent world.

Gateway gradually became the hub of a number of important trade routes among the independent worlds, and when a workers' uprising on Tharver finally broke the homeworld's influence over the local region, Gateway became the center of a commercial entity known as the Galian Trade League. The league at its largest comprised around 80 worlds, and although a rather loose organisation, was extremely influential for many years. The worlds which today comprise the Galian Federation, Trindel Confederacy and the Plavian League were all members of the Trade League in the past.

In Crucis Margin, the apparently eternally stable Old Worlds succumbed to internal tensions. Several worlds broke away in 280 to form what is now known as the Katowice Conquest. A series of short wars erupted every few years as the two states fought for territory and re-drew their borders almost annually. The sudden division of the region's greatest power caused a shifting of allegiances among neighboring worlds, and a rash of opportunistic landgrabbing and piracy by various states in the region. The central region of Crucis Margin remained unstable for several decades as a result.

Upheaval in Gateway

Although Imperial influence in Gateway Sector was minimal in the years leading up to the Imperial Civil war, all was not calm and peaceful there. A workers' revolt on Barclaron, which spread to other corporate worlds, created the Collective in 320, and 425 saw the rise of the Hochiken Republic along the Coreward border of the sector. Despite being established by another workers' revolt, the Republic was a democratic and moderate state until a second rising in 590 placed a military government in power. Now known as the Hochiken Peoples' Assembly, the HPA is a repressive police state wracked by suspicion and paranoia.

The pirate bands of Gateway sector, many of whom had their origins in the privateer groups of the Corporate Sector Wars, established several "pirate haven" states at this time, some of which became legitimate governments, their pirate vessels the basis of a real navy. Most either threw out their overlords or remained havens for the raiders.

During this time, the Syzlin Empire, successor to the Kaiter Hegemony, reached its peak in Crucis Margin sector. The Kaiter legacy of instability continued to plague the region however, and the Syzlin Empire did not manage to maintain its status. Internal and external disputes resulted in the Empire gaining and losing territory almost constantly until its collapse in the late 700s.

The Sydymic War

The Third Imperium was plunged into civil war in 604, a war which raged for 18 years. As the fleets were pulled from the frontiers to fight for various claimants to the Iridium Throne, the Sydites saw their chance to regain their lost territory and perhaps even some additional systems.

Initial clashes went heavily in favor of the Sydites, who rapidly drove the weakened Imperial fleets out of the Frontier Worlds subsector. Captured Imperial technology was pressed into service, and when in 640 the Imperial fleets returned in force to the region, striking from bases in the Ley and Glimmerdrift Reaches Sectors, they found they had a major fight on their hands.

Even with the captured Imperial systems, the Sydites were overmatched. The Imperials had better and more integrated technology, more ships, and years of fleet combat experience. The Sydites had only the advantages of interior lines of communication and their characteristic doggedness. In fact, the Sydites were aware that they could not win a campaign on purely military terms. Their strategy was based

around forcing the Imperials to accept a peace treaty as an alternative to immense bloodshed.

It might have worked at another time, but after the horror of the Civil War, the Imperium had little patience and was more or less numbed to casualty figures. Every world of the Sydite Empire was heavily fortified, and most of the Sydite ships stationed in important systems were non-Jump-capable vessels. Not only were these ships more capable than starships of comparable size, they could not retreat and seemed disinclined to surrender. Once the system defenses were broken, orbital and ground weapons engaged the invading Imperials, and then the ground campaigns began.

As the Sydite leaders had hoped, the war proved to be a bloody and costly one for the Imperials. The Sydymic troops, with their strength and size advantage, were able to more than hold their own against the highly trained Imperial marines. The Imperium lost tens and hundreds of thousands of troops for each world they fought for and gained. But fight and take them the Imperial forces did. World after bloody world.

The Sydymic leaders were dumbfounded that the Imperials would tolerate such staggering losses in each campaign and still continue. No matter how high the cost to the Imperium, they kept coming. The Sydites watched as their new conquests slowly fell, then their former colonies, and for the first time they witnessed one of their core worlds fall to Imperial forces, as they finally broke through and regained control of the Frontier Worlds sector in 672.

The Sydymic Empire tried to sue for peace in 673, only to lose two more worlds to the Imperium before the Imperials finally accepted a temporary cease-fire. The cease-fire continued for the better part of the next year as the Empire squirmed and negotiated with the Imperium, attempting to avoid the unconditional surrender that the Imperials were demanding.

On the first day of the new year following Holiday week in the Imperium, the Imperials demonstrated that they had again lost patience with the Sydites. A massive Imperial fleet arrived in the homeworld system of the Sydymic Empire, Sopater, and began to deploy for a siege.

However, the siege was a ruse. As the Sydites settled into a defensive routine, the Imperials launched an all-or-nothing planetary assault. Despite heavy resistance, the homeworld of the Sydites and the Empire fell in less than a week.

When news of the fall of the homeworld began to break across the other worlds of the Empire, chaos ensued and the Sydymic Empire unravelled. By the end of the year 675, the Emperor was dead, he and his extended family assassinated by the Sydymic Fleet Admiral Asmocchek. As the acting head of state, Asmocchek then began earnestly negotiating with the Imperials in an attempt to prevent what he feared to be severe Imperial sanctions and reprisals against his people.

It took less than a week for an agreement that Asmocchek himself admitted was far more conciliatory on the part of the Imperium than his people had a right to expect after inflicting such heavy losses on the Imperial forces. The Sydite homeworld would remain under Imperial 'protection' as a Client State, along with some other Sydite colonies. All remaining, uncaptured former worlds of the Empire were given their independence, and some were offered true Client State status with the Imperium. Some chose to ally with their former enemies and others took the opportunity to take control of their own destinies, but most of the core worlds of the Empire choose to realign themselves into a trade confederation rather than have anything more to do with the Imperials than necessary. This confederation eventually developed into the Khuur League in 778.

The Post-Civil War Years

After the Sydymic War, the Imperials undertook a period of consolidation that lasted for three centuries. Formal annexation of the Highlord subsector in 648 put an end to the constant friction between the Matarishan Federation and the Luriani, though the annexation had to be rammed down the throats of the Federation members.

In the years that followed, resistance by former Federation members flared up from time to time. By 900, the majority of citizens had become content with Imperial membership, and use the Imperial name Shanape for the old Federation capital Matarishan. However, factions of the population do still resent the annexation, and a small but determined Matarishan Freedom Movement continues to oppose the Imperium by whatever means seem appropriate.

As the years passed, the Imperial border continued to creep slowly outwards, but at no great pace. The Gateway region became a backwater, an area of little concern. Some cynics suggest that this was a deliberate policy intended to put off the day when the Imperial border might butt up against that of the Hive Federation or – far more seriously – the Two Thousand Worlds.

Whatever the reason, Imperial interest in the Gateway region was lacking, and the economy (within the Imperium and beyond it) gradually stagnated until by 990 the regional economy was in decline, entrenched power groups saw to it that only their interests were ever served, and the status quo – so far as the Imperials were concerned – seemed set to continue forever.

The Viyard Alliance, formed of nine worlds formerly part of the Galian Trade League, broke away in 750 and defeated Galian naval forces sent to reclaim them. The Alliance was then absorbed into the Collective, which became known as the Viyard Concourse.

One important factor in these difficult years was the rise of lawlessness and piracy in the Gateway Sector. Interstellar trade became increasingly risky and expensive, forcing some corporations out of business and damaging others. The Galian Trade League, based of course on interstellar commerce, suffered badly. Despite the best efforts of the League to destroy pirate bases and provide adequate security for vessels and installations, almost the entire region became what amounts to a pirates' haven. Particularly bold bands began raiding into Ley Sector from about 850 onwards, and it has been suggested that the Solomani backed and encouraged these groups.

Imperial response was sluggish, and mainly defensive in the form of escorts and anti-piracy sweeps. However, the worsening situation did prompt several cross-border raids. Some of the early ones were embarrassing failures, but eventually the Imperial Navy and Marines made piracy within Imperial space or along its borders a very dangerous occupation.

However, the raids had taken their toll (and indeed,

continued almost unabated in Gateway Sector). The Galian Trade League finally fragmented under internal pressure, with the Galian war beginning in 911. This war pitted the league against itself, as rebel elements seized important installations and fleet units threw in their lot with the various factions. Trindel and Plaven declared independence in 912 and 915 respectively, creating their own small interstellar polities as they did so. In fact, these worlds had been independent for several years, and remained League members in name only. As of 915, the Galian Trade League had ceased to exist.

Gateway remained an important commercial center right through the war, and commercial influence was a driving force in the reorganization of the League remnants. The Galian League became the Galian Federation in 925, and although much reduced in size, actually became more prosperous.

The K'Kree had remained a distant threat and considerable influence in the Gateway region for many years, but in 874 a new and disturbing event took place. A K'Kree leader named L'lluii!pri'vguurlg embraced the discredited Fundamental Principles and began advocating a return to the crusade of extermination against the meat-eaters. This action led to friction with the existing leadership, and his followers being expelled from the 2000 worlds. In 885 they founded Xuruk'xaar'keer!, known by humans as the Xuruk Empire or the Lords of Thunder, beyond the 2000 worlds and on the fringe of human space where their militant attitudes made them a direct threat to the non-vegetarian races of nearby space.

In Crucis Margin, new states arose, including the Reach, a state based around a trade agreement between Turku and Ranua. Traders from the Reach also reported an increase in Droyne activity out of Tubroyllufotyusk. This flurry of trade and other missions (the Droyne never explained what their ships were doing, and their motives remain unclear) lasted more than 60 years, before activity declined to normal levels.

The on-off wars between Katowice and the Old Worlds finally ended with the mutual recognition of borders declared in 750. A state of tension and "cold war" continues, and has now become almost traditional. Meanwhile the increasingly unstable Syzlin Empire finally imploded in 778 when Osaka declared independence and proved willing to fight hard for it.

Conflict increased elsewhere in the region, as the Raidermarch abandoned its recent policies of behaving like a respectable interstellar state and annexed Kochi and Gifu, gradually beginning a return to piracy and what amounts to interstellar gangster culture.

The Mercantile Concord, long a bastion against K'Kree expansion into Crucis Margin sector, suddenly began to pursue a policy of appeasement towards the K'Kree and the Lords of Thunder in particular. This caused a great deal of concern among nearby worlds, and a souring of relations with the Katowice Conquest.

The state of Syzlin, now a Republic, began expanding once again with the annexation in 897 of Aldrikin, a move that seems both pointless and likely to cause conflict with the Kahyri in the near future.

Within the Imperium, certain important events took place. The Psionics Suppressions, beginning in 800, were marked by a wave of anti-psionic feeling which swept through the citizens of the Imperium. Psionic Institutes across the Imperium were shut down and in some cases, their members arrested or even lynched. A wave of psionic refugees swept across the border, headed out of the Imperium and to whatever worlds or states would have them. One large and apparently well-organized group headed straight for Tubroyllufotyusk and were taken in by the Droyne there.

Daring raids by pirates from Gateway sector resulted in increased Imperial activity and interest in Gateway. Naval forces began to drive the pirates out of imperial territory after early defeats, but the problem remained considerable in the neighboring sector.

Imperial expansion continued into Glimmerdrift Reaches sector, albeit at a glacial pace. Perhaps in response to Imperial moves, the Grand Duchy of Stoner annexed the world of Gazala in 960 and began cementing its interstellar relations as much as possible.

The Solomani Rim War

The outbreak of the Solomani Rim War, in 990, threw Gateway Domain into turmoil. Increasing tensions with the Solomani Confederation (far beyond the Gateway region, to Rimward) had already drawn off a proportion of the Imperium's naval strength, leading to a small rise in smuggling and piracy.

The most significant effect of the war was a personal visit by the Emperor in 991. With war approaching, the Emperor needed funds for a rapid expansion of the Navy, funds that other domains were able to provide. Gateway, however, had nothing to offer and the Emperor wanted to know why.

The chief reason was Archduke Nells, who headed a consortium of entrenched business interests determined to crush all opposition and maintain their monopolies of certain lucrative market sectors. Nells and his cronies were more or less running the Domain economy into the ground for their own gain.

The Emperor was furious, and personally deposed Nells. He was replaced with an unknown; an entrepreneurial businessman named Marcus Aaron Erechs, who was charged with sorting out the mess that the Domain was in, providing funds for the Navy, and doing both things fast.

Erechs undertook a number of radical reforms, starting by declaring the Imperial Trade Cluster right at the edge of the Imperium and moving the Domain capital there. He smashed the monopolies of the "old guard", and made many enemies along the way. He poured money from the already impoverished Archducal coffers into investments that others would not even touch. Detractors said he was mad, or perhaps a Solomani sympathiser out to wreck the Domain economy for good. Yet within two years the economy entered a period of rapid growth.

As the Solomani Rim War raged on, Gateway Domain became an increasingly troubled region. On the one hand, business was booming and there were opportunities for all. On the other, the political situation was in chaos and with increasing numbers of Navy ships being drawn off to fight the war; piracy (and commerce raiding by long-distance Solomani raiders) was on the rise. Agents and agitators attempted to spark rebellion and insurrection on dozens of worlds.

Archduke Erechs was riding a hungry tiger, and there was no shortage of people trying to push him off into its mouth.

A UNIFIED TIMELINE FOR GATEWAY REGION

Events beyond the Gateway region are included for reference

-10,000,000	Proto-K'Kree appear
-3,000,000	K'Kree begin to develop manifest intelligence
-310,000	Ancients arise
-300,000	Humans seeded throughout Charted Space by Ancients
	Sydites and Luriani seeded on their homeworlds
	Vargr transplanted to Lair
-250,000	Luriani develop long-range sea travel
-290,000	Ancients civilization collapses in Final War
-150,000	Luriani civilizations cover entire homeworld
-120,000	Sydites reach Iron Age
-100,000	K'Kree battle for survival vs. carnivores begins
	Luriani establish single world state
-80,000	K'Kree begin building cities
-30,000	K'Kree begin systematic extermination of carnivores on Kirur
	Sydites at TL2
-25,000	Climate change on Sopater (Khuur) forces Sydites to develop technologically
	Luriani develop agriculture and animal domestication.
-20,000	Ancients warbots on Vland finally run down
	Vilani civilization begins to arise on Vland
-15,000	Glaciers retreat on Terra.
	Solomani civilization begins to emerge on Terra
-10,000	First K'Kree writings appear
	Vilani begin space exploration
	Solomani develop agriculture
	Sydites establish single world state
-9400	Vilani begin sublight colony missions
-9310	Vilani encounter non-Vilani humans
-9235	Vilani develop Jump drive
-8175	K'Kree begin to emerge as a world-state
-7500	Vilani contact Luriani
-7450	Luriani launch first spacecraft
-7400	Luriani exploration of Daramm system begins
-7200	Luriani launch first sublight "migration ships"
-6970	K'Kree Law of Reason formulated
-6731	Beginning of "modern" Zhodani society
-6000	Vilani Imperium border enters Ley Sector
	Over 30 worlds now settled by sublight Luriani ships
	Luriani become client state of Vilani Imperium
-5450	Luriani encounter unknown race and gain Jump drive technology
-5435	Vilani Trade & Contact fleet passes through Luriani space
-5430	Vilani develop Jump-2 drive
-5421	Vilani Jump-2 battle fleet passes through Luriani space and into Ley sector
-5415	Zhodani discover Jump drive
-5402	Remnants of Vilani Jump-2 fleet reach Vland
-5400	Vilani begin Consolidation Wars
-4700	Vilani Consolidation Wars reach Ley sector
	Negotiations between Luriani and Vilani begin
-4698	Hivers develop inferior Jump drive
-4600	Luriani military buildup alarms Vilani
-4582	Vilani – Luriani war begins
-4547	Last Luriani worlds surrender to Vilani after a long and bitter war
-4546	The Luriani "Year of Woe" inflicted by Vilani investigators
-4520	Solomani calendar begins (1 AD)
-4404	Vilani absorb Vega
-4305	K'Kree unify Kirur, reach TL7
-4288	K'Kree reach TL9, develop first grav drive
	K'Kree begin war of extermination vs. intelligent carnivores living on Kirrixur, the moon of Kirur
-4212	Hivers develop superior Jump drive
-4167	K'Kree exterminate Kirrixur carnivores
	K'Kree declare Axavktrr xur, the Fundamental Principles of Survival
-4142	K'Kree discover Jump drive
-4045	Vilani Consolidation Wars end
	Ziru Sirka declared (1VI)
-4000 (approx)	Vilani cease exploration
-3986	Hivers encounter Ithklur
-3810	Vargr develop Jump drive
-3500	Ziru Sirka reaches its greatest size
-2559	Solomani space exploration begins
-2500	Karhyri gain Jump drive
-2460	Solomani establish bases throughout the solar system
-2431	Solomani discover Jump drive
-2424	Solomani reach Barnard's Star
-2422	Solomani contact Vilani (Ziru Sirka)
-2408	First Interstellar War
-2398	Terran Confederation established
-2347	Vilani fleets narrowly defeated at Battle of Terra
-2346	Terran Confederation begins major reforms
	Terrans begin offensive operations against Ziru Sirka
-2235	Nth Interstellar War begins
-2210	Old Worlds settled in Crucis Margin Sector
-2219	Nth Interstellar War ends
-2204	Terran Confederation dissolved
	Second Imperium (Rule of Man) declared
-2174	Second Imperium encounters Sydites
	Sydites purchase Jump-1 drive
-2136	Aslan begin space exploration
-2038	K'Kree occupy several Hiver client worlds, begin extermination of carnivores
-2028	K'Kree and Hivers make direct contact. K'Kree/Hiver war begins
-2013	K'Kree/Hiver War ends
	K'Kree principle of Axavktrr xur overturned

-2000	Vilani traders encounter Zhodani
	Karhyri explorers make "Journey of Honor" to reach Hiver space
-1999	Aslan develop Jump drive
-1980	First Human/Aslan contact
-1932	Second Imperium recognizes Luriani Cultural Region
-1802	First Human/Hiver contact
-1794	Loyal Nineworlds Republic founded
-1776	Rule of Man collapses
	Long Night begins
-1770	Matarishan Federation Established in Ley Sector
-1700	Human explorers enter Gateway Region
-1690	Terran Mercantile Community founded
-1600	Heroni scientists recognize danger to their world
	Heroni sublight colony missions begin
-1550	Matarishan Federation loses last Jump-capable ships
-1522	Long Night deepens
-1511	Carlton colonized by Solomani
-1110	Old Earth Union founded
-900	Kaiter Hegemony arises in Crucis Margin sector
-875	Syzlin throws off Kaiter Hegemony rule, establishes True Kaiter Hegemony
-600	True Kaiter Hegemony collapses back to two systems, including Syzlin
-650	Sylean Federation founded
-500	Interstellar Corporations arise in Galastrian Trade Federation
-312	Galastrian Metals founded
-224	Gateway Station construction begins
-200	Humans contact K'Kree
-198	Gateway Sector named
-150	Corporate Sector Wars ongoing in Gateway sector
	Syzlin Empire regains control of local cluster
-120	Raidermarch founded as pirate kingdom
-110	Shudusham Accords
-30	Cleon Zhunastu begins unifying Sylean Federation
	Sylean scout encounters Luriani vessel beyond Luriani space
-29	Second Luriani Protectorate declared
-27	Contact made between dissident Syleans and Matarishan Federation
	Federation begins to re-establish itself
-16	Sylean Federation scouts enter Luriani space
-8	Grand Duchy of Stoner founded by dissident Syleans
0	Third Imperium Founded
	Cleon I crowned Emperor
50	Third Imperium encounters Zhodani
	Economic depression in Gateway sector
70	Imperials arrive in Gateway Sector
	Corporate Sector Wars end
64	Imperial scouts enter Gateway sector
73	Imperial vessels begin skirmishing with Sydymic Empire ships in Ley sector
75	Imperial embassy established on Tharver
76	Imperials begin Pacification Campaigns
91	Arnaki Rebellion against Imperium begins
93	Imperial-Luriani war begins
96	Imperial-Luriani war ends; Second Luriani Protectorate absorbed into Imperium
99	Arnaki Rebellion crushed
100	Imperial/Sydymic war begins in earnest
103	Imperial and K'Kree ambassadors meet on Mneonon
120	Imperial-Sydymic war ends as Imperials pull back
191	Julian War begins
195	Julian War ends in stalemate. Imperial depots at Ley and Fornast sectors destroyed
200	Formal absorption of Luriani into Imperium begins with Treaty of Daramm
202	Second Luriani Cultural Region declared
217	Second Luriani Cultural Region
220	Luriani fully absorbed into Imperium, though with certain guarantees
251	Gateway Workers' Rising
252	Gateway Station renamed "Gateway"
280	Katowice Conquest breaks away from Old Worlds
302	Revolt on Tharver
	Galastrian Metals collapses
305	Galian League founded
320	Workers' revolt on Barclaron
	The Collective founded
380	Imperial/Aslan border established by peace of Ftahalr
420	Imperials complete First Survey of the Imperium
424	Vanadian Cartel falls
425	Hochiken Republic founded
500	Syzlin Empire peaks at 24 systems
588	Terra incorporated into the Third Imperium
589	First Frontier War begins (Imperium/ Zhodani)
590	Military coup creates Hochiken People's Assembly
604	First Frontier War ends
	Imperial Civil War begins. Fleet assets withdrawn from Ley Sector
	Sydites begin operations against Imperial worlds
612	Galian/Hochiken "Heptad War"
615	Second Frontier War (Imperial/Zhodani) begins
620	Second Frontier War ends
622	Imperial Civil War ends
624	Imperial Xboat service established
640	Imperial fleets return in force to Ley sector and begin counteroffensive against Sydites
672	Imperial fleets retake lost territory and push

into Sydymic systems
673 Sydites attempt to sue for peace
675 Imperial forces take Sopater. Sydymic War ends
679 Solomani power broken at the Imperial court
704 Solomani Autonomous Region established
722 The Reach founded jointly by Turku and Ranua
750 Viyard Alliance joins the Collective
Raidermarch begins return to piracy
Deadspace Phenomenon begins to increase in frequency
Old Worlds and Katowice Conquest begin to recognize mutual border
752 First Galian/Viyard war begins
754 Battle of Coralee
758 First Galian/Viyard war ends with the Treaty of Umbrin
Viyard Concourse established
778 Sydymic Empire remnants form Khuur League
Osaka rebels against Syzlin Empire, which collapses back to 6 systems
Greater Osaka founded
800 Piracy increases dramatically in Gateway region
Imperials begin Psionic Suppressions
Syzlin Empire undergoes reform, civil war breaks out
803 Syzlin Republic founded
820 Raidermarch annexes Kochi and Gifu
826 Psionic Suppressions end
850 Pirates from Gateway sector begin to raid into Ley sector
860 Empire of Olduvai acquires Hiver Jump-2 drives
871 Solomani Confederation established
874 K'Kree leader L'Iluii!pri'vguurlg embraces philosophy of Axavktrr xur
885 Lords of Thunder founded
906 Kafoe Dominate suddenly arises on Derj and Indang in the Crucis Margin sector
Kafoe raiding begins
908 Pirates raid Tavarand
910 Galian Trade League begins to fragment
911 Galian Civil War begins
912 Plavian League created from breakaway Galian worlds
915 Trindel declares independence from Galian Trade League
918 Galian Trade League collapses
Galian Civil War ends
920 Maskai Empire annexes Alone
925 Galian Federation founded
940 Tensions rise between Imperials and Solomani
950 Solomani Autonomous Region dissolved
Syzlin Republic expands back to 14 systems
960 Grand Duchy of Stoner annexes Gazala
Mercantile Concord increases use of its influence
979 Third Frontier War begins (Imperial/Zhodani)
984 Mercantile Concord begins policy of appeasement towards Lords of Thunder
986 Third Frontier War ends
987 Syzlin Republic seizes Aldrikin
989 Emperor Styryx abdicates in favor of his oldest son, now crowned Emperor Gavin.
990 Solomani Rim War begins (Imperial/Solomani Confederation)
992 Marcus Aaron Erechs installed as Archduke of Gateway
Gateway Domain Capital moved to Annapabar
993 The Present

THE PEOPLE OF THE GATEWAY REGION

The four sectors of Gateway Domain are home to a great variety of sentient (and non-sentient) life. Humans are the most widespread sentients, and several sub-groups of humans exist. Most are interfertile. The majority of these human sub-races are the product of millennia of divergent evolution. Some are genetically engineered or otherwise modified. Similarly, considerable variations exist among the non-human peoples of the region.

Imperial historians often make the distinction of "Major" or "Minor" races. This distinction is usually drawn on the basis of whether a species developed the Jump drive itself, or obtained it from another species (or has not reached the stars at all). However, this means that some "minor" races are in fact rather powerful, so sometimes a different distinction is made, referring to the political and military power of a race, or to how widespread its members are.

For example, the Droyne are a Major race, in that they developed the Jump drive themselves. However, Droyne are not very widespread and Droyne worlds do not share any common political allegiance. Therefore, in terms of power and influence, the Droyne play a very minor part on the cosmic stage.

Members of most Minor races will only be found within 10 parsecs of their homeworld, though there are exceptions.

Where major physical descriptions of the various races are already available from the rulebook, they will not be repeated. Instead, this section deals with the status of that race in the Gateway region.

Note that this is not an exhaustive list of the people of Gateway. Only those with extensive offworld presence are noted in these pages. There are other minor races here and there, mostly confined to a single planet. If a referee decides that he or she wants the inhabitants of any given world to be aliens; that is perfectly acceptable. Future adventures from QLI will introduce some of the minor species of the sector.

HUMANS (COLLECTIVELY KNOWN AS HUMANITI)

All humans are known to be descended from stock originating on Terra. Most (but not all) human subspecies can interbreed. Indeed, many of the human sub-groups are cultural rather than (or as much as) genetic.

With the exception of groups that have been extensively modified (such as the Sydites and the Jonkeereen), most human subgroups are close enough to the norm that standard human stats can be used. Sydites are detailed in THB, so their stats are not repeated here.

"MIXED" HUMANS

The vast majority of humans are of mixed blood, and may display the physical characteristics of any racial group familiar to Terrans of the 21st century. Mixed-blood humans may be of any cultural persuasion and have no particular distinguishing features. They are the "norm" against which other groups are measured.

JONKEEREEN

The Jonkeereen are a genetically-engineered race of humans designed for desert environments. They are uncommon in the region but can occasionally be encountered in small enclaves on dry worlds, or travelling on business.

Jonkeereen are more or less identical to standard humans, except that they do not gain the normal human bonus feat at first level. Instead, they gain the following special abilitiy:

Racial Feat: **Desert Adaptation**

Jonkeereen gain an automatic +4 bonus on all Survival rolls made when in a desert environment, and do not suffer perception penalties for airborne dust or bright desert sunlight. Their eyes are adapted (with a second eyelid and other small modifications) to protect against these hazards. In addition, Jonkeereen require only half the normal human amount of water each day, though this is uncomfortable for them and they will drink more if they can get it. All Jonkeereen automatically gain this feat instead of the normal human bonus feat at first level.

LURIANI

The Luriani are an amphibious minor human race, apparently 'seeded' on their homeworld of Daramm roughly 300,000 years ago by the Ancients, in an (unfinished) attempt to breed a race of aquatic humans for some unknown purpose. Luriani constitute the third largest subrace of humans in the region, second only to humans of Vilani or Solomani descent, and have long been an important part of the history and politics of the region. Luriani are right-brain dominant (i.e. left-handed) and are inclined to be talented in the fields of music and art.

Luriani differ slightly from the human norm, in that they have webbed hands and feet and other adaptations to an

aquatic environment. These include a second eyelid, an oily skin and subcutaneous layer of fat for warmth (this gives Luriani a somewhat tubby appearance) and the ability to dive long and deep without artificial assistance (up to 240m).

For ancient historical reasons, not all based in rationality, the Luriani are generally pro-Solomani culture and anti-Vilani, though they have no sympathy with the current Solomani Confederation. Luriani are highly creative and make great artists and musicians. They are also talented pilots and astrogators.

Most Luriani live on a cluster of worlds around their homeworld, Daramm. However, they travel as widely as any other humans and can be encountered anywhere.

The Luriani culture includes three subcultures:

- The Mmarislusant, descendents of Vilani citizens trapped in the Luriani worlds by the collapse of the Ziru Sirka. The Mmarislusant are loyal to the Luriani culture while maintaining their traditional Vilani ways. It is notable that they have resisted attempts to re-integrate them into Vilani society. The Mmarislusant are part of the Luriani "family" and not subject to the cultural dislike of all things Vilani.
- The Verasti Dtareen, or "Terran Protectors". The Verasti Dtareen are descendents of Rule of Man-era Terrans cut off on Luriani worlds. They maintain many Terran traditions, but are also part of the Luriani "family" and not in any way viewed as outsiders.
- The Wurlana, or "Voyagers". Communities of Luriani (including the subcultures) live aboard the migrating trade (or "caravan") ships that ply the lanes between Luriani worlds. Some traditional sublight ships still exist, but most are Jump-capable vessels ranging from small free traders to large homeships that carry hundreds or thousands of people.

The Luriani can interbreed with other humans only with great difficulty, so the Verasti Dtareen and Mmarislusant subcultures are composed mainly of pure-blood people. The Wurlana are a mix of all groups within Luriani culture.

SOLOMANI

The Solomani can be considered to be the "core stock" of all humaniti, being descended from the original specimens on Earth. The designation "Solomani" is more cultural than anything else, and refers to humans whose culture has been heavily influenced by values from Old Terra. Like most humans, Solomani display a range of "racial" characteristics.

Many Solomani groups (whatever their appearance) identify with a cultural region from the history of Terra. Thus one Solomani group may follow the customs of North Europeans, and refer back to culturally important events from the history of those people, while another may hold to the values that became prevalent on the Fenris colony in the first 2-300 years of Terran expansion. Another group may be genetically pure Solomani but subscribe to a "mainstream Imperial" culture, or even a non-human culture that has influenced them. Despite their genetic heritage, these people are unlikely to be referred to as "Solomani" by most observers, since Solomani is more a cultural identity than a genetic one. Solomani cultures tend to be outward-looking, adventurous and somewhat unstable.

Solomani humans can be encountered anywhere. The Rimward end of the Gateway region was heavily colonized by Solomani, and many worlds retain this cultural identity.

SYDITES

The Sydites are one of the most divergent of all the human sub-races. They show clear signs of genetic engineering, being very large (8 feet tall on average) and possessing

four arms. Sydites are unimaginative and not great thinkers, though they cannot really be described as stupid – they did manage to reach the stars and create a lasting empire, after all. However, the strangeness of the Sydite body form, plus their slab-like, ugly features, causes many humans to dismiss them as lumbering brutes.

Small enclaves of Sydites have been founded throughout the region, but for the most part they are confined to a region around their homeworld of Sopater (which is called Khuur by everyone but Sydites). This was once the capital of a considerable interstellar empire, which was destroyed by the Third Imperium. It was replaced by a trade federation known as the Khuur League.

Sydites cannot interbreed with other human species or subspecies, as their genetic makeup is very different.

Sydites are very different to standard humans, but since they are detailed in THB, their racial stats will not be repeated here.

Vilani

Like the Solomani, the Vilani designation can refer to a culture or a genetic heritage. However, Vilani are more likely than not to belong to both the cultural group and a clear bloodline. Pureblood Vilani are longer-lived than other humans, though this trait is rapidly diluted through interbreeding. Culturally, Vilani are traditionalists and are not at all fond of sudden upheaval or change. The traditional guilds are important in Vilani society, and modes of dress have not changed in centuries.

Perhaps the oddest facet of Vilani culture is their food. When the ancestors of the Vilani were transplanted to their new homeworld, Vland, they discovered that almost everything in the local ecosystem was either inedible or toxic to humans. The Shugili caste developed techniques required to make a meal a non-fatal experience, and thus traditional Vilani cuisine was born. There is no need to continue eating these rather strange combinations of foods, prepared in a variety of downright weird ways, which, if performed incorrectly will poison those eating the meal. To most humans it is incomprehensible why Vilani insist on continuing in this practice, and the Vilani cannot understand why others think it strange at all. After all, it's traditional.

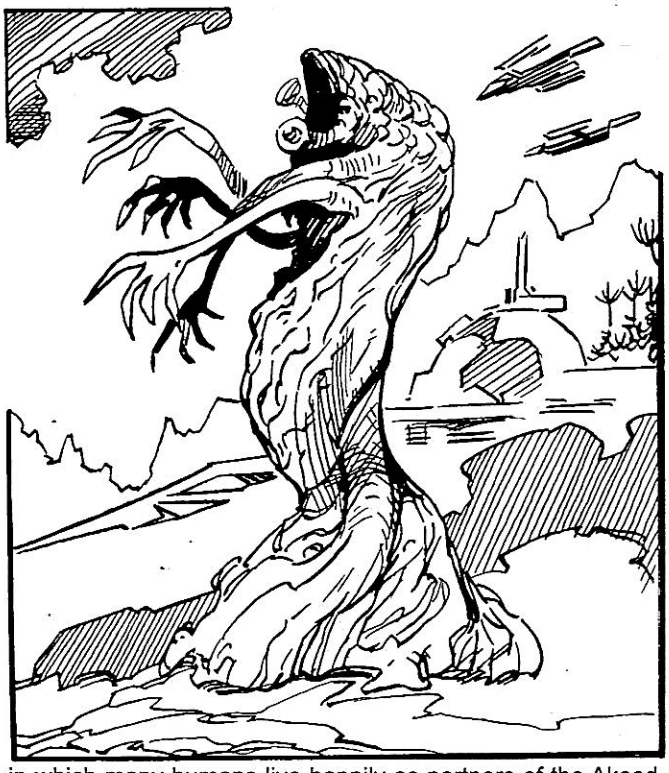
The Vilani once ruled an immense interstellar empire, and since have moved around like any other citizens of the Third Imperium, and therefore can be encountered almost anywhere. However, they are uncommon in Gateway outside the Coreward-Spinward end of Ley sector.

NON-HUMANS

Many species of non-human sentients exist. Some are native to the Gateway region, while others have migrated here, or may be encountered while passing through. Many minor species exist that are confined to a single world; they are not discussed here.

AKEED

The Akeed are native to the world of Akeen in the Gateway sector. They rule a multi-world state called the Akeena Union,



in which many humans live happily as partners of the Akeed. Humans often describe Akeed as "lovably yucky" and get along well with them.

Akeed are very alien creatures, who derive nourishment directly from the minerals found in soil and water around them. Akeed physiology is thus rather strange. The lower body is a boneless blob, rather like the "foot" of a snail or a slug, but more round than that of a snail. The upper body, containing the brain and other important organs, bulges upward from the center of this foot. The upper body is also the base for two pairs of tentacles on each side, which end in four boneless "fingers".

The head of an Akeed is protected by a cartilaginous case. The eyes are on the side, semi-extended on short and broad stalk/protectors. Akeed have no sense of smell or taste, nor a mouth as such, though their breathing hole can make intelligible sounds and – to the amazement of many observers – Akeed are excellent singers.

Akeed feed by drawing up nutrients from the soil through openings in the base of the "foot". They can propel themselves slowly through water by pulsing the foot, and much faster for short periods by drawing in water and squirting it out under pressure. It is not known if Akeed can breathe water, or if they store oxygen in their tissues in the same manner as Luriani, but they can remain submerged for long periods. How long is unknown to humans.

Akeed "stand" about 75cm high, and can "surge" on their foot to a stable height of about 1.25 meters, and a little higher for short periods. They cannot move while surging up, however. Movement is slow; 4m per round. Akeed cannot traverse vertical faces, but can "stick" to a steep slope of up to 70° (so long as the surface is smooth, such as a starship hull) and move at 1m per round with no check necessary.

The upper body does have some sort of cartilaginous skeletal structure, plus bands of erectile tissue that allow the Akeed to bend and twist in any direction. While amazingly flexible, this structure is rather light, making the Akeed somewhat weak.

Akeed are, however, highly intelligent and sociable. Humans find their damp, slimy appearance unpleasant at first, though their natural smell is rather pleasing to most humans, and their sharp wit and irreverent sense of humor wins over many of those who encounter them.

Akeed are pleasant, social people who normally settle disputes by means of long, long, arguments that go on until someone admits defeat. They rarely allow a situation to deteriorate to the point of conflict, and most actual fighting done by the Union is undertaken by the human segment of the population.

Little is known about the Akeed social or governmental apparatus. Most visitors to their worlds interact with humans for the most part. However, it is thought that the Akeed have underwater cities on their worlds, where millions or billions of them reside in some harmonious way.

Akeed are sometimes hired as mediators in disputes. While they argue among themselves in a way that seems arbitrary and more dependent upon staying power than on actually being right, they understand humans well enough to act as an effective mediator in most circumstances.

AKEED RACIAL TRAITS

- 2d8 Str and Con; +2 Int and Cha
- Base movement speed is 3m.
- Movement speed in water is 6m, or 12m for short bursts
- Akeed can remain underwater for long periods without needing to breathe
- Special Feats: Akeed Charm, Mediate Dispute
- Akeed Traits: Akeed Debate, Bad First Impression, Pleasant Odor
- Automatic languages: Akeed, Galanglic

Personality: Cheerful, irreverent, stubborn
Physical Description: slug-like base with tentacled body
Status: Minor Race
Homeworld: Akeen
Languages: Akeed, Galanglic
Adventurers: Akeed sometimes choose to adventure as mediators-for-hire, diplomats or technical experts. Professional or Academic are the most likely classes.

Akeed Special Feat: Akeed Charm

An Akeed can take this feat in place of any it would normally earn.

Akeed have a charm all their own; a combination of quick wit, the ability to parody human and alien expressions with their leathery alien "faces", and a deep warmth and compassion for others that gradually becomes apparent as they interact with others.

An Akeed with the Charm feat can target it in an attempt to "win over" any single person. Only one attempt can ever be made on a given person, and only one at a time. The Akeed must interact with the target for several (2d6) hours (not necessarily all in one go) and at the end of this time, the Akeed makes an opposed Cha roll against the target's Will save. If successful, the Akeed has made a friend, and that person develops a bond with the Akeed which will never be taken lightly. This is similar to a deep friendship, but more compulsive. The target will miss his Akeed friend when they are apart, and will always act as an *Ally* with regards to reaction and attitudes towards the Akeed. Akeed apparently feel a similar bond for their alien friend and will be genuinely happiest in their company.

Akeed Special Feat: Mediate Debate

An Akeed can take this feat in place of any they would normally earn.

Akeed are excellent mediators, though their approach is a little unusual. Quite often, an Akeed mediator will gather the envoys from both parties together, then distract them with jokes, puns, amusing little songs and sudden interruptions or quibbles with the minutiae of their language, until the envoys become obsessed with reaching an agreement despite the mediator. Famous Akeed mediations include a trade deal between the Megusard Corporate and the Viyard Concourse, which was discussed entirely in haiku at the insistence of the Akeed mediator. Some observers believe that the Akeed are masters at drawing the best out of people by subtle and rather bizarre means. Others are of the opinion that they are just having a joke at the expense of the rest of the galaxy.

An Akeed with this feat can help two parties reach a solution (so long as they actually want to), by adding a +3 bonus to the Liaison skills of all envoys and creating an atmosphere where both sides subconsciously reveal what they really want from the deal and what they're prepared to accept. Envoys will often come away embarrassed and a little puzzled, but generally pleased with the outcome.

Akeed Racial Trait: Akeed Debate

Akeed gain this feat automatically.

When two Akeed want to settle something, they debate for hours or days (sometimes while doing other things or with breaks caused by necessary activities). The tone of such a debate may be irreverent, serious, offhand, intense or just plain silly. What seems to matter most is the ability to keep on dragging up vaguely related arguments or quibbles without straying beyond a vague and elastic limit of relevance. The Akeed that first runs out of arguments, or who first brings up an argument that isn't within the bounds of relevance (understanding what is acceptably relevant is part of the debate feat), loses.

An Akeed with this feat may make a Bluff skill roll to come up with 1D6 hours' worth of relevant arguments. Without the feat, only 1D3 hours' worth is gained for a successful Bluff check. Bluff checks are required whenever the other Akeed has arguments left and you don't. Whoever fails the Bluff check first loses the argument and must concede the other Akeed's viewpoint.

Humans who have had contact with Akeed can take this trait as a feat in place of any they would normally earn. The Debate only works when debating with an Akeed, or with a human from Akeed-influenced society.

Akeed Racial Trait: **Bad First Impression**
All Akeed have this trait.

When first encountering the Akeed, most races will automatically have an *Unfriendly* attitude towards an Akeed due to the slimy and unpleasant appearance of these beings. Once an individual has interacted with Akeed for a few minutes, their natural charm offsets their appearance and the penalty is dropped.

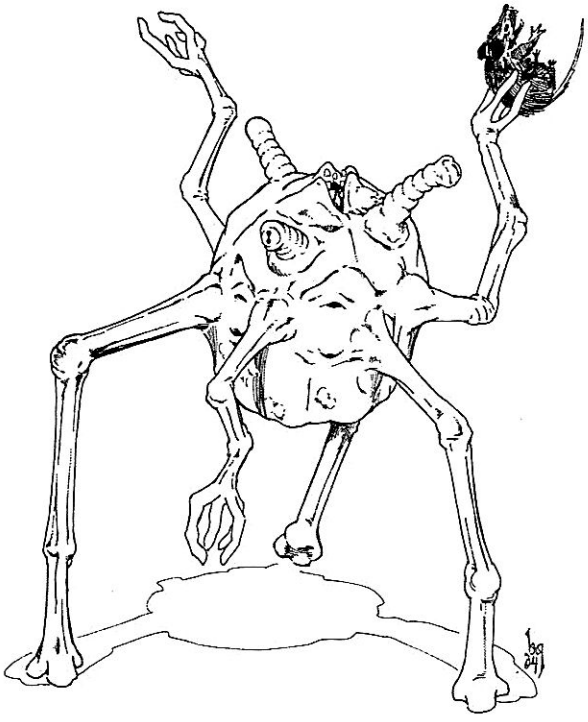
Akeed Racial Trait: **Pleasant Odor**
All Akeed have this trait

Any creature with a sense of smell (and able to use it, e.g. not wearing a vac suit), gains +2 to skill checks to detect an Akeed nearby, due to their strong natural odor. Their natural odor is pleasing to most creatures. Humans describe it as a spicy, fresh-bread sort of smell, but other species interpret it differently, suggesting that it may in fact be a pheromone effect, with the perception of smell being psychosomatic.

Anyone who can smell an Akeed feels a pleasant sensation, and will frequently take a deep, savoring breath. It is difficult to harm an Akeed while smelling their odor, so a Will save at DC 15 is necessary to take hostile action while within olfactory range.

It may be possible to become addicted to Akeed pheromones, but so far this theory is unproven.

BEREE



The Beree are a minor alien race native to the Crucis Margin sector. Their homeworld is currently at a mid-tech state of development, and has no spaceflight capability, but occasionally a Beree will leave home aboard a free trader, working passage in return for the chance to see the wider universe.

The Beree are curious beings, appearing quite alien and a little disturbing to humans. Their central body resembles a thick barrel, 1.5-1.8m high and 70-90cm in diameter, which is supported on three powerful "legs". The latter attach to the torso halfway up and are multi-jointed, allowing a Beree to move while upside-down, albeit uncomfortably. When locked, the three legs form a stable tripod.

A Beree's "arms" sprout from the same central band of muscle around the center of the torso, and are set between the "legs". Arms are also multijointed, but are much lighter then legs. They are long, sinuous and end in bony multijointed fingers that are ideal for fine manipulation. Beree limbs move in a way that causes instinctive revulsion in humans of mixed blood (but oddly, not in pure-blood Vilani). It is possible for humans to overcome this revulsion by repeated contact, but initial encounters with a Beree are always marred by this instinctive reaction.

Beree internal organs are well protected within the central body case, which has a tough, leathery outer skin and bands of muscle and cartilage to keep it upright, giving Beree a natural armor rating of 3. The brain is located in a bone-armored case near the "top" of the barrel-body. There are three eyestalks set at 120° to one another and giving the Beree all-round vision. Sensitive areas at the base of these stalks "taste" the air to give a combined sense of taste/smell which is weak compared to that of humans. A digestive opening lies between these stalks, leading to a complex digestive system that can consume animal and vegetable matter.

Beree have four stomachs. The first is a chamber where food is initially treated by crushing and grinding by muscular contraction against bony plates, and digestive enzymes begin to take effect. Small live animals can be consumed by the Beree; this stomach kills, crushes and shreds them as they struggle (and not always in that order). Humans normally find this activity distressing or nauseating; most spontaneous murders of Beree by humans occur while the Beree is feeding.

From the first stomach, tubes lead down and around the braincase to the three parallel stomachs, each of which is specialized to deal with a particular food group. Beree are super-omnivorous, i.e. they can eat almost anything organic and are extremely resistant to ingested toxins. Their normal feeding mode is random – they will grab and consume whatever comes within reach as guided by instinct. Some Beree learn to control their compulsive feeding, while others continually offend their non-Beree acquaintances by feeding on houseplants, insects and the occasional domestic pet.

Breathing holes are situated above and below the limbs, and are partially controlled by the same muscle groups that move the limbs. Thus a Beree will always be slightly in motion, swaying about and moving its sinuous "arms" as it respires.

Beree move rather slowly, and with a jerky motion. They are very solid when stationary with their three legs based out, and are incredibly difficult to knock over. Their arms are surprisingly strong when used as tentacles to drag and lift, but their hands cannot grip anything like as tightly as those of a human. Beree can operate any device made for a human that requires only one hand.

Though tough and capable of fine work, Beree are neither

perceptive nor particularly intelligent. Beree are pragmatic and straightforward, relying more upon instinct and learned patterns than creativity. They can be relied upon to react predictably to most situations, and can be "programmed" into set reflexive responses such as a starship emergency landing sequence.

BEREE RACIAL TRAITS

- +2 Dex and +2 Con; 1d4+2 Int; 2d6 Edu and Wis
- Beree have difficulty manipulating objects made for humans that require more than one hand, and suffer a –4 penalty to all rolls when doing so.
- Beree gain +4 on Fort saves vs. ingested poisons
- Special Feats: Static Stability, Set-Piece Action, Control Instincts
- Beree Trait: Cause Revulsion, Instinctive Feeding
- Beree Base speed is 4 meters.
- Automatic languages: Bereen, Galanglic

Personality: Beree are very much a "closed book" to non-Beree. They act semi-instinctively and may be nothing more than technologically advanced animals.
Physical Description: Double tripod supporting leathery barrel, with eyestalks. See above.
Status: Minor
Homeworld: 947-319
Languages: Bereen, Galanglic
Adventurers: It is not known exactly why Beree choose to adventure. They usually end up working in a menial capacity aboard ships, but can be taught the basics of any skill. Traveller and Professional are the most likely classes.

Special Feat: **Static Stability**
All Beree automatically gain this feat. If the Beree does not move for a whole round, in subsequent rounds it is considered braced. A braced Beree cannot be knocked back or over by a charging creature smaller than a horse, and gains +6 on reflex saves to remain upright under almost all conditions.

Special Feat: **Set-Piece Action**
A Beree can take this feat in place of any feat it would normally gain. It can be taken multiple times, allowing the Beree to learn more than one set-piece. To teach a Beree a set-piece requires several (2d6) hours of patient instruction, possibly over several days. At the end of the teaching period the Beree makes an INT check (Take10 and Take20 cannot be used) against a DC of 10 for a simple physical task (e.g. operate a series of levers), DC 15 for a complex physical or simple technical task (e.g. assemble a dismantled rifle, or run through the post-landing shutdown sequence, or DC 20 for a complex technical task (e.g. perform a "hot" liftoff in a ship's boat and proceed to a known point at maximum speed, while evading). If the check is made, the Beree knows the task and can perform it at will, flawlessly and *exactly as it was taught*. This enables the Beree to work faster than a human, but if anything goes wrong it cannot react properly.

To avoid disaster during a set-piece, make an Int check on DC5, with a 1 always indicating failure. A Beree that fails to execute a setpiece will freeze for 1-3 rounds before being able to try to creatively address the problem. A set-piece can be executed only as taught. No variation is possible without re-teaching the whole sequence. When a Beree begins to learn a new set-piece, its previous one is lost unless it has more than one Set-piece Action feat.

Special Feat: **Control Instincts**
A Beree can take this feat in place of any feat it would normally gain. A Beree will normally react to available food instinctively, which means suddenly grabbing and consuming anything edible within reach once its hunger reflex is triggered. A Beree with this feat can attempt to control its instincts when around humans or other creatures that may be offended. To control its feeding instinct, a Beree must make a DC10 Will save. If successful, the Beree will be able to choose what it grabs to eat, thus avoiding incidents such as snatching the captain's hat, the chief engineer's sandwich, or scooping the ship's goldfish out of its bowl. It must still eat something, but can at least choose the least offensive object nearby. Success by 10 or more allows the Beree to ignore a given item or creature for the rest of the day, even if no other food is available.

Racial Trait: **Instinctive Feeding**
As discussed in the Control Instincts feat, a Beree will snatch and eat edible objects and creatures as it becomes hungry. Beree do not eat "meals" as such, but will normally "graze", eating a small quantity of food every 30 minutes or so. A Beree's hunger reflex will be temporarily satisfied by something as small as a sandwich, though its maw is big enough to swallow a small dog whole. Such a meal will keep the Beree from becoming hungry for at least a couple of hours.

Racial Trait: **Cause Revulsion**
The movements and eating habits of the Beree are deeply repulsive to most humans (pureblood Vilani are the exception, for some reason). A human encountering a Beree must make a Will save at DC10 or suffer the revulsion effect. Some observers are merely forced to leave the area in disgust, some will be physically sick, and some feel a deep-rooted terror at the sight of the Beree.

Anyone seeing a Beree consume a live, struggling animal, and hearing it scream as it is crushed and ground in the Beree's maw, must make a Will save at DC20 or react badly. This reaction depends upon the individual, and ranges from fleeing in horror through vomiting to an assault upon the Beree with the intent of freeing the poor animal or just killing the Beree.

A human who has had substantial contact with the Beree may take the special feat, *Overcome Beree Revulsion*-1 and *Overcome Beree Revulsion* –2, in place of any feat they would normally gain. *Overcome Beree Revulsion-1* allows the character to function normally in the presence of Beree, and reduces the DC for witnessing live animal consumption to DC10. *Overcome Beree Revulsion* allows the character to automatically control his revulsion. In this case, the character can act normally, though he may be disturbed by what he witnesses.

CHIRPERS

Chirpers (named thus for the birdlike sounds they make) are

small, skinny, reptilian-looking bipeds found in small enclaves on various worlds. They walk upright, use tools and build primitive villages, but are often considered to be only semi-sentient. Some chirpers can actually learn to speak human languages (after a fashion). Chirpers are reclusive, and quite hard to contact. Some individuals claim that they can turn invisible, though others claim that chirpers merely have excellent stealth and wilderness skills.

Some observers have suggested that the physical similarity between Chirpers and Droyne (see below) may mean that they evolved from common stock. This does not explain how Chirpers came to be scattered across Charted Space, more or less at random.

CHIRPER RACIAL TRAITS

- 2d6 for all stats except Edu and Soc.
- Edu and Soc 0.
- Chirper Base speed is 9 meters.
- Chirpers seem to possess excellent senses: +2 to Spot checks
- Racial Trait: Invisibility
- Automatic Languages: Chirper dialect.

Personality: Chirpers are shy and reclusive creatures, who live a (mostly) peaceful, pastoral life in remote areas. They rarely interact much with other species.
Physical Description: Chirpers are small, lightweight bird-like creatures with vestigial wings, massing around 25 kilograms.
Status: Minor Race
Homeworld: Various
Languages: Chirper Dialect
Adventurers: Chirpers rarely leave their home villages and even those that do are unlikely to make good player-characters. If it is necessary to assign a characters class to a Chirper, Barbarian is the logical choice (Chirpers can be barbarians despite lacking the class entry requirements).

Racial Trait: **Invisibility**
Chirpers have the ability to avoid being seen by other lifeforms unless they desire to be seen. This ability is believed to be some type of psionic effect as it only works on lifeforms directly within the presence of the chirper. Via video or other indirect viewing method the chiper will appear normally.

DROASHAV

Droashav are six-limbed pseudoreptilians found on Trevannic, in the Gateway sector. They stand 1.5-2m tall on their hind limbs, with two pairs of arms. Droashav feet are clawed, and can be used in close combat. Their greeny-brown hide is tough and can be treated as leather armor, i.e. Armor Rating of 2. Droashav are physically powerful and tough, and have a warrior-hunter mentality.

Most Droashav live in a TL-1 society composed of small tribes of desert nomads, but there are some indications that they did not always follow this lifestyle. A TL-4 civilization exists in the northern reaches of Trevannic, and there are other enclaves of higher-tech Droashav.

It is likely that the Droashav are not native to Trevannic, since there are no other 6-limbed creatures on the planet, and no evidence to suggest the Droashav evolved there. There are also folk tales among the Droashav of how their ancestors wandered among the stars. It is thus possible that other enclaves of Droashav exist somewhere, possibly possessing high technology and starships. Such enclaves lie beyond Gateway Domain, however.

A few Droashav leave their world every year aboard starships or as bodyguards for various individuals. A Droashav light infantry company exists, outfitted by offworlders for mercenary service at TL –8. This unit serves throughout the region, but recruits exclusively on Trevannic.

DROASHAV RACIAL TRAITS

- 4d6 Str and Con; 2d6 Wis and Edu
- Droashav start with 1 alien level
- Base speed is 9 meters.
- Rear claws can be used to attack for 1d6+1 damage
- Automatic Languages: Droashav
- Droashav gain no special racial feats

Personality: Droashav are proud and prize strength and prowess. They respect "toughness", especially of the stoic sort.
Physical Description: Upright four-armed pseudoreptilians
Status: Minor Race
Homeworld: Trevannic (possibly)
Languages: Droashav
Adventurers: Droashav are tough and reliable in service. They often adventure as mercenaries or bodyguards, and are likely to belong to the Mercenary or Barbarian class.

DROYNE

Resembling a cross between a reptile and a bird, Droyne belong to six castes, which are physically different to one another. Workers and Warriors are large and powerful. Drones, Leaders, Technicians and Sports are smaller. Each caste has several subcastes, which define the Droyne's role within society.

The Droyne have no central political organization, and usually live in small enclaves (Oytrips) on scattered worlds. They can be encountered aboard ships conducting the same sorts of activities as humans – trade, diplomacy etc. Droyne enclaves may have very different technology levels to one another – for example, a group on one world may be contented TL 3 farmers, while a sector over another Droyne community hand-build starships as good as anything the Imperium can make.

Droyne are limited by their caste as to what character classes they can enter. Their racial characteristics are also different to those of humans. Most Droyne are small and lightly built; their racial characteristics are determined on 1D8+5. Human SOC is basically meaningless to Droyne, but this value indicates how familiar the Droyne are with human society. EDU represents the Droyne's familiarity with its own race's science and knowledge. If dealing with non-Droyne topics or trying to convey information to non-Droyne, use half the EDU value.

Modify the Droyne's basic characteristics according to its caste:

Workers: The only class Workers can enter is a limited version of the Professional, and they cannot have Knowledge skills. Workers do as they are told. Subcastes include *Farmer*, *Laborer* and *Builder.*

Warriors: Warriors are powerfully built (for Droyne) and add 1d6 to Str and Dex. Their subcaste determines their class: *Battling Warriors* are the main offensive fighting force. They can only belong to the Army class. *Guard Warriors* may be bodyguards as well as assault troops; they can belong to the Army, Marine, or Mercenary classes. *Voyaging Warriors* can be Marines or Navy class members.

Technicians: Technicians add 1d6 to Edu and INT. *Fixing Technicians* and *Artificers* deal with different aspects of manufacturing and repairing devices; they belong to the Professional class. *Dreaming Technicians* are designers, scientists and researchers. They gain an additional +3 to Edu and are Academics.

Drones: Drones are often found as what can best be described as 'priests' and in mid-level management operations, overseen by leaders. They are also the Droyne reproductive caste. Drones gain +1d4 Dex and Soc. They are quite likely to develop psionic powers. *Family Drones* are Professionals dedicated to reproducing and raising young Droyne. *Priestly Drones* seem to be very adept at psionics, but their nature is unclear to humans. *Social Drones* are managers; they will normally belong to the Professional class.

Sports: Sports are unusual, in that they can operate away from Droyne society for extended periods, though normally they are found fulfilling a role within the community (Oytrip) They often undertake jobs like scouts, messengers, prospectors and ambassadors. Sports are the only caste that is really suitable as player-characters.

Droyne sports gain +1d4 to Str, Int, Edu and Soc (representing a familiarity with human society). Sports can belong to almost any class, though their subcaste usually determines which will be most appropriate. *Finding Sports* excel at finding and obtaining items needed by the Oytrip, whether by prospecting, trading or negotiation. They are likely to be Merchants, Professionals or Belters. *Speaker Sports* are emissaries and ambassadors. They are likely to be Academics or Professionals. *Seeking Sports* are the Droyne most commonly encountered by humans. They frequently operate

away from the Oytrip as spies, explorers or pilots. *Seeking Sports* may be almost any class; Rogues and Travellers are common.

Leaders: Leaders provide leadership at various levels within an Oytrip, answering to a higher leader in most cases. Most groups of Droyne encountered will include a leader. Leaders can belong to almost any caste, though some are more common than others. *Military Leaders* are likely to belong to the Army, Navy or Marine class. *Priestly Leaders* are often Academics or Merchants. Members of the *Leader of Leaders* caste can belong to any class, though Traveller, Academic and Professional are commonest.

Droyne have a high potential for psionic abilities, though as a rule it is Leaders, Sports and Drones that actually develop their powers. It is thought that members of other castes can use psionic devices, even if they lack abilities of their own.

Droyne have difficulty in using devices made for humans, and vice versa. Many of their devices seem to involve psionics, which makes them impossible for most people to use. The Droyne talent for psi powers makes many Imperial citizens suspicious of them.

Droyne possess small wings. In a standard or dense atmosphere, some Droyne can fly short distances. A Droyne must possess a STR of 8 or higher to be able to fly at all. Some Droyne make use of artificial wings to enhance their flight capabilities. This requires the *Droyne Flight* feat (see below).

DROYNE RACIAL TRAITS

- All stats rolled on 2d8, modified for caste except EDU and SOC which are determined normally.
- Droyne with a STR of 8+ can fly short distances in some conditions.
- When flying, Droyne can attack with bony spurs on their hind limbs. This is treated as a Brawling attack and inflicts 1d6 damage.
- Droyne Base speed is 8 meters.
- Most Droyne are Small creatures.
- Droyne with a STR or CON of 14 or greater are Medium Sized creatures.
- Droyne have a high potential for psionics.
- Droyne may take the special feats of Operate Device and Droyne Flight.
- Droyne are rather fragile. When attacked with melee weapons wielded by creatures of Medium size or greater, Droyne suffer double damage after armor has been taken into account.
- Automatic Languages: Oynprith.

Personality: Droyne are mysterious beings, who often act in ways incomprehensible to humans. They never explain their actions. It is known that the various castes are specialized (hence the names given to them by humans), which may dictate personality to some extent, and that Droyne believe in some form of destiny which can sometimes be foretold by reading a set of "coyns".

Physical Description: Droyne are omnivore/gatherers resembling a cross between a bird and a winged reptile. The largest of them (Warriors and some Workers) can be up to 2 meters high and mass 60kg. Sports average 1.5m, while other castes are normally about 1-1.5m high.

Status: Major Race

Homeworld: Eskayloyt (Lost Home). Droyne exist on many worlds; they do not know where their original world of origin lies.

Languages: Oynprith, some local Droyne languages, Galanglic

Adventurers: Droyne leave their home Oytrips for a variety of reasons, of which not all are clear or even comprehensible to humans. Those encountered alone will normally belong to the Sport caste. Groups will usually contain a leader and a mix of castes. Droyne have a very complex and alien society; for this reason they are not recommended as player-characters.

Droyne Special Feat: Droyne Flight

Any Droyne with sufficient strength can fly short distances using its own small wings, but only Droyne with this feat can operate a mechanical wing set. This enables them to fly further or in higher gravity. The feat can be taken in place of any feat the Droyne would normally take, though normally only warriors, leaders and sports make use of mechanical wings.

Droyne Special Feat: Operate Device

Some Droyne have the ability to operate mysterious devices owned by their Oytrip. These seem to be psionically activated and represent a technology that is far above the normal Droyne level. Such devices are valued as religious objects, and are at once revered and feared. Any Droyne can take the Operate Device feat in place of any of the feats it would normally take. The feat must be taken for every individual device the Droyne wishes to operate.

Droyne Special Feat: Droyne Psionics

Droyne have a high aptitude for Psionics and a number of special abilities available to trained adepts. This will be developed fully in a future publication. For purposes of Droyne NPCs encountered in the game, this feat can be used to simulate the fact that Droyne society accepts psionics and offers training to many individuals.

Any Droyne Drone, Technician, Leader or Sport may take this feat instead of any other it may be qualified for. A Droyne with the Psionics feat has been trained as a psionic adept at an early age. Determine Psionic Strength on 4d6, dropping the lowest die. This gives a higher average psionic strength than for humans. Determine the spheres available to a Droyne normally.

FAAR

The Faar are native to Alphaaric in the Gateway sector. They are, broadly speaking, humanoid but are clearly not related to humaniti in any way.

Coming from a high-gravity world, the Faar are squat blocks of muscle and heavy bone who only rarely reach a height of 1.7 meters. 1.5m is about average for males and females alike. They are otherwise humanoid (same numbers of limbs, sensory organs etc) but their internal structure is subtly different. In particular, Faar hips and shoulders are constructed differently to those of humans. Faar have very pale skin and no body hair of any kind. Their eyes are also

very pale, and usually blue or green. They are warm-blooded, bear live young and have two sexes.

The Faar have a high-technology society but for some reason have no interest in leaving their homeworld. Individual Faar do travel, for example to deal personally with a business matter, but as a species they have no interest in space or interstellar travel.

Faar technology is slightly ahead of anything the Imperium can make, and far superior to most technology available in the Gateway region. They trade electronics and recreational technology with a few select groups; mainly traders from the Galian Federation. They never trade weapon systems or components.

The Alphaaric system is also home to a sizeable human population, who live in an orbital city named Faarview. Faarview orbits Mashan, the system's primary gas giant, rather than Farr itself. Although it is only a short hop by interplanetary shuttle, most visitors to the system do not go to Alphaaric itself but meet with humans and Faar representatives on Faarview.

Faar are not particularly talkative, and away from Alphaaric become even more close-mouthed and single-minded about their business, as if they cannot wait to get home. Humans who have visited Alphaaric claim that the Faar are a hedonistic people, with a great love of art, music and theater, who spend as much time as possible enjoying themselves. They are said to work very efficiently to get the job at hand done, so that they can get on with the serious business of enjoying life to the full. Some, who claim to have insider knowledge, say that the Faar are deeply frightened of something "out there", and seek to hide on their one little world rather than confront the terrifying mysteries of the universe.

Faar are smart and technologically advanced. Their bodies are adapted for high-g conditions.

FAAR RACIAL TRAITS

- +2 Int; -2 Cha.
- Base movement is 9 meters
- Automatic Feat: High-G Adaptation
- Special Feat: Connoisseur of the Arts
- Racial Trait: Closed Book
- Automatic languages: Faar, Galanglic

Personality: Away from home, Faar are quiet and intense, concentrating on getting the job done and getting back to their world.
Physical Description: Short, heavy-built hairless humans.
Status: Minor Race
Homeworld: Alphaaric
Languages: Faar, Galanglic
Adventurers: Faar rarely adventure. When one does leave home, it is usually to deal with a specific need. Common classes include Academic, Professional and Merchant (though few Faar have shipboard skills)

Special Faar Feat: **Connoisseur of the Arts**
A Faar can take this feat instead of any he could normally learn.

Faar are great lovers of art, theater and music. A Faar with this feat gains +3 to all skill checks concerning a particular area of the arts. Areas of expertise include live theater, recorded music, holoshows, etc. Since Faar are technologically adept, the bonus also applies to technical skills concerned with the area of expertise. Thus a Faar who is a connoisseur of recorded music not only knows about music theory and great performers, he is also a technical expert on sound recording systems.

This feat can be taken multiple times, with a new area of expertise each time. It does not stack.

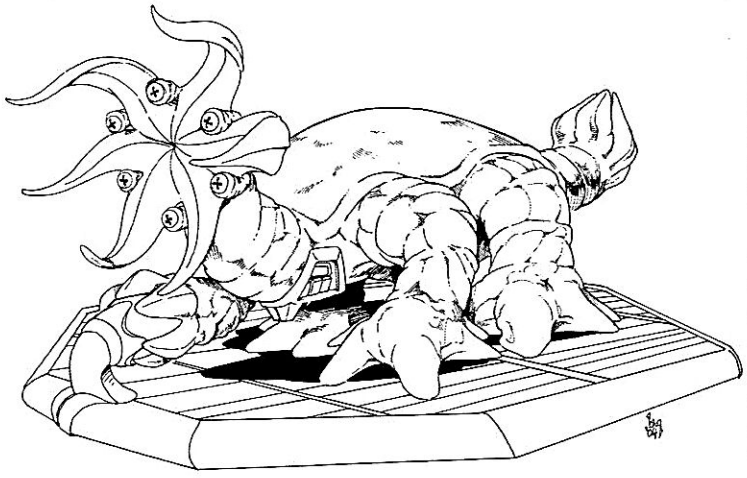
Special Faar Trait: **Closed Book**
All Faar have this trait.

Away from home, Faar are taciturn and rather unfriendly individuals. They are difficult to "read" by non-Faar. Thus all skills involving understanding a Faar's reactions or emotions (e.g. sense motive, intimidate, liaison) are made at a –2 penalty.

HIVERS

Hivers are perhaps the strangest beings in Charted Space. They vaguely resemble giant, six-limbed starfish with a leathery outer skin ranging in color from pink to tan. The name "Hiver" was applied long ago by humans, who mistakenly thought the Hivers had a hive mentality. Since there is no meaningful way to translate the Hivers' own name for themselves into Galanglic, the appellation is as good as any.

Five of a Hiver's six limbs end in a "hand" with six tentacle/fingers. A Hiver will typically walk on 4-5 of these limbs but can manage on 3 if the others are required to hold something or to accomplish a task. Hivers have no vocal apparatus, and communicate visually by a complex code of "finger wiggling". To interact with humans, Hivers normally use a Voder, a device that converts these visual signals into worlds that a human



can understand. The other limb (the "Primary" or "Head" limb) also has six "fingers" but also six eyestalks, between which are three infrared sensory organs and three ears. A Hiver can raise its "head" to a height of about 1.5 meters.

The limb opposite the "head" is slightly modified to enable it to pass reproductive material to other Hivers (a process referred to as "handshaking" by humans). Reproductive material passes in and out of a Hiver's central body by the same route as does food and bodily waste – an opening on the underside of the central body, which functions as a "super cloaca".

The Hivers have only one gender, and routinely "shake hands" with any and all Hivers they meet. This ensures a mix of genetic material when the Hiver produces larvae. Hivers have no parental instincts whatsoever, and the unintelligent larvae are of no concern to them. Normally, Hiver larvae are allowed to crawl off into a suitable wilderness area to fend for themselves. As they develop, those that survive will become intelligent and find their way back to Hiver society, to be welcomed as adults and full members. Those killed by predators and natural conditions are of no consequence. Where no suitable wilderness area is available, Hivers will normally kill their larvae to prevent them becoming a nuisance. To a Hiver, this is no more significant than swatting a fly.

Hivers are extremely curious creatures, and often travel or conduct experiments into things that interest them. They are also extremely averse to physical danger or confrontation, gaining them a reputation as cowards that may or may not be deserved. As well as their intense racial curiosity, Hivers seem to like manipulating others to do what they want. This habit has created a great deal of paranoia in those that deal with them, but in fact the extent to which the Hivers are actually able to manipulate others is unknown.

The Hivers are the dominant race in the Hive Federation, which includes many other species who (apparently contentedly) fill niche roles in the Federation. Thus the Federation employs a whole race of accountants and bureaucrats, a species of ground troops, a race of technicians etc. The fact that these people are quite happy doing the thing they do best in the interests of the whole Federation is a cause for grave concern and even revulsion among some humans. Clearly, they say, the Hivers have deviously manipulated these races into becoming contented slaves.

Whatever the truth of the matter, the Hivers are willing to trade and often travel through the Gateway region for various purposes. They have recently set up a permanent trade mission in the region. They do not seem to be interested in conquest and have no territorial ambitions, though history shows that the Federation is able to defend itself with more than devious words.

HIVER RACIAL TRAITS

- 2d8 Str, Dex, Con, Wis, Cha, and Soc
- Hivers have difficulty manipulating objects made for humans, and suffer a –4 penalty to all rolls when doing so.
- Special Skill: Hiver Manipulation
- Special Feats: Hiver Stability, Manipulate (Species)
- Hiver Trait: Combat Aversion.
- Hiver Base speed is 6 meters.
- Automatic languages: Hiver, Galanglic

Personality: Hivers are unemotional, but intensely curious. This can sometimes make them act unwisely. They take great pride in manipulating others to do things for them.
Physical Description: Very Strange. See above.
Status: Major Race
Homeworld: Guaran
Languages: Hiver
Adventurers: Hivers adventure out of sheer inquisitiveness, or to pursue personal goals. Some go out into the universe for the good of their nest. Hivers can belong to any character class, though Academics and Professionals are commonest and Army, Marine and Mercenary are very rare.

Special Skill: Hiver Manipulation

Hivers are adept at manipulating people (Hivers and non-Hivers) into doing what they want. This is not a "mind trick" or magic; it is merely the application of psychology. The Hiver must possess the Manipulate Species feat for the species targeted, and must be able to communicate with the person to be manipulated. The Hiver will normally slip several seemingly innocuous phrases into its speech that "trigger" a desired reaction in the target.

Simple manipulations (of the sort that Hivers do all the time) require a skill check at DC 15. The target is allowed a Will save if he realizes he is being manipulated. Manipulations of this sort will cause a person to undertake a simple action, like going down the corridor to fetch something for the Hiver. Asking someone to take a risk is more difficult, DC 25 or even 30. It is not usually possible to manipulate someone into hurting themselves or a loved one, or into taking a highly dangerous action. However, a successful manipulation might bolster the morale of a wavering unit, allowing a last charge or a resolute stand.

Some Hivers undertake long-term manipulations of societies or groups. This is a full-time project requiring thousands of minor and major manipulations, undertaken only by the most determined and skilful manipulators.

Special Feat: Manipulate (Species)

All Hivers that possess the Manipulation skill have the

Manipulate Hiver feat automatically – they know enough about their own racial psychology to undertake manipulations. Additional species can be studied, allowing the Hiver to learn to manipulate them, too. The Manipulate (Species) feat can be taken in place of any feat gained by the Hiver.

Special Feat: **Hiver Stability**
Hivers are low to the ground and very stable. This can be very useful, and some Hivers have learned to utilize their physiology to its fullest extent. Any Hiver can take this feat in place of any other it would normally gain. A Hiver using Stability gains a +4 bonus when making skill checks to keep its footing on rough ground, to avoid being bowled over by wind or a charging animal, etc. A Hiver undertaking work in a difficult environment (such as a shuddering, evading starship) can "base out" and make itself more stable, gaining a +2 bonus to offset some of the penalties incurred.

Hiver Trait: **Combat Aversion**
Hivers are extremely averse to physical danger and combat. Thus all Hivers have a Combat Aversion trait. Any time a Hiver finds itself in close (melee or handgun range) combat, it must make a Will save at DC 20 to avoid an Aversion reaction. If the save is failed, the Hiver will scuttle away seeking cover or just panic and fold up on the ground. The Aversion reaction lasts for 1d6 rounds. If combat is still raging all around, the Hiver must check again.

Experienced Hivers can reduce the DC of their Combat Aversion save by spending skill points. DC is lowered by 1 for every skill point so used, though it can never be lower than 10.

ITHKLUR

Ithklur are large, strong reptilian bipeds, whose skin is made up of small brown, green or bluish scales. They possess a tail and have claws on both hands and feet. They are carnivores, and their body makeup suggests that the proto-Ithklur hunted some fearsome beasts for food. Muscles are massive and the shoulders are protected by bony plates. Ithklur stand upright, though they will sometimes run on all fours over rough ground.

Ithklur have two sexes and are warm-blooded. They can perceive a little way into the infrared, and have an acute sense of smell. Their powerful hands are not well adapted to using equipment designed for humans (they sometimes break bits off) or Hivers (Hiver equipment, designed for a species without any bones in its fingers, tends to last mere minutes in Ithklur hands before being completely ruined).

The Ithklur are members of the Hive Federation, and seem happy to serve the Hivers as ground troops and bodyguards. The exact relationship is difficult to define. Hivers never seem to question that the Ithklur will obey them, but the Ithklur seem to delight in playing practical jokes on and generally messing around their "masters". Many Ithklur maintain that THEY are in charge, and allow the Hivers to believe otherwise so that they'll do all the "boring stuff", leaving the Ithklur free to pursue enlightenment, fight, and have a good time.

Ithklur are a deeply spiritual people, with a fondness for flowers and botany. They are also fearsome fighting machines who embrace anarchy and actually enjoy violence. This seems like a contradiction in terms to humans, and indeed to Ithklur too. The difference is that Ithklur don't care. They are what they are, and they like it that way, paradoxes and all.

ITHKLUR RACIAL TRAITS

- Str +2; Wis +1; -2 Dex; -1 Cha
- Ithklur Base speed is 12 meters.
- Infravision.
- Keen sense of smell: +2 on skill checks involving smell.
- Automatic skill: K/Botany (4 ranks)
- Special Feat: *Enlightenment*
- Special Feat: *Enlightened Rank*
- Automatic Languages: Hiver, Ithklur, Galanglic

Personality: Happy anarchists; spiritual warriors with a child-like delight in the universe.
Physical Description: Humanoids with scaly skin, heavily built, with claws and a tail.
Status: Minor Race
Homeworld: Tryylin
Languages: Ithklur, Hiver, Galanglic
Adventurers: Ithklur adventure much like any other race. Mercenary is the commonest class choice.

Special Feat: **Enlightenment**
An Ithklur can take the special feat Enlightenment in place of any feat he would normally gain. An Ithklur who has gained Enlightened status has "found himself" and can begin his quest for true spiritual enlightenment. Those who have not gained this feat are purely physical beings; those who have it are on a new path to discovery. They perceive the paradoxical nature of all reality and delight in it.

Special Feat: **Enlightened Rank**
An enlightened Ithklur can take additional steps towards full enlightenment perhaps someday to gain the title of "Blissful Warrior" so revered by lesser Ithklur. The mechanism by which this feat is gained is too complex to explain in here; it will be covered in a forthcoming volume. The feat is included here to allow Enlightened Ithklur to be ranked. All start at Rank 1. Rank 8 is the highest possible, a very rare achievement that nevertheless can be attained by a lowly bodyguard or garbage collector. Ithklur will give great credence to a highly-ranked Enlightened member of their race.

K'KREE

K'Kree are large herbivores with a pair of forelimbs sprouting from their forequarters. They are sometimes referred to as "centaurs" by humans, after an old Terran legend. K'Kree hands are dextrous but weak compared to those of humans.

K'Kree have a stratified society which includes leaders, warriors and merchants, and as herd creatures they have a herd mentality. This can lead to some cold-blooded thinking on the part of leaders, but this is not the thing that disturbs human neighbors the most.

The K'Kree are militant herbivores, whose culture brands all meat-eaters as "vermin" to be destroyed. The K'Kree have already exterminated many species of carnivores, including several that were sentient and even civilized. They are willing to interact with humans and other meat-eaters, but openly acknowledge that any peace is just a temporary situation until the glorious day when the K'Kree military forces (who are known in the K'Kree tongue as "Killers of Vermin") will wipe out all carnivores and omnivores. This attitude makes neighbors nervous, but the balance of power is such that an uneasy peace has existed between humans and K'Kree for centuries.

It is possible to interact meaningfully with the K'Kree, and trade missions sometimes cross the neutral space between the Imperium and the 2000 worlds. However, friction is quite common, and human states outside the Imperium report frequent border incidents and starship combats.

As herd creatures, K'Kree are intensely claustrophobic and cannot stand being alone. Thus their ships are rather large by human standards, and contain whole family groups. The K'Kree make use of robotic fighters and other small craft, which are not very efficient. Despite this, they are not to be underestimated – there are a lot of them, and they can be very determined, even if they did once manage to lose a war against the Hivers. Thus nobody wants to start a conflict with the 2000 Worlds, despite the provocations. Such a confrontation would probably become a genocidal, apocalyptic war, which must be avoided.

However, the rise of an extreme (even by K'Kree standards!), group calling itself the Lords of Thunder (or Power), which is currently carving out an empire and openly proclaims its destiny to destroy all meat-eaters, may be the final straw that precipitates a major war.

K'KREE RACIAL TRAITS

- 4d6 Str and Con, 2d8 all other stats
- K'Kree Base speed is 12 meters.
- Special Feat: *Tolerate G'naak*
- Special Feat: *Vehicle Crew*
- Automatic feat: Long-winded.
- Automatic languages: K'Kree, Galanglic

Personality: Militant Herbivores. Strong caste roles in society.
Physical Description: Quadrupedal, with arms sprouting from the torso.
Status: Major Race
Homeworld:
Languages: K'Kree, Galanglic
Adventurers: K'Kree can only leave their herds in groups. They may be encountered in such groups, but they make poor player-characters.

Special Feat: **Tolerate G'naak**
K'Kree consider all meat-eating (omnivorous and carnivorous) species to be G'naak (Vermin). K'Kree are repulsed and even moved to violence in the presence of such species. They can tell if an individual has consumed meat recently by his body odor. A K'Kree who possesses this special feat (which can be taken by any K'Kree in place of any other feat he would normally be able to take) allows the K'Kree to temporarily overcome his revulsion and have meaningful interactions with G'naak creatures. He will still be revolted, but will not automatically react badly. Characters who have taken precautions like going onto a vegetarian diet for a few days will find that K'Kree with this feat react a little better to them.

Special Feat: **Vehicle Crew**
A normal K'Kree forced into a confined space such as a tank, ATV, or small spacecraft would be quickly rendered helpless by acute claustrophobia. Those selected to crew vehicles and

spacecraft possess this feat (which is taken in place of any that the K'Kree could normally take). They are somewhat insane and are treated with caution in K'Kree society, but they are necessary. K'Kree with this feat can function in a vehicle so long as there are at least 4 occupants. To be in the presence of less than 3 of his own kind is a desperately lonely situation for a K'Kree; he will be unable to function rationally and may panic uncontrollably.

KAFOE

The Kafoe are a mysterious starfaring race encountered in the Crucis Margin sector. They are strangely Vargr-like, though they are clearly not Vargr. Kafoe encountered by humans are somewhat heavier-built than Vargr, and differently proportioned. They appear not to share Vargr racial traits, and while they possess a tail, this is long and prehensile. Kafoe walk upright on their hind legs, grasping tools with their long-fingered hands. The latter possess formidable claws. Their short snout (shorter than that of almost any Vargr) is accentuated by a pair of formidable downward-pointing sabertooth-like fangs.

The Kafoe appear to be fairly technologically advanced, though their origins are mysterious. They seem to have an extremely violent society based upon the dominance of a few individuals.

Little is known about the Kafoe, other than their physical traits.

KAFOE RACIAL TRAITS

- +2 Str and Con; -2 Dex; -1 Int and Wis
- Kafoe base speed is 9 meters.
- +2 to BAB
- Claws do 1d4+1 damage in close combat
- Bite does 1d8 damage in close combat
- Special Feat: Ravage
- Special Trait: Instant Violence
- Automatic Languages: Kafoe

Personality: Kafoe are aggressive and hostile creatures who raid and kill without mercy
Physical Description: Kafoe resemble short-snouted, heavily-built sabertooth Vargr. They move constantly hunched and ready to spring into violent action.
Status: Minor Race
Homeworld: Unknown. Possibly Indang or Derj
Languages: Kafoe, Galanglic Dialect
Adventurers: Kafoe raid and maraud in groups, but rarely leave their society to adventure, and probably do not cooperate with other species. They are not recommended as player-characters, but if one is played, it should begin as a level 3 character (i.e. 2 alien levels). Kafoe probably belong to a version of the Mercenary and Navy classes best termed "Kafoe Warrior" and "Kafoe Starfarer". A noble or leader class may also exist.

Special Kafoe Feat: **Ravage**
A Kafoe can take this feat in place of any it could normally acquire. A Ravage attack is a diving frenzy of claws and slashing tusks. The Kafoe must declare a Full Attack option. If the target is already down, the Ravage automatically begins. If he or she is upright, the Ravage provokes an Attack of Opportunity, and the Kafoe must succeed in a basic attack roll to dive onto the target (AC bonuses for Dex, and penalties for heavy armor etc DO count, but the target gets no benefit from his armor to avoid this overbearing attack.) Only medium-sized creatures and smaller can be borne down like this, but a larger creature, if already on the ground, can be the victim of a Ravage attack.

Once the target is downed, the Kafoe can attack with both claws and its bite per round for each attack it would normally have, at a penalty of –2 to all attack rolls. If the victim survives the first round, the Kafoe must go on Ravaging until death occurs unless it makes a DC20 Will save. This can be attempted at the end of any round, freeing the Kafoe to get up and do something else the next round.

Special Kafoe Trait: **Instant Violence**
All Kafoe automatically have this trait. Kafoe are always ready to leap into violent action, and thus are never flat-footed. A Kafoe will always be able to fight back, even if an attack catches it completely by surprise. In addition, the Kafoe gains a +2 attack bonus to melee attacks (in addition to the normal +2 for being a Kafoe) in the first round of combat.

KAHYRI

The Kahyri are a warm-blooded race native to Sfyri, a dry world in the Crucis Margin sector. They are upright bipeds standing a little under 2 meters tall on average. Kahyri are somewhat reptilian in appearance, with leathery skin (whose coloration ranges from pink to dark brown, much as per humans) and a beak-like face.

The Kahyri appear to have three social castes, and also three sexes. Two sexes have been identified as "Male" and "Female", while the third is referred to as "Home-Guardian" and may be a neuter gender, playing a role in the raising or protection of young, or may be in some way necessary to reproduction. Human research on Kahyri reproduction is somewhat limited.

Members of all three sexes can be members of the three castes, which appear to be genetically rather than socially determined. The castes are known to humans as Winged Caste, Tailed Caste, Common Caste. In fact, the physical differences between the castes are not very pronounced. All three castes possess a short tail and small wings. The Tailed Caste is somewhat larger and stronger, in addition to possessing a larger and stronger tail. The Winged Caste is smaller and lighter built, and has larger wings. The Common Caste lies between the two.

These physical differences are thought to be holdovers from the Kahyri prehistory, but it is known that they are accompanied by slight mental differences. As a rule, the Common Caste is about equivalent to human average intellect, while members of the Tailed Caste are prone to be very direct and lacking in subtlety. Winged Caste members are highly agile physically and possess similar mental attributes, though they are not as strong or tough as other caste members. Members of all three castes and sexes can be found in all areas of Kahyri activity, though normally their mental attributes make them more or less prone to advancement in their chosen field.

Kahyri are highly social creatures, with strong codes of honor and behavior pervading all aspects of their lives. They are led by a group whose name translates as "Servants of Honor", who appear to be some sort of priest/administrator group, and whose role is seen to be to serve by leading.

The Kahyri possess a considerable technological base, with their homeworld being estimated at TL D. They are quite capable of using devices made for humans, and sometimes trade technology and other goods. The Kahyri do not give their trust easily, and constantly watch outsiders for signs of honorable (by Kahyri standards) behavior, and its opposites.

The Kahyri have no concept of commerce law. All dealings are governed by the normal rules of personal integrity and honorable conduct. Kahyri are quite willing to accept a valid reason for non-completion of a deal, if they feel that the other party has behaved correctly. However, the lengths that a Kahyr (singular of the racial name) will go to keep its word are impressive, and they expect the same from others.

The Kahyri as a race do not seem to be interested in expansion beyond their handful of worlds, but individuals and small groups wander across the region at will. The most commonly encountered Kahyri ship is a small (300t) scout vessel, normally crewed by a mixed group of castes and sexes.

For historical reasons, Kahyri dislike Hivers, and prefer not to deal with them. An individual Kahyr will normally speak contemptuously of Hivers, classing them among mere animals since the Kahyri definition of sentience translates as "possessing a sense of personal integrity" or "having honor".

KAHYRI RACIAL TRAITS

- Common Caste: as humans
- Tailed Caste: +2 Str, +2 Con, -2 Wis, -2 Cha, -2 Int
- Winged caste: +2 Dex, +2 Int, -2 Con, -2 Str
- Special Feats: Kahyri Honor
- Racial Trait: Bad Liar
- Kahyri Base Speed is 9 meters.
- Automatic languages: Kahyr, Galanglic

Personality: All Kahyri are very concerned with personal integrity, and will keep their word, fulfil their obligations, and so on no matter what. Adherence to laws is a different matter. If a Kahyr says it will obey a law, it will. Whether it chooses to give such a promise depends upon the law, though most of the time Kahyri away from their worlds will try to follow local law and convention out of courtesy, so long as this does not compromise their personal integrity.
Physical Description: Upright biped, leathery skin. Short reptilian tail and small wings.
Status: Minor Race
Homeworld: Sfyri
Languages: Kahyr
Adventurers: Kahyri adventure for many reasons. Some will quest to right some wrong or to punish someone who has hurt Kahyri through dishonorable actions. Most travel for the same reasons as humans – business, academic interest or simply for the thrill of adventure. Kahyri can belong to any class, and all castes can be found in all roles.

Special Feat: **Kahyri Honor**
This feat can be gained by any non-Kahyri who has interacted with them, in place of any feat the character would normally gain. Kahyri automatically possess it.

The feat represents familiarity with the mindset of the Kahyri and some of the conventions that drive their society. A

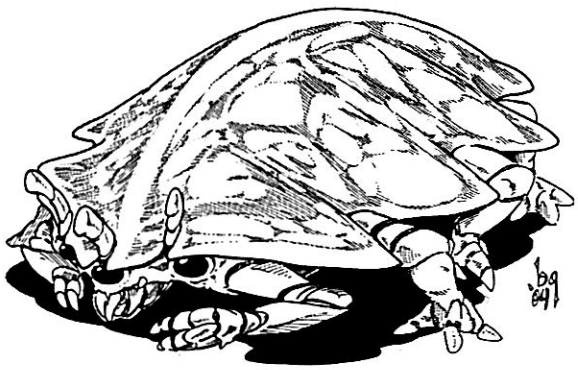
non-Kahyri without this feat will have a hard time persuading Kahyri to accept his promises or his personal integrity, suffering a –4 penalty on all skill checks to lead, command, trade with or otherwise influence the actions of Kahyri. Those with the feat habitually use the correct gestures and phrases to show their sincerity, and suffer no such penalty.

Persons possessing this feat also gain an understanding of what integrity means to Kahyri, and while some will abuse it, the majority gain a deep respect for its principles. They also become ill-disposed to Hivers, whose "dishonorable" actions long ago still rankle with the Kahyri and those who think like them.

Racial Trait: **Bad Liar**
All Kahyri possess this feat.

Kahyri are lousy liars. Most will not even try, and some cannot comprehend the concept. Those who, for whatever reason, want to utter falsehood suffer a –4 penalty to all skill checks while doing so, because their words come out stilted and awkward, while their body language radiates discomfort with the concept. This penalty normally applies to Bluff checks, but depending upon circumstances might apply to other skills such as Intimidate, Disguise etc.

MASKAI



The Maskai are native to 224-103 in the Gamma quadrant of the Glimmerdrift Reaches sector. They are physically powerful, nine-limbed creatures with a hard outer carapace protecting their internal organs from most environmental hazards. Standing around 0.5m high, a typical Maskai is 1.5 to 2m long.

Maskai ambulate on six limbs, which end in powerful claws capable of gripping the smallest projection in rock or other surfaces. Their sensory organs include three eyes set deep under a projecting ridge, and three antennae which can sense some distance into the infrared (though with rather poor resolution) and possibly some other sections of the electromagnetic spectrum.

Maskai are capable of breathing almost any atmosphere. They are happiest in very dense, but can tolerate even a trace atmosphere for some time. Researchers theorize that they have a means to control their breathing intake; a sort of natural compressor/filter mask. Maskai can even function in hard vacuum for up to 15 minutes before starting to suffer at all, though it is thought that they find this unpleasant.

The three forward limbs of the Maskai are manipulators. The outer ones function as hands, and are quite dextrous, while the third projects from below the mouth, and acts as a combination tongue/hand/eating appendage. As might be expected, Maskai find it difficult to use human tools, and suffer a –2 penalty when doing so. Maskai troops sometimes use support weapons slung under their bodies, turning themselves into mobile gun emplacements, albeit with a limited elevation.

Maskai are mostly vegetarian, and can subsist indefinitely on algae and a lichen that occurs on their trace-atmosphere homeworld and is now tank-grown for mass consumption.

Little is known about Maskai society. They do not communicate readily with humans, and seem inclined to give little away. It is though that some sort of ruling elite resides at Maska Shi'ir, though how the society works remains a mystery. Even the name "Empire", applied to the three core and one conquered world of the Maskai, is a human label and not necessarily relevant.

For the most part the Maskai keep to their own worlds, though they do trade for resources and rare technologies. However, earlier this century they conquered the human world of Alone for reasons of their own, and have begun several construction programs there for purposes unknown.

Maskai are known by some humans as "nasties", since their insectoid nature is suggestive of cockroaches and therefore repellent to many humans. Their arrogant, standoffish attitude does little to compensate for this. Their native language (and indeed most of the sounds they can make) is utterly incomprehensible for humans. Humans cannot learn to speak the Maskai due to physical limitations, though some individuals are able to gain a partial understanding of it. Maskai find it difficult to speak Galanglic, creating real communication problems.

MASKAI RACIAL TRAITS

- 4d6 Con
- Maskai are immune to most atmospheric taints
- Maskai can breathe a Trace atmosphere (with discomfort) for up to 1 hour without harm
- Maskai can survive in vacuum for 15 minutes without harm
- Maskai Base Speed is 12 meters
- Limited infrared perception
- Automatic languages: Maskaan
- Maskai begin with 2 alien levels, with 3000 XP.

Personality: Arrogant, standoffish, mysterious.
Physical Description: Giant beetle with three arms at front end.
Status: Minor Race
Homeworld: 224-103
Languages: Maskaan, Galanglic Dialect
Adventurers: Maskai do not normally leave their worlds, though trading parties can be encountered. They are not recommended as player-characters, though they can belong to any class as appropriate for their function.

UPLIFTED RACES

A number of species of Terran animal have been uplifted to full sentience, mostly by Solomani scientists during the Rule of Man era. As the Rule of Man collapsed into the Long Night, colonies founded with the assistance of these races went their own way, and in some cases the uplifted species came to be the dominant sentient race on a particular planet. In other cases, the uplifted beings created their own society away from humans, and occasionally truly integrated civilizations were created.

While the uplifted races retain the physical characteristics of their parent race, they now breed true, and are generally as intelligent as any human. Some social characteristics do carry over from the animal instincts of the uplifted species, but for the most part the uplifted races have fully developed societies adapted to their local conditions.

The Solomani are known to have also attempted genetic manipulation of humans beyond what was necessary to fit them to harsh environments. Reports of a "gene war" between humans and some sort of "supermen" persist, though even within the Solomani Confederation little is known about exactly what happened, outside of secret government archives. It is thought that the Solomani became nervous of any race that could replace or supplant humans in their normal environment – the so-called "Supermen", the Apes and the Ursa, among others – and took steps to eradicate them. These efforts were not 100% successful in all cases.

It can be assumed that the Rule of Man-era Solomani did not feel threatened by Dolphins and Orca, since these species have become quite widespread.

Ursa are detailed in the THB. Stats for the other uplifted races are unlikely to be very useful, so they have been left out for the sake of space. See the Appendix (at the back of this book) for NPC stats that can be used for members of these races.

APES

The Solomani uplifted a number of species of Terran ape to partial or full sentience. However, few communities survived the Long Night and thus ape colonies are very rare. Some may exist in a wild or primitive (Neolithic) state in undeveloped regions of some worlds.

DOLPHINS

Foremost among the uplifted animals were Terran dolphins. A number of worlds still have large numbers of dolphins living in their seas, sometimes integrated with an aquatic or semi-aquatic human society. Dolphins like most humans, but for some reason tend to react badly to Luriani. Most cannot explain why; they simply feel a subconscious discomfort in the presence of Luriani people. Luriani do not feel any such emotion, though some find dolphin voices incredibly irritating and their sonar songs inane.

Dolphins normally live in fairly large extended-family groups, and are prone to wandering around the seas of their homeworlds. They naturally find it rather difficult to travel offworld, though special travel tanks are available to those who have to undertake a journey. The Imperial Armed Forces has a handful of Dolphin units. Most notable is the 1296th Assault Regiment (Aquatic), which is equipped with battledress adapted for underwater use.

ORCA

Solomani engineers also uplifted a large number of Orca (Killer Whales) for much the same reasons are dolphins. Orca are less friendly than dolphins, and tend to live apart from humans. They are not unwilling to co-operate with land-dwelling creatures, but neither do they have much interest in developing relations with non-aquatic beings. Orca get along as well with Luriani humans as with any others – in other words, they are only distantly courteous, but have no natural antipathy.

URSA

Uplifted from the Terran brown bear, Ursa are large and powerful, but few in numbers. Adapted for colonization of high-gravity worlds, the Ursa have a particularly unfortunate history. Feeling that the Ursa project was a dead end, the Solomani corporation GenAssist closed down its operations and attempted to terminate all specimens. Some Ursa escaped and rescued many of their kind, but the slaughter of thousands upon thousands of their race – more than 80% of the Ursa population perished – forever haunts this slow-breeding race.

Ursa are still quite rare, and live in small communities on several worlds. These enclaves are ruled by family elders (who would be considered quite young by humans; another tragedy for the Ursa – they live rather brief lives). Ursa seem rather stern and intimidating to outsiders, and they do not give their trust lightly. However, once befriended they are loyal and – perhaps surprisingly – jovial and fun-loving.

Perhaps as a reaction to the ease with which they can

deal out violence, Ursa are great craftsmen and love to make fine things. They take great joy in jobs that let them create something (this can range from farming through carpentry to naval architecture), but intensely dislike to destroy anything.

On most worlds, Ursa are exempt from the draft or other enforced military service (this is in response to a long-standing Archducal recommendation, which is honored in most regions), though a few do volunteer for service.

Ursa are occasionally prone to wanderlust, and will sometimes take off for years on a grand want-to-see-everything tour. Others find themselves motivated to join the Imperial Interstellar Scout Service, for much the same reasons.

VARGR

Technically, the Vargr are another uplifted race, but the engineering that turned them from Terran canines into sentient beings took place millennia ago. Vargr are by far the commonest non-human race in the Third Imperium, and they are reasonably common in the Coreward end of the Gateway region. In Ley Sector, very few worlds have a predominantly Vargr population, but many human-populated worlds will have a significant Vargr minority (1-10% of the population, typically). Vargr may live separately in enclaves, or may be fully integrated within local society. Further to Rimward, Vargr become less common.

Vargr in the Gateway region tend to have shorter, flatter snouts than their cousins dwelling to Coreward. Fur is predominantly sandy or tawny. Pure black Vargr are rare anywhere, and in Gateway they are almost unheard-of.

The Vargr in Gateway have no overall political structure. They are members of whatever society exists on their home worlds, and owe allegiance to their local and planetary rulers. However, a few very charismatic Vargr leaders do exist within Gateway, and these do attract followers (not all of them Vargr) from across the region. Most widespread is the Ministry of Kar'Rouggh, the devoted following of a Vargr preacher belonging to the Church of Stellar Divinity. Kar'Rouggh's message, of universal tolerance and respect, delivered from his interstellar temple/yacht, has won him a multi-world following. Less wholesome is the smuggling ring run by a clique of charismatic Vargr from a base just outside the Imperial border. These organizations are exceptional, however. The vast majority of Vargr are simply citizens of their homeworld, with no considerations of race.

VIRUSHI

There are few Virushi resident in Gateway. Most are on assignment as members of the Imperial services, megacorporations or university staffs, or have retired to the region. There are, however, a few small enclaves of Virushi here and there. They have no overall political agenda or organization.

WANDERERS

Like the Hivers, Wanderers seem very alien to humans. Their insectoid origins are obvious, and the way their bodies are constructed results in a way of moving that constantly surprises and seems "wrong" to human observers. Their language is also rather difficult to translate. As a result,

most Wanderers that interact with humans adopt a common human name like Bob, Alice or Eneri rather than attempting to translate their own.

The Wanderers are a mysterious people, who do not discuss their society or religious beliefs (if any) with outsiders. Thus what is known about them is mainly based upon observation and speculation, and may be inaccurate.

The Wanderers entered the Gateway region around year 320 after crossing the Lesser Rift in their Worldships. These Worldships are gigantic non-jump-capable vessels, each home to a large (the actual size is unknown) community of Wanderers. From the Worldships, Jump-capable vessels range across the region, trading and visiting various worlds. The Wanderers have set up a number of small enclaves on various worlds, from which they conduct trade. Humans are very rarely invited into these enclaves.

Wanderer technology seems to be equivalent to the Imperial TL12, though few devices have been examined by experts, and the Wanderer way of doing things is very different to the approach used by humans and most other sentients.

Wanderers are peaceable people who will fight in self-defense but more normally respond to threats with negotiation and/or a withdrawal. When they do fight, their warriors are ferocious, and not deterred by casualties.

It is thought that the vast majority of Wanderers have an overwhelming sense of community, and cannot bear to be isolated from their kin. However, a small proportion seem to be quite happy to leave the company of their fellows and to travel independently. These individuals are referred to as "rogue" Wanderers. Their motivations are largely unknown.

POWERS IN THE GATEWAY REGION

Several major powers, and many minor ones, are at work in the Gateway region. Few worlds are completely free of outside influences. The most powerful and influential force in the region, through its Domain administration, is the Third Imperium.

THE THIRD IMPERIUM

The Third Imperium is a human-dominated empire of some 11,000 star systems. It holds a large amount of territory in the region (almost all of Ley sector, plus a few worlds in the Glimmerdrift Reaches). Cultural and economic influences are strong, especially close to the Imperial border. Further to Rimward and Trailing, Imperial influence falls off considerably.

The Imperium is not a vast, monolithic structure. The time lag inherent in interstellar communications makes this impossible. Instead, the Imperium resembles a vast federation of worlds that agree to certain common practices, and allow the Emperor and his subordinates to deal with foreign policy, military affairs and similar multi-world considerations while maintaining control of their internal affairs.

The Imperial administration is divided into a number of Domains, each of which comprises four sectors. The Domain's Archduke is the Emperor's representative in the area. In the Gateway region, almost all Imperial presence is administered through the Domain of Gateway. This is actually the smallest of Imperial domains, for although the Domain's area of interest consists of the usual four sectors, only one and a small part of another lie within the Imperial Border. Further, astrographical considerations make it impossible to administer the cluster of Imperial worlds in the Glimmerdrift Reaches sector. They are thus considered to be part of the Domain of Sylea, and administered from Delphi.

THE IMPERIAL DOMAIN OF GATEWAY

Gateway Domain lies at the very fringe of the Imperium. As a result it is in some ways a backwater and in others a vital strategic area. The nominal area of the domain is the same as all others; four sectors. However, since much of the area that would be part of the Domain lies either in the two Rifts or else beyond the Imperial border, the territory administered by the Archduke of Gateway is rather smaller than that of other Imperial Domains.

The Domain, like all Imperial Domains, consists of four sectors: Ley, Glimmerdrift Reaches, Gateway and Crucis Margin Sectors. It is important not to confuse the Gateway Sector (which actually lies beyond the Imperium) with Gateway Domain (which by definition is part of the Imperium).

The region of space that is now the Domain of Gateway has a long history of habitation by humans and other beings. Two human races, the Luriani and the Sydites, are native to the region. Other humans arrived in the period before the Long Night, from the Ziru Sirka and Rule of Man. During the Long Night many groups diverged from the mainstream of their parent culture. Others were changed in various ways by settlers arriving since the end of the Long Night. As a result there are now many diverse groups of humans living on the worlds of the Domain. Some have strong cultural traditions while others have drifted towards an "Imperial-Standard" society.

The Luriani have long been Imperial citizens. They can be found throughout the Domain (and the Imperium) but are mainly concentrated in the cluster around their homeworld of Daramm. The Sydites are for the most part not Imperial citizens. Some have crossed the border and become integrated into Imperial society but most reside within the boundaries of the Khuur League, just beyond the Imperial border. Relations with the League can sometimes be strained, but for the most part trade and individuals can cross the border freely.

The region is also inhabited by a number of minor races, of whom the Wanderers are the most widespread. The homeworld of these insectoid beings lies far away, across the Lesser Rift, but their ships can be encountered anywhere in the sector. Wanderers are mainly encountered in the backwaters. They rarely explain their purposes, but trade willingly in whatever systems they visit.

The Domain of Gateway is protected by a single Named Imperial Fleet; the Ley Sector Fleet. Normally each sector has a Named Fleet, but since so much of those sectors lies outside the Imperium, there are no fleets assigned. Instead, the Ley Sector Fleet is normally about 10% overstrength, mainly in the lighter classes such as escorts, destroyers and light cruisers. Since the outbreak of the Solomani Rim War, force transfers have stripped the fleet of a portion of its vessels, leaving it understrength and still responsible for an area slightly larger than a normal sector.

GATEWAY DOMAIN IN 990

The Imperium reached its present borders in the region about 200 years ago, and while a few worlds have applied to and joined the Imperium since then, there has been little deliberate expansion in the past two centuries.

Thus while still a frontier, Gateway Domain is also a settled area. There is some friction along the border, but for the most part the worlds and states close to the Imperial border are used to their status as clients or independent worlds. Relations are not always cordial, but understandings have been developed. Cross-border trade and travel is common, and many businesses operate on both sides of the border. Law enforcement agencies usually co-operate, much to the detriment of criminals seeking refuge on the other side of the line.

However, not all is well in the Domain. The local economy has been somewhat stagnant for many years, and restrictive practices have been tolerated for so long that many business concerns have a stranglehold on their key regions and business areas. This situation has changed radically with the installation of a new Archduke, Marcus Aaron Erechs. Archduke Erechs is not at all popular with many of the old, established concerns, who see his policies of free trade and fair competition as a threat to their market share. A horde of new firms have sprung up to challenge for a slice of the pie. Not all of them are well-planned and some are outright crooked, but for the most part Gateway Domain is an area of new business opportunity for

those with the wit and courage. Entrepreneurial activity is on the rise, and the prospects are good.

However, the new business boom is encountering unexpected challenges. Commerce raiding and piracy by Solomani-sympathizing and opportunist states along the border have stretched the Ley Sector Fleet very thin. Even with Reserve and Colonial warships carrying out routine patrol and Guardship operations, the fleet is struggling to deal with the situation.

One result of this tension is the formation of the Loyal Sector Guard, an unofficial, unsanctioned and therefore technically illegal alliance of worlds, rich individuals and corporate concerns. The LSG has raised funds to hire Starmerc vessels and to outfit trader ships to patrol the spacelanes. So far the material effect of the LSG has been very slight, but the movement seems to have met with great popular approval. Some members have gone so far as to create a uniform and rank structure. The Archduke is deeply concerned about this "popular militia", despite its constant declarations of loyalty and proven resolve to defend commerce in the Ley Sector. Some say that this is merely embarrassment at seeing citizens do the job of the Imperial services, while others wonder what sort of precedent is being set.

POLITICAL STRUCTURE OF THE DOMAIN

As with all Imperial Domains, the worlds of Gateway Domain are self-governing. Each planet provides for its own defense as best it can, selects its own style of government, and administers its own laws. Trade agreements and other treaties between worlds are permitted, but no multi-world armed forces are permitted. Some worlds do possess starfaring warships; these are assigned to the "Colonial Fleet" that backs up the Imperial Navy when they are not employed on the business of the owning world.

All member worlds are required to recognize Imperial authority in some matters. All worlds are required to recognize and uphold Imperial High Law, which is a relatively small body of law dealing mainly with sentients' rights and freedom of trade within the Imperium. Imperial agents have jurisdiction in matters of High Law, though as a courtesy they usually work with or through their local counterparts.

Each world has one or more Imperial Nobles associated with it. These nobles are not usually planetary rulers, and in many cases they are not even native to "their" world. Their function is to represent the world's interests at various levels of Imperial administration; in effect serving as liaison between the planetary government and the Emperor or his Archduke. Depending upon the status of a particular world, its representing noble may be a Knight, a Baronet, a Baron or a Marquis.

Several levels of Imperial representation exist. Groups of 3-4 worlds have a Count associated with them. This powerful individual maintains a court where representatives of the worlds in the group can interact. Local problems are often dealt with at this level; agreements reached or deals thrashed out by nobles representing the local worlds. Nobles from outside the cluster represented by the Count will often come to his (or her) court to represent their interests to the group as a whole.

If a matter cannot be adequately settled at the court of the local Count, it can be taken to a higher court. Each subsector is the responsibility of a Duke, a very powerful individual whose court is responsible for settling matters occurring within the subsector, and is also a place where representatives of worlds outside the subsector can come to deal with cross-subsector issues.

Above the Subsector Dukes is the Sector Duke, who has his court at the Sector Capital. The only sector with a Sector Duke in Gateway Domain is Ley Sector (the other sectors have so few Imperial member worlds that there would be no point in having a Duke). The current (993) Sector Duke in Ley Sector is former Archduke Nells, who was stripped of his Archducal titles but retained his Ducal role. His capital is at Dukh, which until recently was also the Domain capital. The Sector Duke is also the political master of the Imperial fleets assigned to the region, though his orders must go through the proper Navy chain of command.

Matters which cannot be settled at Sector level go to the court of the Archduke, who is responsible for the four sectors of a Domain. In Gateway 993, the Archduke is Marcus Aaron Erechs, whose capital is at Annapabar. The move from the Sector capital at Dukh has caused some controversy (not to mention disruption) but since the sector capital is the home of the deposed Nells, the move was perhaps prudent.

Finally, if a settlement cannot be reached at the Archduke's court, the matter goes to the Imperial court at Capital. There, it will be dealt with personally by the Emperor. His word is law, and there is no higher authority. However, it is very unusual for the Emperor to hear a case that has not been through all appropriate lower levels of Imperial authority.

These increasingly powerful nobles are charged with dealing with internal and external matters within their jurisdiction, subject to guidelines that filter down from higher courts and in accordance with High Law and Imperial precedent.

Many worlds maintain a representative only at the next highest court (that of the Count, usually), though some have a representative noble at each level, right up to the Imperial Court itself. The normal practice is to present a case to the Count, whose own representative takes it to the Duke if needed. The Duke will take it further if necessary. This responsibility to represent lower nobles, even in the case where the Count or Duke disagrees with them over the matter at hand, is one of the fundamentals of the Imperial system.

Many Imperial nobles are directly involved in representation at various levels. Others have different duties, and represent corporations or other organizations. There are also many, many nobles who hold titles and even have holdings on particular worlds, but are not involved in representing them. These individuals have other duties or may simply be hereditary title-holders.

Note that while the Nobility will represent and act for a world, they do not rule it and can do nothing more than advise the world government of the situation and of the best course of action. Worlds rule themselves; the Imperial government structure exists to facilitate relations between the worlds and ensure that nobody is shooting at the member worlds as they get on with their business. However, worlds that ignore Imperial High Law are corrected using any and all means the Archduke can bring to bear. The Imperial Navy is the usual means by which correction is applied; measures range from

economic sanctions enforced by Naval vessels to planetary assault.

Imperial jurisdiction begins 100 diameters out from a world. Beyond that limit, local forces have no legal jurisdiction, though there are special guidelines governing deployed naval forces defending a world. In the 10-100 diameter region, Imperial forces share jurisdiction for most purposes, and within 10 diameters, a world government has complete jurisdiction, with one exception.

Starports are considered to be Imperial territory. They may be owned and operated by the local government, a corporate body, or any other suitable agency, but the port itself is an area of Imperial jurisdiction. This means that law level may be different from that of the host world (Most ports have a standard law level of 3, but this is not carved in stone).

Ports are often (but not always) guarded by a detachment of Imperial Marines, who also protect diplomatic and bureaucratic staff assigned there. Marines do not normally conduct law enforcement however; portside security or Ministry of Justice personnel are assigned to this task.

Note that there is no unified "Imperial Customs Service". Customs inspections and contraband seizure is a task shared by port operators, the Imperial Navy and local naval forces, plus the Ministry of Justice. The Imperial Navy trains personnel from all services in common techniques, but since there are many jurisdictions in Imperial space, the Navy only conducts searches in deep space or upon suspicious vessels. Routine customs work is a matter for local forces.

Imperial Administration and Other Services

The Domain administration is backed up by a number of official bodies. The most important, though the last one to be considered by most people, is the Imperial Bureaucracy.

The Imperial Bureaucracy

The Bureaucracy employs thousands of people across the Domain, serving on the staff of various nobles, at starports and in regional offices that deal with the minutiae of government – census figures, taxation, legal matters and so forth.

Many of these people are archetypical "faceless bureaucrats" living comfortable if unexciting lives, collecting a good salary and benefits, and just keeping the administrative apparatus moving along. However, some bureaucrats have much more eventful lives. Some are assigned to frontier or backwater worlds, and some belong to offices that have very eventful lives. The Imperial Taxation Audit Service, for example, has such an eventful career that its members are sometimes jokingly referred to as "Assault Accountants".

The Ministry for Trade and Commerce (a sub-office of the Bureaucracy) is also very important in the Gateway region. Its personnel are responsible for resolving trade disputes and ensuring the quality of goods on sale throughout the Imperium. MTC personnel also include some Starport brokers, though most brokers are freelancers.

The Diplomatic Service

Alongside the Bureaucracy, the Diplomatic Service tries to keep the peace between worlds, and with non-Imperial neighbors. Most personnel are advisors and attaches, but some belong to "fire brigade" squads who are rushed in to defuse crises before they can become more serious. These individuals are sometimes exposed to considerable danger, and service in the Crisis Management Office is a traditional role for nobles, or a route into the nobility for talented commoners.

The Imperial Colonial Office

The Imperial Colonial Office is responsible for overseeing new colonies (obviously) but also for investment in developing worlds. Most of the money for ICO projects comes from private sources, so ICO must often act as liaison between investors and those receiving the money. The Colonial Office vets investors carefully, and monitors the uses investment money is put to.

The Ministry of Justice

The Ministry of Justice has jurisdiction throughout Imperial space where breaches of Imperial High Law are concerned, but is not permitted to intervene in local affairs. However, significant "gray areas" and shared jurisdictions do exist, allowing the MoJ to assist local law enforcement personnel where appropriate. If a criminal has broken only local laws (i.e. committed a crime not covered by High Law) and can get offworld, they are normally safe unless they return to the world where the crime was committed. However, there are two cases where the MoJ may choose to pursue the felon and return him or her.

The first case is when extradition is requested and the MoJ feels that, although High Law has not been broken, it is in the best interests of the Imperium to return the criminal for trial. This happens when a felon is known to have committed a number of crimes and moved on, several times. Since it is highly likely that the criminal will go on offending on each new world, arrest is justified. The second situation occurs when a wanted criminal reaches a Starport. Technically, Starports are not owned by the local worlds but are Imperial territory, and subject to Imperial rather than local law.

However, since many felons will use this loophole to escape justice, then sit around comfortably waiting for a ship offworld, the MoJ and other Imperial authorities sometimes will make an arrest on behalf of the local government and hand the felon over. Note that the MoJ has authority to make an on-behalf arrest only in Imperial territory (i.e. at a Starport or beyond the 100-diameter limit), in areas of shared jurisdiction (i.e. between 10 and 100 diameters) or where co-operation has been granted to or offered by local law enforcement. MoJ personnel can make an arrest in regard to Imperial High Law almost anywhere, but when operating on-planet they are bound by local laws except in certain, special, situations.

MoJ personnel provide security for Bureaucracy personnel in some cases, and occasionally provide guards to other important installations or starships. Some Starports and frontier colonies have MoJ personnel deployed to train local security, or actually providing security and law enforcement. Uniformed personnel are assigned the title of "Marshal" or "Deputy", while detectives and other non-uniformed personnel are ranked as "Agents".

The Imperial Interstellar Scout Service

The IISS has a number of important tasks in Gateway Domain, none of which is strictly military. Most importantly, Scout

personnel man the Xboats and Xboat Tenders that carry information and news along the Xboat routes, and the fleets of couriers that spread the news wherever it needs to go, off the major routes. Keeping the information flowing is a full-time job for thousands of Scouts, and even so some worlds only get news every week or two when a Free Trader comes in from a port that gets a regular courier service. On the main routes, a daily Xboat is the minimal service, with some worlds (especially those that lie on a junction of two or more routes) receiving one as often as every 3 hours.

The Scout Service's other two main offices; Survey and Exploration, are both active in the region. Generally speaking, exploration missions operate outside the Imperial border, charting systems and exploring worlds. Survey missions then follow up with a more detailed survey of the area, and also operate inside the borders, cataloguing asteroids and other hazards to navigation, updating planetary and astrographic charts, and monitoring population and other demographic figures.

The Scout Service also has large numbers of personnel assigned to its bases and way stations, acting as advisors to colonial projects, and on Detached Duty – i.e. wandering about the region doing whatever they like.

The Nobility

In addition to their service as representatives of various worlds and corporations, the Imperial Nobility has other roles to play. Many nobles serve in the armed forces or the diplomatic or bureaucratic services. Others have no specific duties but are expected to act in the best interests of the Imperium and its citizens at need. Most of these non-assigned nobles are knights or baronets, many of whom are travellers or even adventurers.

Some nobles receive their titles in recognition of service to entertainment or science; such people are rarely suited to take charge of a situation and in reality are not expected to do so. However, hereditary nobles and those ennobled for service in the field are normally resourceful individuals, and are expected to use the authority and influence their title brings to get what needs to be done, done.

There is no legal requirement to obey the orders of a noble during a crisis unless they have some specific authority (e.g. over their own household) but there is an assumption of trust and leadership inherent with a noble title; if a noble steps forward to lead, the majority of people will instinctively follow.

Not all nobles are good people, but most know their duty and will act as they think best if the need arises.

MAJOR CULTURAL GROUPS WITHIN THE IMPERIUM

Most cultural groups represent a wide range of outlooks, depending on what other factors apply. However, the following general comments will usually apply.

The Luriani

The Luriani are highly influential in the region around Daramm. They are rather upset that their hereditary hold to the Archducal title has been given to an outsider without their approval or even any consultation. However, they cannot counter the argument that their leaders have pretty much run the Domain into the ground. This, combined with sympathies among some Luriani for the Solomani cultural heritage, is proving to be a source of friction in the region.

The Solomani

Vast numbers of Imperial citizens have a strong Solomani heritage or cultural traditions. Most are loyal Imperial citizens who feel no sympathy with the people of the Solomani Confederation. However, some factions of the Solomani population have been rather outspoken against Imperial involvement in the Solomani Rim war. One world recently had to be quelled by Imperial troops imposing martial law. With military resources strained from the war itself, the occupation has pretty much stretched the remaining reserves to the limit. Solomani (and some Luriani) agents are actively working in the Domain committing acts ranging from spying on fleet and troop movements, to local agitation and sabotage.

As a cultural group, the Solomani are for change, advancement and growth. Several groups promoting expansion into Glimmerdrift and Gateway sectors exist; their membership is predominantly cultural Solomani.

The Vilani

Imperial citizens with a strong Vilani heritage are generally in favor of crushing the "Solomani menace" for good, and may be suspicious of citizens with a Solomani heritage. In almost all cases this is a cause for minor friction rather than any real hatred, but there are of course the usual extremists on both sides.

Overall, the Vilani are traditionalists, in favor of steady growth through the application of tried and tested principles rather than the breakneck expansion advocated by the Solomani-influenced factions.

The Vargr and Other Imperial Citizens

Vargr within the Imperium belong to a multitude of different interest groups (including traditionalist Vilani and Solomani groups). There is no overall "Vargr Viewpoint". The same comments apply to almost all other racial groups and the vast majority of Imperial citizens. Most citizens see the war as a distant thing, unconnected with their daily lives, unless something really dramatic has happened, or the reality of the war is brought home to them personally. The outlook of the individual citizen is more colored by the society of his or her homeworld than anything else. Thus there are thousands of different cultural outlooks within the Imperium.

IMPERIAL MILITARY PRESENCE IN GATEWAY DOMAIN

The Imperium maintains a powerful military presence in Gateway, comprising naval, marine and ground forces. In addition, a number of other forces exist to defend Imperial interests in the region.

THE IMPERIAL AND COLONIAL FLEETS

The major Imperial force in the region is the Imperial Navy. Several naval bases exist throughout the region, plus one Depot, which more or less occupies an entire system. These bases have local defensive forces (which are

non-Jump capable) plus security and support formations. However, their function is not that of static fortresses. Naval bases are intended to support maneuver forces which can respond to crises, take a battle to the enemy, or fulfil other naval missions.

The primary missions of the Imperial Navy are Defense of Imperial Territory and Protection of Commerce. In peacetime and in war, Navy ships carry out sweeps and standing deployments to fulfil these missions.

As a rule, lighter vessels can often be encountered singly or in small groups, either undertaking regular or "discretionary" patrols, or deployed to a particular area as guardships. These vessels serve as a deterrent to pirates and smugglers, enforce Imperial Laws, and "show the flag", reminding everyone that the Navy is around and doing its job. Such missions are normally undertaken by vessels of up to destroyer size.

Larger vessels are unlikely to be encountered alone. Cruisers (light, heavy and specialist) often deploy as the centerpiece of a light task force, or as part of a squadron. Capital ships (Battleships, Dreadnoughts and Fleet Carriers) never operate alone, and support ships (tankers, logistics ships etc) are always escorted.

The vessels of the Imperial Navy are classified as follows:

Capital Ships

These are the high-value combat units designed to take on and destroy the enemy line-of-battle. The most powerful and modern Battleships are titled "Dreadnaughts". Older or smaller battleships still have an important role to play in combat operations. Battleships and Dreadnaughts are built around a huge "Spinal Mount" weapon system capable of shattering a mere heavy cruiser with a single shot. All such vessels have powerful secondary and tertiary weapon batteries, and are protected by repulsors, sandcasters and thick Superdense armor. Battleships and Dreadnoughts deploy in squadrons of 2-8 vessels (normally 4), titled BatRons. The one and only purpose of a BatRon is to smash enemy fleets.

The other Capital ship class is the Fleet Carrier, a large ship capable of carrying immense numbers of fighters or other small craft. Fleet Carriers are normally deployed to provide a screening force of fighters for a fleet.

Cruisers

The workhorse of any fleet is its cruiser-class warships. The most powerful type of cruiser, the battlecruiser, is favored by some navies but is not used by the Imperial Navy. Such ships carry Battleship-class spinal mounts but have lighter secondary armament and noticeably weaker defenses. They are fast and powerful, however, and are useful for raiding missions.

Heavy Cruisers are built around a major spinal mount, and can defeat any ship smaller than a battleship. They cannot survive for more than a short time in combat against capital ships, but could in theory cripple or kill a battleship or dreadnought. Heavy cruisers are generally used to provide heavy firepower anywhere that the full weight of a battle squadron is not required. They may deploy as CruRons (cruiser squadrons) of 2-8 vessels, or as the centerpiece of a heavy task group.

Light Cruisers are designed to screen the fleet and to conduct reconnaissance. Their spinal weapons and armor make them an excellent deterrent to pirates and commerce raiders. Light cruisers do not normally deploy in CruRons but operate attached to BatRons or as part of a task group.

Specialist cruisers such as Strike Cruisers (designed for a sudden, devastating attack and rapid withdrawal rather than protracted battle), Bombardment Cruisers (designed for destruction of planetary defenses) and Missile Cruisers (which are designed to fight long-range engagements with missiles) are also deployed by the Imperial forces, usually as part of specialist task forces.

Other cruiser-class vessels include Strike Carriers (which have a similar role to strike cruisers but do it with strike craft rather than a spinal weapon system) and Escort Carriers (designed to provide screening to smaller task groups).

Certain classes of specialist vessel also fall within the designation of Cruisers. These include the new *Azhanti High Lightning* class Fleet Intruders, which are high-Jump cruisers intended for long-range reconnaissance and raiding missions, and the rumored Rift Cruiser, a vessel which, if it exists at all, is designed for patrols deep in the starless Rifts.

A recent addition to the Imperial Navy, and a concept still undergoing development, is the Interdiction Tender. These vessels are similar in size to Light Cruisers, but have low Jump capability (typically J2) as they are designed for long periods on station. They carry a light spinal mount and a large number of small craft, allowing them to cover a lot of space and still have the weaponry to overawe anyone seeking to break the interdiction order. Interdiction Tenders are capable of dealing with a couple of destroyers, but they are not "line" warships. In effect, they are mobile bases designed to provide security and local-space patrols,

Destroyers and Escorts

A range of small (but quite powerful) warships are deployed by the Imperial Navy. These vessels range from 300-ton Close Escorts designed to stick close to larger ships and defend them from close-in attack by light vessels, to quite large Fleet Escorts intended to provide standoff missile and fighter defense to major squadrons or task groups.

Vessels of Destroyer class are sometimes deployed in Destroyer Squadrons (DesRons) as part of a fleet, but more often are attached singly or in groups to a task force, or deploy alone as guardships and patrol vessels. The commonest Imperial destroyer is the 1000-ton *Chrysanthemum* class escort destroyer.

Some navies choose to jam a spinal weapon into a large destroyer-class vessel at the expense of defenses and endurance, creating a powerful strike or commerce raiding vessel, but one that is very fragile in combat. The Imperial Navy does not follow this practice.

A number of specialist patrol classes are deployed by the Imperial Navy. By far the commonest is the Type T Patrol Cruiser .The appellation "cruiser" is somewhat grand for a 400-ton vessel, and reflects the long cruises undertaken rather than the vessel's size class. Patrol ships of this kind undertake security and customs work, escort merchant vessels, and sometimes operate as part of a task force.

Logistics Vessels, Auxiliaries, and Specialist Ships

The Imperial Navy employs tankers and logistics ships to support its combat units. These vessels are lightly armed for self-defense, but whether operating as part of a TankRon (Tanker Squadron) in a fleet, or singly, they are always escorted by destroyers, escorts or even a light cruiser. Logistics vessels are both valuable and vulnerable.

The Navy uses a range of small merchant craft as "auxiliaries". These vessels run minor errands on behalf of the Navy. Some are chartered, some are taken up from trade as needed (there are subsidies available to captains willing to make their vessels available in this way) and some are actually owned by the Navy and crewed by Navy personnel. Auxiliary work is about as unglamorous as a Navy career can be.

The Navy's specialist ships include Army troop transports, Marine assault ships, couriers, tugs, tenders and a range of other vessels.

Non-Jump Capable Vessels

A range of small craft are deployed by the Navy for utility work. These are very similar to their civilian counterparts and include shuttles, cutters and pinnaces. The Navy also uses several classes of fighter.

Fighters are more or less worthless in a fleet engagement. Even en masse they cannot seriously harm a cruiser or larger warship. However, fighters are useful for policing merchant traffic, escorting shuttles, and screening the fleet against small but powerful "strike boats".

Strike boats are small craft built around an oversized weapon system, in much the same way as a battlecruiser. Strike boat weapon systems are designed to inflict maximum damage in a single strike. The Luriani successfully used strike boats armed with short-range "torpedoes" to kill much larger Vilani vessels. Strike boats may employ torpedoes or heavy energy weapons. They cannot engage other small craft very effectively, and must be escorted to the target by fighters. Once there, they rely on speed and maneuverability (and numbers) to allow them to get close enough to use their powerful weapon. Casualties are usually high among their crews, but with sufficient determination, strike boat tactics can work against a superior enemy.

Larger non-Jump capable vessels include System Defense Boats (SDBs), which range in size from 100-ton vessels to large destroyers. SDBs mount starship-grade weapons and can take on lighter enemy vessels. They normally patrol a system and undertake customs duty, but in time of war they would either hide and ambush enemy vessels or form massed squadrons for a fleet defense.

Some systems (and all Imperial Navy bases) are defended by Monitors. These are similar to SDBs but built to cruiser or even capital ship size. Many mount a spinal weapon system and, since they do not have to carry Jump fuel, are far more powerful than a Jump-capable warship of the same size.

A special case of Monitor is employed by some Imperial fleets. This is the Battle Rider; a battleship-type monitor designed to be carried by a lightly armed Battle Tender. There are strong arguments for and against the Battle Rider concept, but there is no doubt that in a straight fight against the same tonnage of Jump-capable warships, a Battle Rider Squadron will win.

IMPERIAL FLEETS

The Imperial Navy presence in the region is deployed as a single Named Fleet (or Sector Fleet). This is the Ley Sector Fleet. It is composed of 14 Numbered Fleets, one for every Imperial-owned subsector (most Named Fleets have 16 Numbered Fleets, since there are 16 Subsectors in a Sector), plus some attached forces.

Each Numbered (Subsector) Fleet is responsible for local defense and patrol operations, plus supplying vessels to central Fleet command for Sector-wide operations as needed. Provisional squadrons and even fleets can be formed as needed.

Each Numbered Fleet has one squadron of capital ships (the type varies from fleet to fleet), one cruiser squadron (heavy or light) plus several destroyer squadrons and a number of escorts and patrol vessels. Each Numbered Fleet also has (in theory) sufficient tanker, logistics, and auxiliary units to support its deployments.

Additionally, some Numbered Fleets (those close to the Imperial border, mostly) have attached forces in the form of additional patrol ships, task groups and specialist vessels such as Fleet Intruders.

In addition to the "line" forces of the sector, a "Reserve Fleet" exists to parallel each Numbered Fleet (and therefore by definition, the Sector Fleet). This reserve fleet is made up of mothballed vessels of obsolescent design, plus "colonial forces" i.e., Jump-capable warships owned by the various member worlds within the sector. In peacetime, this fleet is stood down, but during the present crisis, some vessels have been reactivated.

Reserve and colonial units are rarely up to the standards of training required by the Imperial Navy, and equipment is generally second-rate. However, the extra ships go a long way towards offsetting the deficiencies caused by vessels drawn off for service in the Solomani Rim.

In peacetime, the Imperial Ley Sector Fleet is maintained at about 10% greater strength than a typical Sector Fleet, with much of the extra force being composed of patrol vessels and light forces, and used to conduct operations in the Coreward end of Glimmerdrift Reaches sector. In 993, some vessels have been drawn off by the war, and reactivation of reserve ships is ongoing. The fleet is temporarily understrength and spread rather thin. As the war goes on, it is likely that more transfers to Rimward will take place. Some of this strength can be made up by colonial and reserve units, though at a reduced level of efficiency. Reactivation of ships and crews is not likely to keep pace with redeployments, so the longer the Solomani Rim War drags on, the more overstretched the Imperial Navy will be.

Special Task Forces

Several special task forces are deployed to the region. Most are centered around Imperial Marine assault units or Army transports, but some specialist Navy units do exist. These include the four Border Patrol Forces, each comprising a light carrier escorted by a light cruiser and some escorts, which are intended to sweep the border regions in a random pattern and stamp down hard on smuggling and cross-border piracy.

Several Fleet Intruders are also stationed along the

border, and conduct irregular deployments beyond Imperial space. The purpose of these missions has not been disclosed, but on more than one occasion a vessel has returned with combat damage.

THE IMPERIAL MARINE CORPS

The Imperial Marine Corps has a dual function. Its personnel provide security at starports and aboard naval vessels and shore stations, usually in small detachments. However, the bulk of Marine forces are deployed as strike units in company, battalion, and brigade strength.

Marine strike (or "rapid-reaction") units have their own Jump-capable transports, and are optimised for the assault role. Depending upon the unit deployed, a Marine force may or may not be able to make a meteoric assault (power-armored troopers descending in personal re-entry capsules directly onto the target from orbit) and may or may not have organic grav armor and artillery support. What is certain is that the Marines have cutting-edge weapons technology including Battle Dress, plasma, fusion and gauss weapons, orbital fire support and the training to use these things to the most devastating effect possible.

Marine forces are not equipped for a protracted battle, and normally hand over to Imperial Army units as soon as possible. However, they are quite capable of holding a drop zone against all comers for several days or even weeks.

Most Marine units are by definition Infantry (though infantry trained in zero-g combat and other special skills). However, Lift Infantry (Infantry with their own grav APCs and support sleds), Grav Cavalry (Light armored forces) and even Grav Armor (mostly grav tanks with some infantry riding grav APCs) formations do exist.

Marines also crew small craft and fighters, and can conduct interface, customs and ground support operations in addition to the normal fighter role. Marine fighters may be stationed at a starport to provide a measure of policing or defensive capability. However, the Marine Corps normally operates closely in conjunction with the Navy.

THE IMPERIAL ARMY AND LOCAL GROUND FORCES

Forces designed to fight on a world from close orbit down to the surface come under the blanket designation of "Army". In practice, Army units are divided into three commands:

Ground Force Command – the traditional infantry, artillery and armored forces, plus logistics and support formations, intended to seize and hold ground.

Maritime Force Command – water-borne and subsurface force. This is usually the smallest contingent of any world's Army.

Close Orbit and Airspace Control Command (COACC) – COACC includes orbital defense craft and stations, aerospace interceptors, ground-based weapon systems intended to attack space vessels, plus the traditional air superiority, strike, ground support, logistics and reconnaissance roles of air forces.

Individual worlds will have whatever Army forces they can afford and think appropriate. At the minimum, this will be some form of militia or volunteer force armed with locally-available smallarms. Most worlds have organized forces of some kind, at least sufficient to secure government installations.

Maritime forces are the lowest priority for most world governments. The balance of spending between ground and COACC defense depends upon local conditions such as tech level and perceived need. Generally, if there is little money, it will all go to ground forces and none to COACC. As budgets increase, so does the proportion of spending received by the COACC forces.

Most worlds equip their Army with equipment that can be manufactured or at least maintained at local tech levels. Elite units or COACC forces might receive imported equipment. Some worlds equip part of their Army to Imperial Army standards, and make units available for deployment with the Imperial Army. In return they receive subsidies that help maintain the high-tech portion of the world's forces.

The Imperial Army is partially formed from units donated by various worlds (as above) but mainly by direct recruitment into the various regiments. The Imperial Army is an all-arms formation, comprised mainly of Lift Infantry formations backed by Grav Cavalry, Grav Armor, Artillery, Engineers, Medical, Communications, Logistics and other support troops.

Most Imperial Army units are trained to fight pretty much anywhere, and are composed of a mix of humans and other species. However, some specialist units do exist. Most of these are of the normal racial mix, but trained for certain environments (underwater, zero-g, corrosive atmosphere etc) while some units exist to exploit the unique capabilities of certain species.

The Army maintains training facilities on a number of worlds, and supplies standing garrisons to support the local defenses of some particularly important worlds. Army troops can be found manning planetary defense installations, acting as peacekeepers, on garrison or "deterrent deployment" duty, or conducting large or small military operations.

Imperial Army units fight on planetary surfaces. They are transported there by the Navy, and given orbital fire support by the Navy. Their operations may be spearheaded by the Marines, but once the campaign has begun, it is the Army that takes or holds the ground.

HUSCARLES, MERCENARIES AND CORPORATE TROOPS

The Huscarles raised by various nobles are generally of no military significance, being a platoon or company sized bodyguard unit equipped as light infantry. However, a few powerful nobles maintain a private army (and in some cases, navy).

The Archduke's Huscarles are the largest such force in the Sector; even they can deploy little more than a reinforced brigade on the battlefield, but large numbers of security or light infantry troops are maintained; they form the military and law enforcement arm of the world government at Annapabar.

The Archduke's Huscarles man a force of small patrol ships and SDBs that protect commerce around the Domain capital. This is unusual; most Huscarles are a private bodyguard. If they crew ships, it is to escort the noble's yacht, not passing merchant ships. Thus the great majority of Huscarles in the sector are bodyguards rather than deployable military forces.

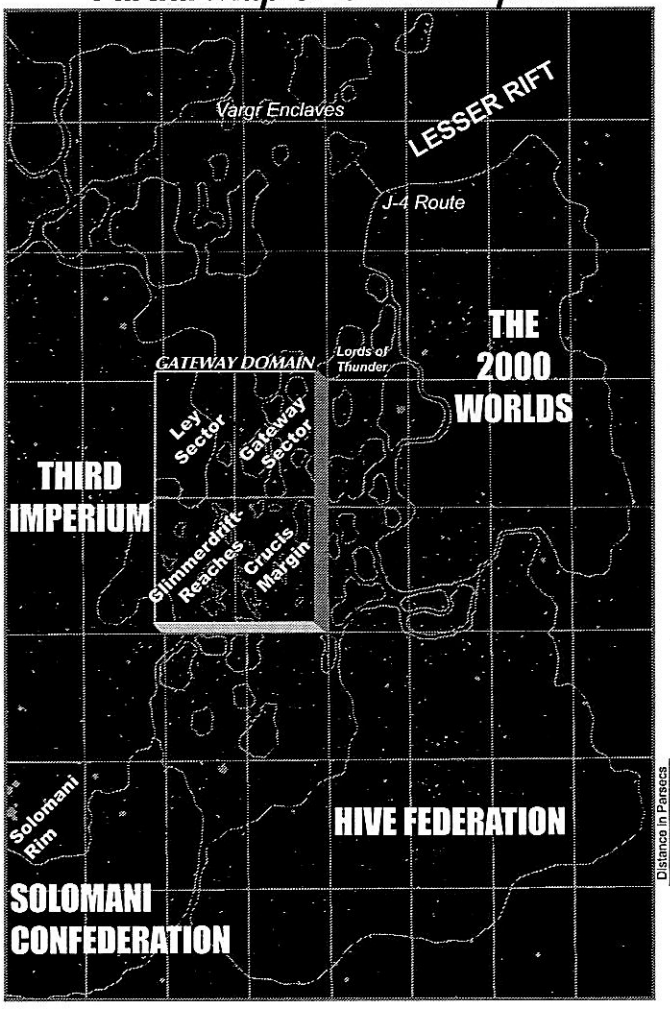
Mercenary units, ranging from individuals to whole brigades, are found throughout the Gateway region. Within the

Domain, some have been hired to guard starports, or to serve as guards aboard starships. Some merc units operate small warships, and in the present climate many of these have found employment as freelance escorts. The majority of mercs are ground forces of company size or smaller, however.

The Megacorporations and other commercial interests maintain security for their installations and vessels. Some actually have ground forces as large as a planetary army, but this is uncommon since a corporation does not need such things (though it may provide them to a host world in return for other favors).

Corporate troops are normally security personnel or elite small-unit forces capable of conducting covert operations and hostage rescue. A few corporations do operate escort ships; Instellarms has several for hire in the region, and Tukera is currently experimenting with the concept of corporate escorts. However, for the most part the corporations protect their own holdings and interests, and rely on the Imperial forces that they pay their taxes to support.

Partial Map of Charted Space

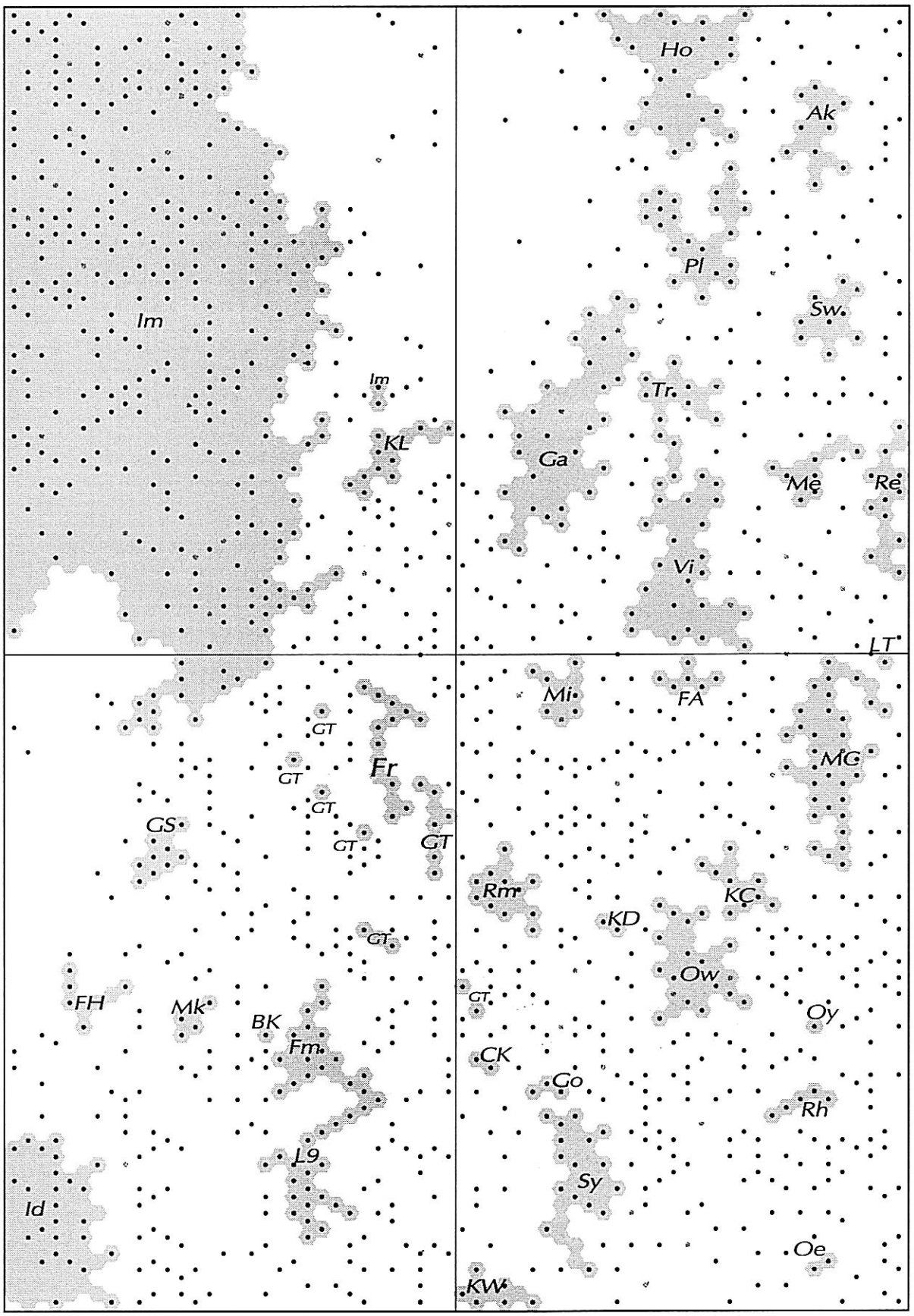


POLITICAL BOUNDARY MAP

The map on the following page gives an overview of the various polities located within the Gateway Domain region. Each polity is denoted by its abbreviation as follows:

Abbr	*Polity*
Ak	Akeena Union
BK	Beree Kanval
CK	Corporate Republic of Kobe
FA	Free and Holy Federation of Amil
FH	Federation of Heron
Fm	Farreach Margravate
Fr	Federate Republic
Ga	Galian Federation
Go	Greater Osaka
GS	Grand Duchy of Stoner
GT	Glimmerdrift Trade Confederation
Ho	Hochiken People's Assembly
Id	Imperium (Delphi Worlds)
Im	Imperium (Gateway Domain)
KC	Katowick Conquest
KD	Kafoe Dominate
KW	Karthyri Worlds
KL	Khuur League
L9	Loyal Nineworlds Republic
LT	Lords of Thunder
MC	Mercantile Concord
Me	Megusard Corporate
Mi	Mische Conglomerate
Mk	Maskai Empire
Oe	Empire of Olduvai
Ow	Old Worlds
Oy	Oytrip of Tubroyllufotyusk
Pl	Plavian League
Re	Renkard Union
Rh	The Reach
Rm	Raidermarch
Sw	Swanfei Free Worlds
Sy	Syzlin Republic
Tr	Trindel Confederacy
Vi	Viyard Concourse

Not shown on this map are the 2000 Worlds of the K'kree located just Trailing of the Domainl the Hive Federation of the Hivers and their allies located Trailing and Rimward of the Domain, and the Solomani Confederation located slightly over a sector away to Rimward and Spinward of the Domain.



GATEWAY DOMAIN

Political Boundary Map

THE THREE GREAT POWERS

The Imperium is the single most powerful entity in local space, but it is by no means the only power, nor is it immune to the influences of other polities. The largest of these political entities are quite distant, but some of the local powers, although minor, wield considerable influence in the Gateway region.

Three large states cast a shadow over the Gateway Domain, though other than the occasional outpost or forward base they do not hold territory there. Two of these powers are alien (the 2000 worlds and the Hive Federation) and one is human-dominated, though very different to the Imperium (The Solomani Confederation).

THE 2000 WORLDS

The 2000 Worlds is a very powerful state ruled by the K'Kree. The stated K'kree destiny, to destroy all meat-eating creatures, makes them very frightening neighbors, and many worlds or small states close to the 2000 Worlds are heavily influenced by the K'Kree, mainly out of a (not in any way groundless) fear that the K'Kree may launch a pogrom on any pretext.

K'Kree worlds are ruled by Steppelords, who are in turn ruled over by Overlords-of-Steppelords, all the way up to a central figure known as the Overlord-of Overlords-of-the-2000 Worlds. Unlike their human neighbors, the K'Kree are unwilling to colonize rockball and iceball worlds, and so maintain little more than outposts on any world without breathable air and plenty of open space – unless of course they have a good reason for being there.

K'Kree society is based around the family group and the herd, and is far more homogenous than that of humans. Thus K'Kree from one world will behave very much like those from another. Their military doctrine and command structure is also very homogenous.

The K'Kree know very well that the Imperium is a powerful state, which would almost certainly react to a campaign of extermination by the K'Kree against humans or other creatures in the Gateway region, or an attempt to seize territory in the non-aligned area. Thus K'Kree operations tend to be fairly low-key, working mainly by intimidation and the slow creep of borders that also characterizes Imperial expansion. The Lords of Thunder are an exception to this, since they are fulfilling a great destiny and have all the conviction of fanatics.

For the most part, the K'Kree are engaged in a quiet campaign to gain control of more local space, by economic and gunboat-diplomatic means. Whenever there is a crisis elsewhere (such as the Solomani Rim War) to distract Imperial attention, the operations become a little more overt. This delicate game of brinkmanship has caused several major diplomatic incidents and a few naval confrontations, but for the most part neither side wants a war, and so the game goes on, almost boiling over then simmering down for a while.

A few K'Kree trade missions and colonies exist outside the 2000 Worlds proper. Most belong to the Lords of Thunder, but some are ruled by Steppelords loyal to the Steppelord of Steppelords. The K'Kree also have several worlds under occupation, and are enforcing new dietary habits on their conquered subjects.

THE K'KREE MILITARY

The K'Kree military considers itself to be a vermin-extermination service. It exists to defend the herds from predators, and to confront and destroy those predators at their lairs. Ground forces are typically infantry-based (though they ride in large grav transporters), since K'Kree cannot stand to be enclosed in a small space. K'Kree armored vehicles are very large by human standards. This makes them good targets, but they cannot be any smaller since they must carry enough K'Kree to constitute a micro-herd. Crews aboard smaller craft would be incapacitated by panic or simply go mad. K'Kree do not normally use heavy personal armor like Battle Dress or Combat Armor, though they will wear vacc suits at need.

Ground forces are organized on a semi-feudal basis as bands of warriors, which are very loyal to their leader and may be demoralized if he is killed. Larger forces are simply warbands-of-warbands, in which some bands are specialists (engineers, medics, artillery etc) and the majority are infantry. Leaders of these larger warbands are usually charismatic and influential nobles.

K'Kree are highly motivated warriors, whose units are very flexible, though not nearly as efficient as a well-trained Imperial force. They are extremely aggressive on the attack (especially against meat-eaters) and stubborn in defense. Warriors learn from birth that their duty is to die before allowing any harm to come to the herd. In many cases this attitude is taken to an extreme – K'Kree soldiers on a mission far outside the 2000 Worlds have been known to convince themselves that failure will endanger the herd, and to fight to the death in a trivial engagement. This is uncommon enough to be remarkable

when it happens, but the trait is sometimes exploited by K'Kree leaders.

K'Kree space forces are not especially good. Ships are large and unmaneverable, and organized on a semi-feudal basis that precludes truly effective tactical maneuvering. However, crews are reasonably efficient and highly motivated by their charismatic leaders.

Major warships carry and deploy swarms of robotic fighters, backed up by powerful ship-killing missiles. This emphasis on standoff weapons is a weakness if hostile vessels can get close enough to exploit superior spinal weapons, but K'Kree ships are not defenseless at close range, and getting there is a painful process at best. A favorite tactic is to run ahead of an enemy, inviting him to close through a swarm of missiles and fighters, with ships changing position to cover damaged members of the "ship-herd". Orphaned fighters and missiles can be controlled by another ship if a fleet member is destroyed.

THE LORDS OF THUNDER

The Lords of Thunder have been active for over two centuries, but have recently become more of a threat. After defying the Overlord of Overlords, the Lords of Thunder were banished from K'Kree space. They moved into the Luretir!girr Sector in 885, conquered several worlds, and slaughtered all sentient carnivores on them that would not accept a new, herbivorous, diet. The Lords of Thunder then began a long period of consolidation and slow growth that has allowed much of the tension caused by their actions to dissipate.

However, in the past few years the Lords of Thunder have become more active, sending out considerable numbers of vessels beyond their borders. Many of these ships have been on peaceful missions such as trade and diplomacy, but sometimes even these missions have ended in violence. Skirmishes between starships, and fights with meat-eating people encountered in port, are common. Tension is again rising as the Lords of Thunder flex their muscles, demonstrate new starships they have built, and make their presence in the region known in no uncertain terms.

THE HIVE FEDERATION

The influence of the Hive Federation in Gateway is fairly minor, other than in the Delta quadrant of the Crucis Margin sector. The Hivers (and their many subject races) maintain a few trade stations in the area, and their ships do sometimes cross into the Imperium. The Hivers are apparently friendly with the Wanderers, and trade freely with them. Even close to their border, their direct impact in the region is minor, though it is possible that they may be influencing events and policies across the Domain by more subtle means.

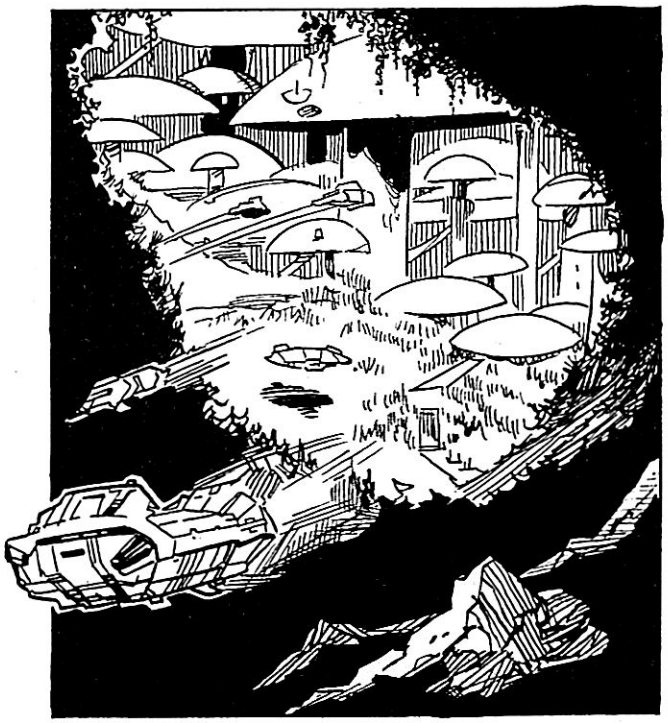
Hivers are famous for their penchant for manipulation of others, as individuals and as societies. For this reason they are viewed with some suspicion by most other species, and the very fact that they are not overtly doing anything in the region is taken by some to mean that they are up to something sneaky and devious. Whatever the truth of this sentiment, it is likely that if the Hivers decide they want something, they will go after it subtly rather than with military conquest and confrontation.

HIVE FEDERATION MILITARY

Hivers have an intense dislike of personal combat. Fortunately, the Ithklur, one of their subject races, love it. Ithklur are large, powerful humanoids to whom the "Enlightened Warrior" is the highest pinnacle of philosophical achievement.

Ithklur are capable of disciplined (if enthusiastic) ground combat in a similar manner to humans; they rely on Hiver "taxi drivers" to get them to the target and explain what the Hivers want doing to it. The Ithklur then get on with the job. They are quite adept at crewing vehicles, but rate the infantry close-assault role most highly of all.

Starships are mainly crewed by Hivers, whose aversion to confrontation does not extend to launching missiles from thousands of kilometers away. Hiver ships are efficient and predominantly armed with long-range weapons such as missiles and heavy particle accelerators. Hivers prefer a few bays to a large number of turrets, giving their ships a heavy but slow-firing punch that fits well with their methodical approach to space combat.



Hiver ships are built, more than anything else, for survivability. Armor is thick and backed by good internal compartmentalization. Point-defenses are awesome, and augmented by excellent electronic countermeasures. Other defenses (repulsors, sandcasters etc) are extensively computer-directed and very efficient. The typical course of an engagement sees a Hiver ship defeating most attacks and soaking up the rest while methodically blasting chunks off the enemy vessel.

The Hivers are very unlikely to be drawn into a confrontation. If combat or military operations are entered

into, it will be after due deliberation and with a clear purpose in mind.

THE SOLOMANI CONFEDERATION

The Solomani Confederation, with its capital at Terra, is a large interstellar power and a major rival to the Imperium. It is dominated by the Solomani Party, whose will is enforced by Solomani Security (SolSec). The Confederation is basically racist in outlook, believing in human (i.e. Solomani-human) supremacy. There is some internal division about how this philosophy works, but the fundamental Solomani position is that Terran humans are better than everyone else.

At present (993), the Confederation is at war with the Imperium and has made some impressive early gains, though at a high cost. The war shows every sign of going on for several years, and while Imperial citizens this far from the main war zone do not feel unduly threatened by Solomani power, already the effects of the conflict are being felt.

The Solomani are of course humans, and not so very different from Imperial humans of Solomani descent. The kinship is sufficiently close that some segments of Imperial society feel sympathy for the Solomani cause. Others, including several groups with axes to grind but no connection to the Solomani Confederation, are covertly supporting the Solomani war effort.

The Confederation has exploited the situation by sending covert agents into Gateway Domain to contact pro-Solomani groups within and without the Imperium. These agents were followed by vessels carrying weapons and "advisors", or just crates of hard cash to purchase weaponry.

On a grander scale, the Solomani Confederation is openly courting several neutral worlds and small polities in the hope of gaining allies and – most importantly – bases close to Ley Sector, from which to raid Imperial commerce. These worlds need to be given a reason to support the Solomani and defy the Imperium, and the Solomani are working hard at giving them some.

One tool used by the Solomani is disruption of trade. Knowing that the Imperium is based upon interstellar commerce, Solomani vessels are being sent around the Imperial border to slip into Imperial space away from the war zone and to raid the unprotected starships or lightly-defended starports of Gateway Domain. The aim of this commerce raiding is twofold; to disrupt commerce, and to tie down units of the Imperial Navy that could be fighting at the battle front.

Some of these vessels are armed traders, some are specially-designed commerce raiders that resemble merchant vessels, and some are warships on long, long cruises. It seems obvious that these ships are not transiting all the way from the Solomani Rim between strikes, so the Confederation must already have some means to support them in the field. Most raiders are older warships unsuited to the battle front, and fairly light ones (destroyers and light cruisers) at that.

THE SOLOMANI MILITARY

It is unlikely that regular Solomani military forces will be encountered in Gateway, but Solomani-influenced worlds, especially those with active advisors, may follow a similar system.

Ground forces are similar to those of the Imperium. However, planetary assaults are conducted by specialist units of the Solomani Army rather than the Marine Corps. The Solomani Marines are a more specialist Protected Infantry force trained for low-g and zero-g operations. They have spacecraft but few ground vehicles, since they are optimised for combat in installations, starships and airless worlds.

The Solomani Navy favors aggressive tactics; ships tend to be fast and maneuverable in preference to being heavily armored, though this is not taken to an extreme. Thus the Solomani fleet is a "Battlecruiser navy" that will normally conduct devastating strikes then withdraw rather than battling on in protracted stand-up fights.

One peculiarity of Solomani ships is the preference for fixed weapon mounts. Spinal weapons are of course fixed, but normally all other systems can traverse freely. However, Solomani vessels designed for the Strike role will often mount several weapons in a fixed battery, aimed by aligning the ship. Though lacking in flexibility, this does give Solomani ships a powerful strike capability if the weapons can be brought to bear. Such batteries are normally fixed to fire forward or slightly offset, to allow a devastating initial salvo. The warship can then close to finish its target or turn away and escape, depending upon the effects of this attack.

Many worlds in Gateway build ships influenced by Solomani designs, and some actual Confederation vessels may be encountered on raiding missions. Other vessels, of any origin at all, may have Solomani crews aboard and be involved in gunrunning or commerce raiding.

OTHER POWERS

Most of the minor powers in the region are confined to a few systems; almost all are contained within a single sector. For this reason, most of the multiworld states are collected here by sector, an arrangement that gives the best idea of their area of influence. Client worlds and states, and Imperial holdings in Glimmerdrift, are listed under their sector heading.

Unless otherwise stated, minor states are predominantly human in population, though they may have sizeable non-human minorities.

INTERSTELLAR STATES OF LEY SECTOR

Ley sector is almost entirely controlled by the Third Imperium. Non-Imperial space is heavily influenced by the Imperium. Ley Sector includes a few independent worlds, a single planet occupied by a Hiver trade mission, and one minor power.

THE KHUUR LEAGUE

The Khuur League is a trade federation dominated by the Sydite people. It is a remnant of the Sydymic Empire, which was smashed long ago by the Imperium.

The Khuur League is not a major player on the cosmic stage. However, the League does wield a certain amount of economic power through collective bargaining. The League has always traded freely among the independent worlds beyond the Imperial frontier, and with worlds that were once part of the Empire but were absorbed by the Imperium. However, in recent years the League has begun to look farther afield for new markets, and has begun to invest in Imperial worlds. Trader ships now ply the Imperial commerce routes quite frequently, and many Sydite businesses have opened offices on Imperial planets.

While it would be foolish to discount the possibility of some kind of economic masterplan, especially on the part of a conquered people, it is known that the Sydites are not particularly subtle or inventive, so it is far more likely that the recent moves are motivated by economic factors within the League.

League Military: The treaty imposed by the Imperium at the surrender of the Sydymic Empire prohibits the League from possessing military forces, though individual member worlds are permitted a defensive force and a few escort ships for commerce protection. All worlds have a force of SDBs, orbital fortresses, good ground-based defenses, and ground forces of varying capability.

Other than a handful of small patrol ships, the only starfaring assets possessed by the League is the fleet of armed merchant cruisers operated by various members. Incapable of standing up to a real warship, these AMCs would make pretty fair commerce raiders – or a reasonable deterrent to one.

The League does build small warships for export, mainly large and rugged escort vessels that find a ready market in the Gateway and Crucis Margin sectors. These vessels are built the way the Empire used to build its warships – heavy and solid, with the emphasis on close and middle-range weapons. Such vessels are well suited to unimaginative Sydite battle tactics; they are designed to close with the enemy and stubbornly slug it out.

One unusual feature of Sydite ship design is worth mentioning; most major ships were built with a second, Jump-1 capable drive buried deep in the hull. This allowed them to take horrific punishment and still escape for repairs. It is likely that Sydite merchant cruisers follow a similar practice.

INTERSTELLAR STATES OF GATEWAY SECTOR

Gateway Sector has no Imperial worlds, and is actually rather difficult to reach from Imperial space. Its main power was for centuries the Galian Trade League, which collapsed leaving behind several successor states. Imperial influences do reach the sector, being strongest in the spinward-most subsectors. The Lords of Thunder are beginning to exert some influence in the Trailing end of the sector. Hiver and Solomani influences are minimal.

GALIAN FEDERATION

Comprising 32 star systems lying in the Gamma and Alpha quadrants of Gateway Sector, the Galian Federation is a mere remnant of the old Galian Trade League, but remains one of the most important polities in Gateway sector. Close to the only Jump-2 link into Ley Sector, the Federation has considerable contact with the Imperium. Relations are reasonably friendly, though with the Khuur League lying on the direct route into the Imperium, traffic has to go a long way around through non-aligned space.

The Federation holds dear the principles of free trade and democracy, and receives considerable numbers of refugees from conflicts elsewhere in the Domain. Many of these refugees are wealthy individuals who can afford to make the journey to the Federation.

There is also a sizeable Sydite community within the Federation. The Old Trade League skirmished several times with the Sydites during its history, but astrographic realities made it difficult for either side to drive deep enough into enemy territory to achieve anything decisive. In more recent times, the Khuur League and the Galian Federation have become trading partners, and arrangement that seem to please both.

The Galian League, diminished as it is, remains a powerful force in regional politics. Tradeships range widely across the sector and beyond, giving the Federation massive influence even beyond its borders. There is a growing sense among the Federation leaders that the old Galian Trade League should be recreated by integrating the breakaway states. This is mainly a response to the threat from the Hochiken People's Assembly (HPA).

The League's industrial and technological base is at Tharver, Salur, Hanumisk, Cresta and Wolden, while some worlds remain under-developed. Refugees are currently being offered quite generous grants of land and property to settle on "frontier" worlds like Thermal or Basilisk, in the hope of creating a decent economic base on these planets.

The Federation maintains links to the Trailing states of the sector (Megusard and the Renkard Union) via the Gateway-Sardis Run, a trade route through non-aligned space where pirate attacks are common.

While in theory it would be possible to route trade through

the Trindel Confederacy, the Federation prefers not to pay passage fees, nor to rely on passage through even a friendly state. The risks inherent in the Gateway-Sardis route are outweighed in the mind of the Federation by the advantages of keeping foreign influences out of Federation trade.

Galian Military: The Galian Federation is also the most powerful state in military terms in the Gateway sector. Its forces are mainly deployed to counter the threat from the HPA and the Viyard Concourse. These forces are built on TL9 hulls and backup components, with TL-A systems shipped in to the yards for weapons, drives and electronics. This system is somewhat vulnerable to disruption, but it allows highly capable warships to be constructed by worlds possessing only TL-9 (i.e. almost the entire Federation), and makes sense for an organization based on interstellar trade. Designs are standardized throughout the Federation.

For the most part, the Federation operates a "balanced navy", with a good mix of cruiser-sized major units and light anti-piracy vessels. Tharver and Salur provide the main naval bases, and it is here that the battle squadrons are based. Lighter forces patrol the rest of the Federation, while long-range vessels (with tanker support) conduct anti-piracy sweeps far beyond Federation borders, mainly along the troubled Gateway-Sardis Run.

TRINDEL CONFEDERACY

Once a part of the Galian League, the Confederacy comprises three small states across twelve star systems, on the border of the Gamma and Delta quadrants of Gateway sector. These 12 worlds are grouped in a very loose organisation with no central capital – the three states that make up the Confederacy have their capitals at Taravesh, Trindel and Ashton.

The Confederacy lies very close to the Galian Federation, and is strongly influenced by the Federation even though it is officially independent and neutral in the Federation's ongoing dispute with the Viyard Concourse.

Confederacy politics are something of a nightmare, with the internal politics of three states spilling over into the internal and external politics of the Confederacy as a whole. As a result, an excess of compromises hamstrings most attempts to get anything done, while occasionally the need to push a measure through results in agreements to all sorts of projects, concessions and operations.

The industrial worlds of Trindel and Taravesh provide most of the Confederacy's technology, though Trindel's central position makes it the natural choice for what passes for a capital, and as the base of operations of corporate concerns.

The Imperial megacorporation Sternmetal Horizons LIC has offices on Trindel, and is involved in a number of investments within Confederacy space. Sternmetal is the only Imperial concern to make much of an impact in the region.

Confederacy Military: The Trindel Confederacy has no real military of its own. Its navy consists of ships loaned to a central command structure by the three states of the Confederation, which in turn receive them under loan from individual worlds. Thus a Confederacy vessel might be serving under its world flag, state flag or the Confederacy flag, and thus subject to different priorities. There are few standard ship designs, and most vessels are in the light cruiser size range, or smaller.

PLAVIAN LEAGUE

Another fragment of the defunct Galian Trade League, the Plavian League comprises 21 systems on the Alpha/Beta quadrant border, of which the Heptad (a cluster of 7 worlds centered on Tash) represents the dominant economic power. The League capital is situated at Plavis, with regional capitals at Tash and Bremen. The League in fact consists, like the Trindel Confederacy, of an alliance of smaller states. Industrial and technological capability is high across the League, with only 5 worlds possessing less that TL-9. Thus political weight is fairly equally distributed, and with the threat of war with the Hochiken People's Assembly (HPA), the various league factions are highly co-operative with one another.

The League is openly hostile to the HPA and skirmishing is ongoing. Requests for aid from the Galian Federation have been countered with unacceptable conditions, raising the price of Federation aid too high for the League to pay. Recent declarations by the HPA that it intends to capture the Heptad are thought to be simply posturing, but tensions are running high.

League Military: The League maintains a centralized Navy and Support Force, divided into three regional commands and a reserve, which are unequal in size. Forces are heavily committed among the Heptad worlds and at Prevarren, where the HPA threat is greatest.

The League's TL-A navy is primarily a defensive force of heavily armed and armored, but not very maneuverable, cruisers and heavy units. A few fast "expeditionary" units are maintained in the hope that the threat of retaliation will deter an aggressor. A naval base is under construction at Bremen, and a large force of light anti-piracy vessels is being worked up to use it.

Many worlds, mainly those of the Heptad, also have heavy orbital and ground-based defenses including aerospace interceptors, heavy missile emplacements and orbital forts. These are not intended to defeat an attacker, merely to free the battle units to maneuver without being too closely tied to planetary defense. Thus far, the system has worked; few HPA raids have succeeded in even closing with a major target, though commerce raids are a problem.

HOCHIKEN PEOPLE'S ASSEMBLY (HPA)

Originally a democratic state, the HPA is now a military dictatorship whose internal politics are characterized by political and military maneuvering. The state lies in the Alpha and Beta quadrants of Gateway sector, along the edge of the Lesser Rift It also extends Coreward into Stars' end sector.

Government is handicapped by the fact that many of the worlds of the HPA are separated from the rest by a Jump-3 rift. Even without this problem the central government, situated at Granth, is relatively weak and has trouble controlling the powerful admirals of the HPA fleet. A number of factions are jockeying for position and while the central government is able to contain any of them individually, an alliance (if one ever forms) could probably topple the present government in a civil war or, more likely, a coup.

Several rising stars among the HPA military leadership are strengthening their powerbase by gaining prestige in "unofficial" military actions. These include commerce raids into

Plavian space and "anti-piracy sweeps" that may or may not be actually aimed at crushing pirate bands. At least one former pirate haven is under the control of an HPA task force, a move that would win favor with the interstellar community were the place not being turned into the private fief and fortress of the HPA commodore responsible.

Incidents along the border with the Plavian League are increasing in frequency, and it is only a matter of time before they spill over into war. However, since the HPA is one of the most powerful states in the region, the League is doubtful about its ability to survive such a conflict, and thus seeks to stave off the confrontation as long as possible.

HPA Military: The HPA maintains a powerful TL-A navy, which includes vessels of up to battleship size, and a Strategic Reserve, which is composed mainly of TL-9 monitors and gunships. The Strategic Reserve provides system defense and can also undertake mobile operations when transported by large Jump-capable carrier/tenders.

The commonest HPA vessels seen outside Assembly space are large missile destroyers and "Combat Tenders". The latter also mount heavy missile armament and can deploy squadrons of 600-ton Strike Corvettes. Tenders also carry a contingent of ground troops and their associated shuttles. These general-purpose vessels conduct patrols and border duties, and can call on support from fleet units using their Jump-capable courier boats.

The military of the HPA is well-trained and efficient up to the squadron level, but rivalries and political mistrust tend to hamper operations at higher levels, unless a particularly charismatic admiral is in charge.

VIYARD CONCOURSE

The Concourse was formed from fragments of the collapsed Galian Trade League and another polity named the Collective. The capital is at Viyard, but the old Collective capital at Barclaron is also extremely important. The average tech level of Concourse worlds is 9-A, though industrial capacity is rather low. The worlds of the Concourse lie in Gamma and Delta quadrants of Gateway sector.

The Concourse is engaged in a dispute with the Galian Federation over the ownership of worlds lying between the two, a dispute that has led to many free-fire incidents and occasional "war-like situations". Tensions are not likely to relax in the near future, and trade between the two is almost non-existent.

Enmity with the Galian Federation has led the Concourse to seek allies elsewhere, but a treaty with the HPA proved short-lived and of little value. There does remain a possibility that Concourse policies may be coordinated with those of the HPA in order to distract and separate the attentions of the Galian Federation and their Plavian allies.

The Concourse maintains friendly links with the Free and Holy Federation of Amil, to Spinward in the Crucis Margin sector. The Federation was once part of the Collective and despite radically different ideologies the two states remain closely cooperative.

Concourse Military: Industrial capacity in the Concourse is relatively low, which precludes the building of large, sophisticated ships except in certain yards. As a result, the Concourse builds its navy around the concept of "task groups" centered on a large "flag cruiser" supported by a flotilla of simpler, smaller vessels.

The majority of Concourse vessels are thus frigates in the 2-4000 ton range and of various types: escort, missile, strike, and patrol classes being commonest. Each task group also contains an "intelligence ship" designed to control and direct the remainder, and a handful of larger "fleet frigates", which are equivalent to small destroyers. Concourse task groups are efficient and effective so long as control is maintained. Once cohesion is lost, individual vessels are fairly poor.

AKEENA UNION

Comprising 11 worlds in the Beta quadrant of Gateway sector, the Akeena Union is dominated by the Akeed, a non-human minor race originating on Akeen. Most Union worlds have a large human minority population, and numerous human commercial firms are based in Akeen space.

The Union is officially and determinedly neutral in the affairs of human polities, and the great majority of the human population is similarly disinterested, though some firms have strong leanings this way and that. Relations with the K'Kree are fairly good, since the Akeed do not eat meat in any form. Trade with the 2000 worlds is considerable, creating an avenue for human-K'Kree trade and diplomacy that might otherwise not exist. The Union is thought to have some kind of defense agreement with the 2000 Worlds. While not amounting to a full mutual defense pact, the Union can expect aid of some kind from the K'Kree.

The Akeen are fairly advanced, at TL 13, though their technologies are very alien and not compatible with human systems. Technological base away from Akeed is rather lower; the various subject worlds have not built up a major industrial or technological base, and do not seem to be keen to do so.

Union Military: The Akeena Union maintains a small fleet of fairly advanced Jump-2 vessels. Since the Akeed are interested only in defending what they have, vessels are intended to operate on interior lines of communication. No system is more than 2 jumps from the fleet base at Akeen. Small tripwire squadrons are stationed in all systems, with the main fleet elements based at Akeen.

Actual capabilities and armament of Union vessels are a closely guarded secret. Reports indicate a preponderance of light-cruiser sized vessels armed with oversized particle accelerator weapons, supported by swarms of close escorts that may or may not also have a strike role.

SWANFEI INDEPENDENCY (SWANFEI FREE WORLDS)

The Swanfei Independency lies mostly in the Beta quadrant of Gateway sector, with three worlds just over the border in Delta quadrant.

The worlds that now form the Independency were originally settled by a minor human race, the Swanfeh, about 2000 years ago, during the Long Night. Apparently they did not come from Terra, but migrated from other systems to eventually settle Carlton. They thrived here and achieved a starfaring culture of some power, spreading out to control 30 or so worlds before gradually losing their technology over a period of centuries.

The Swanfeh were isolated on several worlds when the region opened up again, and either allied with or were conquered by various opportunist groups that arrived over the

last millennia. The pirate bands operating in the region found the Swanfeh worlds to be ideal havens, and gradually came to dominate what became known as the "Pirate Worlds".

For centuries, Carlton and the surrounding worlds were little but a free port for pirates and smugglers, but in time, the profits of piracy were used to create legitimate business. Now the Swanfei Free Worlds are a recognised interstellar polity, albeit a rather dubious and rough-and-ready one.

The Independency (to use the official name) is a major center for business, particularly arms trading and mercenary operations. According to rumor, almost anything can be bought and sold in the Independency, and pirates can still finds a safe haven there. However, the veneer of legitimacy and the fact that pirates do not blatantly operate out of the Free Worlds has allowed the interstellar community to accept it, and prevented much in the way of retaliation.

Independency Military: The armed forces of the Independency are clearly descended from pirate bands, though these days they have the trappings of legitimate military forces. Vessels are typically small, heavily armed, and fast, with contingents of troops aboard for boarding actions.

Command structure is rather loose within the Independency, and rather more dependent upon influence and power than actual rank. Thus the Free Worlds Navy has many Admirals who command only a ship or two, and bickering among subordinates is a common factor.

Ships and even whole squadrons are often detached for mercenary duty in the service of independent worlds, corporations or large states, allowing the crews to gain considerable combat experience (and perhaps covering the odd sly raid). The Navy does undertake anti-piracy sweeps (some say merely to remove the competition), but rumors persist that Free Worlds Navy vessels have been involved in raids and outright piracy on several occasions.

At present, several squadrons are in service with the Renkard Union, helping deter the threat of K'Kree aggression.

MEGUSARD CORPORATE

Comprising 11 worlds in the Delta quadrant of Gateway sector, the Corporate was once a large corporation – Megusard Interstellar - based out of Sardis. Megusard Interstellar made the transition to a full interstellar government over many years, mainly as a response to the rise of piracy in the region and the breakup of the Galian Trade League.

Although the Corporate has ceased to be a monolithic commercial institution, many of the trappings of corporate operation remain, with individual worlds holding a status rather like owned subsidiaries of the central government. Worlds have considerable autonomy, but must submit detailed reports of their activities to the central government. Accountability is high.

The Corporate structure is highly efficient, with a premium placed upon education and innovation. Members of the Corporate's interstellar government and its bureaucracy tend to take the "corporate lifestyle" to extremes, but for the majority of citizens the standard of living is high and services efficiently run.

The Corporate maintains strong links with the Galian Federation, mainly along what is known as the Gateway-Sardis Run. The Run extends through a corridor of neutral systems and, although troubled by piracy, is kept open because it avoids the space of any major power and the interference with trade that might result from crossing into and out of such a region.

The Corporate maintains close trading links with the neighboring Renkard Union, and has recently implemented a policy of backing the Union's stand against the encroaching Lords of Thunder. This policy does not extend to sending forces, but Corporate money has financed numerous mercenary contracts, hiring ships and troops to bolster the defenses of the Union. The Corporate also heavily subsidizes warship construction (in Corporate yards) for the Union.

The Megusard Corporate has some trade links with the Mercantile Concord to Rimward in Crucis margin sector, though the Concord's increasing friendliness with the Lords of Thunder has cooled this relationship somewhat.

Corporate Military: As a small power, the Corporate operates no military vessels larger than a destroyer. Most ships are much smaller, being intended for piracy suppression rather than war-fighting. One innovation is the Self-Escorting Merchant Ship (SEMS) project. This is simply a ruggedized merchant vessel armed with numerous missile bays and carrying a fighter wing. Ideally, the fighters are used as pickets and to guide a missile strike launched at long range. SEMS vessels cannot hope to stand up to a real warship, but can destroy most corsair craft before they can close to energy weapon range. Other projects include Q-ships; heavily armed vessels constructed on merchant hulls and intended to surprise enemies after pretending to be harmless merchants.

The military of the Corporate is fairly efficient but not inspired by any real warrior spirit. Cost-efficiency rather than outright capability is paramount, resulting in a number of self-limiting policies. However, in terms of beating off pirate raids, the Corporate Defense Force of Megusard (as it is known) is highly effective. It would be swept aside by any real military force, however.

RENKARD UNION

The Union comprises 20 systems on the border between Gateway Sector and Luretir!girr Sector to Trailing. Worlds in Gateway are all in the Delta quadrant. A loose organization based upon trade and mutual interests, the Union's member worlds also paid lip service to a vaguely-worded mutual defense treaty – at least until recently.

The obviously expansionistic nature of the Lords of Thunder in Luretir!girr Sector has forced the Union to close ranks and begin presenting a unified front in the hope of deterring K'Kree expansion. This has in turn led to the creation of a Union Navy and a central defense policy.

Opinion in the Union is sharply divided as to whether it is best to deter, appease or ignore the Lords of Thunder. Differences of opinion are so violent that rioting has become commonplace as the Central Defense Policy is implemented, and more than one world government has fallen. Some individual worlds have threatened to secede from the Union altogether, though this has not yet occurred.

The Union maintains strong trade links with the Megusard Corporate to Spinward, and conducts some long-distance trade with the 2000 Worlds. This has recently been stepped up, in the hope of improving relations and influencing the

2000 Worlds to exert some sort of restraint over the Lords of Thunder. This hope is thought to be wildly optimistic, but nevertheless the Union is trying.

Whether the rapid growth of militarization of the Union will provoke or deter the Lords of Thunder, or indeed if it will have any effect at all, remains to be seen. What is certain is that the cost is beginning to bite and this, as much as differences of opinion over the policy, is dividing the Union at a time when a united front is vital.

Union Military: The Union can deploy a very mixed range of forces. There is a great deal of legacy equipment in use, left over from the days of the decentralized and inadequate naval policy. Most ships are old, poorly designed and at best suited to patrol work or escort duty. They are supplemented by a range of mercenary craft; mainly small vessels.

The real hope for the Union is the new navy coming off the slips in the Union and in the Megusard Corporate. These vessels, constructed to TL-A, are armed with missiles shipped in by the thousand from Megusard. Destroyers, system defense monitors and missile cruisers join the fleet almost weekly, but many feel that it is too little, too late. In addition, even taking up crews from mercenary units, merchant service and anywhere else that they can be found, there is a desperate shortage of trained starfarers in the Union. This is creating a situation where highly complex ships are crewed by half-trained personnel and commanded by over-promoted officers. What the Union needs is time to shake down the ships, the squadrons and the fleet into a useful defensive tool.

But time may be already running out.

INTERSTELLAR STATES OF GLIMMERDRIFT REACHES SECTOR

The vast majority of the worlds of the Glimmerdrift Region are not aligned, or form single-world polities. However, several larger groupings do exist, and there are worlds belonging to two of the Imperial Domains in the sector, plus a number of client states.

THE THIRD IMPERIUM

There are two groups of Imperial worlds in the Glimmerdrift Reaches. Those situated in the Alpha and Beta quadrants belong to the Domain of Gateway, while those in the Gamma quadrant are part of the Domain of Sylea, and administered from Delphi Sector (to Spinward).

Imperial Domain of Gateway

The handful of Imperial member worlds in the Glimmerdrift Reaches belonging to the Domain of Gateway are all found within the Thorstone and Tri-Empire subsectors in the Alpha and Beta quadrants. They are ruled from the Domain capital at Annapabar, in the Imperial Trade Cluster just to Coreward.

The Domain of Gateway is slowly expanding, and overtures are being made to several worlds along the border. The Imperium is in no real hurry to absorb these worlds, but business interests are quietly moving out over the border into these new markets in preparation for the day they are absorbed.

Domain Military: The Domain of gateway does not maintain any major naval bases in the sector, though Imperial vessels from the Ley Sector Fleet are charged with the protection of Imperial systems in the Reaches. A number of standing and mobile deployments are maintained, and there are usually a couple of small task forces temporarily based at one or another of the sector's class A or B starports.

In time, it seems likely that the Imperium will create a Glimmerdrift Reaches Fleet, but for now the only forces permanently assigned to the sector are a handful of Naval couriers and a number of Scout Service craft.

Imperial Domain of Sylea (The 'Delphi Worlds')

The large cluster of Imperial worlds in the Gamma quadrant should properly belong to the Domain of Gateway. However, the amount of rift space and non-aligned systems between them and the domain capital makes this unworkable. Thus these worlds are administered from Delphi Sector in the Domain of Sylea until such time as a suitable sector administrative apparatus is set up. Given the rate of Imperial expansion in the region, this will probably be several centuries.

The Imperial worlds of this part of the sector are mostly confined to a single cluster, and expansion out of this area is even slower than the Gateway-Domain end of the sector. The Imperial worlds of the Verge subsector are set up to be an asset to their temporary liege in Delphi sector rather than a base for expansion.

Domain Military: Like Gateway Domain, the Domain of Sylea does not maintain a heavy military presence in the Glimmerdrift Reaches. Vessels and task groups are assigned to patrol the region from the Delphi Sector Fleet, which is at present understrength as warships are transferred Rimward to fight the Solomani.

There are no major Imperial naval bases in the region, though most Imperial Member worlds with Class A or B starports have made available a "Naval Sector" in their port to accommodate visiting Imperial Navy vessels. Most of course maintain their own defensive naval vessels, and recently some Jump-capable vessels from the various member worlds have been formed into the "Glimmerdrift Reaches Provisional Reserve Fleet" and assigned a true naval role among the Delphi Worlds.

Imperial Client States

The Glimmerdrift Reaches Sector contains a handful of Imperial client worlds, which have their own armed forces but can expect protection from the Imperial Navy at need. These worlds are basically one-world states allied to the Imperium, and broadly follow Imperial policies.

Client State Military: The armed forces of the client states vary considerably according to means and perceived needs. Most have Imperial-standard designs available, and some purchase their hardware direct from Imperial builders. Others have highly individual requirements and go their own way. It is not possible to generalise about the military capabilities of client states in Glimmerdrift.

THE FEDERATION OF HERON

A small enclave of seven worlds jutting out into the Rift in the Alpha quadrant of Glimmerdrift Reaches sector, the Federation of Heron has its capital on the world of that name, which came to dominate the surrounding worlds by unusual means. A Rule

of Man colony, Heron lost its Jump technology quite early in the Long Night. However, the impetus to regain it came around –1600, when Heroni scientists discovered that their world was soon to pass through a dense asteroid cloud that would probably destroy all civilization – perhaps all life – on Heron. As a backup measure while the desperate research project went on, Heron launched 10 sublight colony ships to nearby worlds.

In the event, Jump drive was not rediscovered in time to save Heron, but spinoff technologies from the project made it possible to divert the larger asteroids, rendering the passage survivable. Emerging from the asteroid field a little battered but unbowed, Heron continued the work of regaining Jump drive, and eventually succeeded.

Six of the colony ships sent out by Heron were able to make planetfall, and these worlds are now members of the Federation. The other four vessels were never heard from again.

The Federation is rather scattered, and central control is loose. Indeed, most of the Federation worlds are only accessible to Jump-2 vessels by using deep-space refuelling or going around through neutral space. Certain worlds of the Federation (notably Granicus) are more or less independent, though most cycle through periods where they are fairly cooperative and times of increased waywardness. What all worlds agree on is a policy of restriction on foreign goods entering Federation ports. Astrography makes such a policy easy to implement.

Ships from Heron do trade out into the rest of the Sector, dealing mainly in high-tech goods manufactured in robotic factories on Novae. This willingness to undertake distant trade, coupled with restrictions on goods entering home markets, is irritating to the Imperial authorities, but so far the attitude has been tolerated.

The world of Granicus in the Federation is notorious as a pirate haven. The Heroni authorities have repeatedly pledged to do something about the problem, but have always failed, whether for lack of capability or lack of will. It is possible that some outside agency may eventually intervene.

Federation Military: While neither expansionistic nor militarised, the Federation maintains a modest defense force, mainly composed of TL-A vessels fitted with TL-D components in critical systems. Most of the fleet is concentrated at Heron and the Thermon bottleneck in the form of non-Jump-capable defense craft and patrol vessels. A much smaller "reaction force" exists to chase down anything that gets past Thermon.

The Federation has one other paramilitary "asset". Corsair vessels operating out of Granicus have occasionally been bribed or otherwise influenced into cooperating with Federation policy. Unfortunately, they do not stay bribed for long.

GRAND DUCHY OF STONER

Situated along the Trailing edge of the Rift, the Grand Duchy of Stoner comprises a handful of worlds in the Alpha quadrant of the Glimmerdrift Reaches sector, and additional holdings to Coreward, most of which enjoy a fairly high technology level.

The original Grand Duke was a Sylean noble who, not caring for what Cleon Zhunastu (Emperor Cleon I) was doing to the Sylean Federation, gathered his followers and headed out into the unknown in a fleet of starships with the intent of founding his own pocket empire. Contacted centuries later by the Third Imperium, the Grand Duchy was well established and already a moderate success.

The Grand Duchy of today is, like the Imperium, not what it was in Year 0. While the Duchy has no real love for the Imperium, there is no traditional enmity. Nevertheless, the Duchy is suspicious of Imperial expansion and works through legal and economic means to curtail it. Imperial corporations are not permitted to own facilities or even maintain offices within the Duchy.

Most worlds of the Grand Duchy are ruled by either hereditary Princes (there are several Princes, but the Grand Duke outranks them) or Appointed Governors, most of whom are Dictators with wide powers, but who answer to the Grand Duke.

The Grand Duchy annexed the world of Gazala in 960, through an economic masterstroke that saved the world's failing economy. Although Gazala gives its loyalty freely and wholeheartedly, its deeply religious citizens are not truly integrated with the population of the Grand Duchy as a whole.

The Grand Duchy maintains trade with several worlds beyond its borders, and at least a couple of Wanderer world-ships, though it is stubbornly resistant to outside influence. Law levels are mostly high across the Grand Duchy, with commoners subject to rather stricter laws than the hereditary nobility. Society is also rather militarised, a situation that has its roots in the household-and-retainers nature of the original colonists.

The ruling elite of the Grand Duchy are drawn mainly from several great and many minor noble houses. Individual nobles wield considerable power, though central control is stronger than in the Imperium due to the smaller size of the state. Ducal Couriers bear orders and reports to and from the planetary governors and the naval forces of the Grand Duchy.

Grand Duchy Military: The Grand Duchy of Stoner has a single armed force, the Ducal Household, which encompasses ground troops, security personnel, naval forces, emergency services and royal couriers. Local (non Jump-capable) defense forces are backed up by Ducal Reserves and Expeditionary Forces.

Due to its impressive industrial base, Stoner has a high-tech fleet, albeit a small one. Vessels mount powerful spinal weapons backed by a balanced missile and laser armament. Typical Stoner naval vessels include 20,000 ton Missile Cruisers, 25,000 ton Flag Cruisers, and the workhorse of the fleet, a 5,000 ton Fleet Destroyer. All forces are smart and efficient.

The Ducal Household is known for the arrogance of its personnel, and vessels entering Stoner space can expect to be stopped and searched by every naval vessel they encounter.

MASKAI EMPIRE

The Maskai Empire is composed of three worlds in the Gamma Quadrant of the Glimmerdrift reaches sector, plus the conquered domain world of Alone. It is ruled by a semi-humanoid species whose own name is utterly unpronounceable to humans and who are known as the Maskai. Little is known about the Maskai people, their system of government or their agenda, though their somewhat repulsive appearance has

resulted in a colloquial nickname of "nasties" among humans.

The Maskai are apparently an old race native to the world of 224-103 (again, its native name is not translatable, though some scholars have taken to referring to it as Maskaan). After developing or acquiring Jump drive over a thousand years ago, the Maskai spread out to colonize the neighboring worlds of Kada Sei and Maska Shi'ir (these are human approximations of the more intelligible Maskai sounds). In recent times, Maska Shi'ir seems to have become a capital of some kind, or a royal fief, while the bulk of the population on 224-103 are kept in a state of mid-tech slavery. Kada Sei is divided up into small states ruled by leaders appointed by the elite on Maska Shi'ir.

In 920, Maskai ships arrived on the mid-tech human world of Alone and, despite stubborn resistance, conquered and subjugated the world. Some guerrilla fighting is still ongoing, but Maskai control seems fairly well established at present. Since the occupation, the Maskai have directed their new human subjects to conduct a range of puzzling construction projects on-planet and in space. The design of these objects and their function is entirely unclear, as the Empire does not allow outsiders anywhere near.

It is possible that the Empire has further territorial ambitions, but at present things seem calm. Human traders are permitted to visit small enclaves on the Maskai worlds, but their movements are highly restricted.

Maskai Empire Military: The Maskai Empire possesses a small fleet of vessels, estimated at TL-B. Little is known about their capabilities.

FARREACH MARGRAVATE

The Margravate is a fairly large interstellar state centered on three clusters of worlds, lying mostly in the Delta quadrant of the Glimmerdrift Reaches sector. The Margravate has existed (in one form or another) since the last days of the Rule of Man, though in that time is has been conquered, liberated, expanded, reduced to only 3 worlds, and at least twice wracked by internal wars.

Traditionally ruled by an elected council headed by the hereditary Margrave, the Margravate has at various times had its capital on Archipelago, Am, and Slate. At present, the apparatus of the central government is situated at H-10. Possession of the administrative apparatus and thus title as the "capital" has become a divisive issue among member worlds, but the central government lacks any real power and is merely a political ornament.

The present-day Margravate is in deep decline, and will probably not last much longer. Central control has broken down, the Margrave has been nothing but a figurehead for centuries and member worlds have been jockeying for influence and control over their neighbors for decades. It seems likely that the Margravate will break up sometime in the next few decades, though the dissolution is not likely to be very violent.

Overall, the Margravate is a very disorganized state. Some worlds have designs on annexing territory outside the boundaries of the polity, such as Dadas, while others are comfortable as they are. Economic policy is similarly fragmented. Some worlds are heavily influenced by the corporations of the Glimmerdrift Trade Consortium, some have agreements with foreign powers and some are talking about economic localization – i.e. self- sufficiency.

Outside challenges to the Margravate include the Beree Kanval, a mid-tech alien state on the world humans catalog as 947-319. The Beree are developing early Jump-capable ships and may come into conflict with the Margravate in the next few years. More seriously, the Loyal Nineworlds Republic has annexed the world of Shoehorn and seem inclined to keep taking territory in the region. Protests (probably the only means of retaliation the Margravate has available) have not deterred the Republic, and if expansion continues a conflict of some sort becomes increasingly likely.

Margravate Military: The Margravate has traditionally maintained a naval force controlled by the central government. This force is composed of vessels constructed specifically for it, and crewed by personnel from across the polity. However, the Margravate Navy is bitterly divided along factional lines, and no longer properly controlled by the central government due to planetary influences being brought to bear. Many worlds want to see its resources divided up among them. Ironically, the only obstacle to this is lack agreement on the division.

The Margravate Navy and Mobile Force Command (ground forces) are equipped mostly with TL-A or B systems, with some TL-F components carried aboard major warships. This creates some systems integration issues, and gives Archipelago and H-10 a powerful influence over maintenance. For this reason, more recent naval builds have been carried out at TL-A only.

In addition to the Navy vessels, various member worlds maintain private navies, some of which are coming to rival the Margravate Navy in size and capability. Vessels are mainly in the light cruiser size range, but tend to be generalist designs carrying a small wing of fighters, some ground troops and craft for them, and a light spinal mount. Such vessels are titled as "General Operations Vessels" or "Heavy Operations Vessels", and are backed up by "Light Patrol Vessels", "Fast Strike Vessels" (Oversized destroyers built around a small spinal particle accelerator, and "General Support Vessels" (armored and armed logistics/transport ships). System defenses include large numbers of "System Defense Craft" (light, fast monitors built around a spinal particle accelerator) and "System Patrol Craft" (equivalent to oversized SDBs, but carrying a heavy missile armament and a few small craft to improve area sensor coverage)

The Margravate is not capable of responding coherently to an outside threat, nor of dealing with a major fleet attack. Deterrent strategy is based around the concept of mutual damage; the Margravate would lose many SDCs and FSVs repelling an assault, but could make an attack very costly, at least in the initial stages.

The preponderance of powerful weapons in light hulls has one other important consequence. Any internal conflict will be short and very bloody, and leave even the victor with a severely depleted navy. It is becoming increasingly likely that such a conflict will eventually occur.

THE LOYAL NINEWORLD REPUBLIC

Originally an alliance of nine worlds in the Delta quadrant of the Glimmerdrift Reaches sector, the Republic has grown somewhat over the years. Founded by a broad racial mix of settlers in the last days of the Rule of Man, the republic has

no formal ties to the Solomani Confederation, but loudly and repeatedly professes its loyalty to "The Peoples of Old Earth". However, this is not the same thing as the present Solomani Confederation, and the Republic is actually at odds with the Solomani people who dominate Terra and her surrounding systems.

One of the major bones of contention between the Republic and the Solomani Confederation is that the people of the Nineworlds believe that ALL the races of Terra are supreme, and have many Dolphins, Apes, Orca and even a few Ursa among their population. The Republic maintains a claim to ownership of Terra in the name of these "true and equal children of Old Earth". The Solomani (and everyone else) dismiss this claim as rather silly.

The Nineworld Republic has its capital on Centerpoint, a high-tech rockball world where most of the Republic's major industry is concentrated. The Republican Senate meets there every year, and includes representatives from many different Old Earth species. The various worlds of the Republic are self-governing (for the most part; the republican military controls Khar as a base and support station). However, there are some considerable differences of opinion within the republic, mainly but not exclusively between a faction that supports reconciliation with the Solomani Confederation, and the majority of the populace, who do not. The present expansion program is also a cause for concern among some of the Republic's leaders.

The Nineworld Republic currently has seventeen member star systems – all the systems within the Great Sepik Cluster, in fact - and has recently claimed Shoehorn, a low-tech world of no great consequence. This move is of interest because Shoehorn is the first world outside the Sepik Cluster to be so claimed. Analysts believe that the Republic intends to expand Coreward into the Far Reach, and that a claim to Dug and Adimshome to Spinward is also likely.

Republican Military: The Republic maintains a large and well-trained naval force, based mainly out of Khar and Gizi Highports. Vessels are built mainly at these worlds plus Ourland, and are crewed by personnel recruited from all the worlds of the republic into a unified service. Individual systems do maintain warships but are restricted by treaty to a small local defense and patrol force.

The Republic favors cruiser-size combatants capable of carrying out a range of tasks, and carrying a force of Naval Infantry plus small craft to transport them. The Naval infantry is the only "army" in the republic. A "Republican Security Force"; again recruited right across the Republic and assigned to individual worlds as requested, provides a paramilitary police and rescue force capable of handling local crises and civil defense. Some localities maintain their own Security Forces, but these are restricted to a police and rescue role only. A true military is the preserve of the Republic as a whole.

FEDERATE REPUBLIC

The Federate Republic is a very loose collection of worlds situated in the Beta Quadrant of the Glimmerdrift Reaches sector. There is little central authority, nor much desire for any. All member worlds are bound by mutual defense and economic treaties, and a representative assembly is maintained, spending a year at a time on each member world. The assembly exists to resolve disputes between members and has advisory powers only.

The Federate is strongly Solomani in terms of culture and outlook, though its links to the Solomani Confederation are tenuous at best. Within broad limits, member worlds are free to establish their own foreign policy, so relations with other polities vary from world to world. The Spinward worlds of the Federate is somewhat influenced by the Imperium, to the point where Imperial merchants and even navy ships are frequent visitors. Vessels from the Glimmerdrift Trade Consortium are also frequent visitors, and for the most part are welcome.

Many of the Federate worlds have fairly poor starports; these worlds see relatively little trade and thus play only a minor part in shaping the Federate. The primary influences are at present Shashka and Shumi Kiri. These worlds trade with the Imperium to Coreward-Spinward and the Galian Federation to Coreward-Trailing. However, transiting to Trailing can be somewhat risky due to the so-called Deadspace Jump Phenomenon.

The Federate worlds lie in a region which has a great deal of interstellar gas drifting in vast clouds. Some such clouds seem to be highly reflective or even lit from within. This interstellar luminescence has given some worlds their names – for example Glittersky and Blazing Sky – and recently expeditions have been sent into the clouds to investigate them more fully.

Federate Military: The Federate maintains no central navy; most worlds have a few warships that can be assigned to joint operations. Many vessels are purchased from Imperial builders or constructed in local yards to fairly standard Imperial, Galian or Solomani-type designs. Local defense forces are more aimed at deterring piracy than serious combat; vessels are light and designed for endurance on patrol rather than efficiency in battle.

GLIMMERDRIFT TRADE CONSORTIUM

The Glimmerdrift Trade Consortium (or GTC) is a loose alliance of worlds tied together by economic, rather than political, ties. The Consortium is dominated by the high-tech economy of Fal, in the Beta Quadrant. It is not a regional alliance, but includes worlds scattered across the Glimmerdrift and Crucis Margin sectors.

Based upon trade and industry, the Consortium supports a range of agendas among its members, and while internal politics can be rather 'vigorous', the Consortium is not expansionistic. Its economic influence is felt across the sector, and there can be no doubt that it can bring considerable power to bear if it chooses, but for the most part the worlds of the Consortium – and the Consortium itself – are content to mind their own affairs. Occasionally a world petitions to join; most such requests are politely turned down.

Member worlds of the Consortium have very different governments, which deal with their own internal affairs. External matters like foreign policy (such as it is) are the concern of the Mercantile Council, a representative body which allocates votes to member worlds based upon the size of their planetary economy. The Council is divided into numerous factions, and any issue requires an impressive amount of favors, influence and outright bribery (of individuals and worlds) to achieve a decisive majority. For this reason,

Consortium affairs are normally in a state of "chaotic stability", where changes are minor and gradual despite furious politicking on all sides. Outsiders find this situation rather exhausting to enter into, which effectively keeps foreign firms out of Consortium-influenced markets. This is probably not a coincidence.

While the merchant cruisers of the Consortium range far across the Sector (and even into Imperial space), firms based out of the Consortium worlds tend to be local in nature, and have few offices outside the member worlds.

The Consortium has a fair proportion of non-humans among its populace, including Vargr and some Wanderers, who have been integrated in local culture for centuries. Relations with the 2000 worlds were at one point almost cordial, though the activities of the Lords of Thunder have soured this relationship in recent years.

Border arrangements exist with neighboring powers, but only as negotiated by individual member worlds. There are few formal arrangements and treaties concerning the GTC as a whole – it prefers to make peace through manifest benefits to both parties rather than the formal wording of a treaty.

Consortium Military: The various member worlds maintain local defensive forces and a few Jump-capable warships, but the nearest the Consortium has to a Navy is the so-called "CP-CK Fleet". This is a collection of small warships (nothing bigger than a destroyer) on loan from various worlds, assigned to "CP" (commerce protection) and "CK" (corsair killing) duty. Seepies and Seekers (as they are colloquially referred to) range beyond the systems of the Consortium, and at times have been known to assault and occupy known pirate havens.

The majority of Consortium merchant cruisers are armed. The larger ones carry bay weapons but none have spinal mounts. However, these vessels are able to defend themselves against most raiders and can even project force at a modest level, should the Consortium ever need to.

Each planetary navy and merchant line has its own uniform, though centuries of co-operation have resulted in commonality of insignia and ranks, creating a modicum of corporate identity among the diverse forces of the Consortium.

INTERSTELLAR STATES OF THE CRUCIS MARGIN SECTOR

Most of the worlds of the Crucis Margin sector are independent though several states do exist. These vary in power from the impressive to the trivial.

THE HIVE FEDERATION

The Federation owns no worlds in the sector, but some are sufficiently closely aligned with the Federation that they can be considered to be client states. Client worlds normally have an enclave of Hivers and other Federation races, who act as advisors and trade factors. Hiver ships call regularly at these worlds, though warships are far less common. No formal treaties exist between these client worlds and the Federation, and it is not known if the Federation would fight to defend them.

THE TWO THOUSAND WORLDS AND THE LORDS OF THUNDER

While there are no K'Kree worlds in the sector, the 2000 worlds and the Lords of Thunder do have a certain presence in the region. Trade ships are not infrequent in the Beta quadrant, and some worlds have become friendly to the K'Kree for one reason or another, creating safe harbors for K'Kree vessels – or forward bases, for those who want to look at it that way.

THE MISCHE CONGLOMERATE

Lying in the Alpha quadrant of Crucis Margin sector, the Conglomerate is a treaty organization linking seven worlds into a defensive and economic pact. Ewa is generally considered to be the "first among equals" of the Conglomerate, given its impressive technological base, but all member worlds are entirely independent other than in matters of mutual defense and foreign policy.

The Conglomerate has some links with the Khuur League, the Imperium and the independent world of Phoniwt in Ley Sector, to Coreward-Spinward. In the past there has been a considerable amount of trade with the Galian Federation, to Coreward, but navigation of the scattered stars of Gateway Sector's Gamma quadrant has never been easy. In the past 200 years matters have been made more difficult by the increasing manifestation of the so-called Deadspace Phenomenon.

Deadspace has also manifested itself from time to time within the systems in and around the Conglomerate, and seems to be becoming more frequent. The spacers of the Conglomerate are probably the most experienced in Charted Space at dealing with Deadspace, but all the same it represents a significant hazard to navigation.

Conglomerate Military: The military forces of the Conglomerate are simply those of individual member words, and vary considerably. Joint command protocols do exist for combined operations, and equipment is designed to be interoperable, but the Conglomerate is an alliance, not a state. Its forces are simply not as coherent as those of a single state.

THE RAIDERMARCH

Founded during the last days of the Long Night as a raider kingdom, the Raidermarch is today a powerful and militarized state lying in the Alpha quadrant of the Crucis Margin sector. Although built on a foundation of wealth and technology taken by force, the Raidermarch acquired a certain respectability during the middle centuries of the millennium. Where vessels had once plundered across Crucis Margin and Glimmerdrift Reaches sectors, and even into the Galian Trade League in Gateway, they came instead to trade.

Indeed, for several centuries, the Raidermarch was almost apologetic about its origins, and generous in trade and foreign assistance. While maintaining a strong military force, the Raidermarch was determined to be seen as a power for stability and order in the region. Its vessels went out on anti-piracy patrols, and even launched punitive raids on worlds that harbored corsairs.

However, from around 750, something changed. Rumors

began to circulate that the naval vessels of the Raidermarch were using commerce-protection as a cover for piracy. Some of the vessels that were seized on the pretext that they were operating as corsairs were highly unlikely candidates for pirate ships. Despite a vigorous clash with forces backed by the Glimmerdrift Trade Consortium, the Raidermarch came to dominate trade in the local systems, charging high tolls for safe passage.

Marcher ships suddenly imposed a blockade of Kochi and Gifu in 820. After several years of buildup and economic squeezing, the two worlds were invaded, one after the other. Gifu is now fairly well integrated into the Raidermarch, though Kochi is still rebellious and under occupation.

It seems likely that the Raidermarch intends to continue expanding. Certainly its navy is highly active in the local region, and rigidly controls trade within several parsecs of Marcher space. Where the Raidermarch will look to for its next conquest is a matter for conjecture, but experts agree that some nearby world is about to be annexed.

Raidermarch Military: The navy of the Raidermarch operates vessels of destroyer size and smaller. Most are conventional types, though long range and the capacity for self-repair is apparently considered an important feature. In recent years, "pocket carriers" have been sighted flying the Raidermarch flag. These 1-2000 ton vessels are constructed to rugged merchant rather than full military standards. They operate a handful of fighters and armed cutters, and are obviously designed to fight only semi-military threats. In other worlds, a kind observer might think them well suited for escort and anti-corsair operations, while a more cynical person would describe them as custom-designed commerce raiders.

CORPORATE REPUBLIC OF KOBE

The Corporate Republic is a rather small state lying in the Gamma quadrant of Crucis Margin sector. Comprising two worlds and a handful of outsystem installations, the Corporate Republic is a "company state", in which the entire population are employees of the Kobe Corporation.

The Corporate Republic is impressively prosperous despite its small size, and has fingers in pies across Crucis Margin and Glimmerdrift Reaches sectors. Its trade vessels do not range far beyond the Gamma quadrant, but Koban capital is invested in businesses scattered across many systems.

Relations with Greater Osaka are good at present, with personnel exchanges common and joint exercises (usually in the Mori system) undertaken every year. However, Kobe has no formal alliances though it does have a number of agreements that should allow it to assemble ships from several worlds into an impressive fleet at need.

Koban Military: Kobe buys in high technology weapon systems and vessels from the Old Worlds, allowing it to maintain a small but high-tech fleet for territorial defense. This force is backed up by home-built vessels of lower capability, which are normally deployed on escort or picket duty.

Kobe's influence is such that when threatened, the Corporate Republic normally responds by asking a number of friendly worlds to loan a vessel or two each, or by leaning on the Old Worlds to apply pressure. Most potential aggressors will back down when it becomes obvious that an attack on Kobe will result in war with three dozen other worlds, or a visit from an Old Worlds task force.

In addition, Kobe specializes in asymmetric warfare. A conflict between Kobe and another interstellar state would be characterized by covert operations, surprise attacks by innocent-seeming ships, commerce warfare, mysterious explosions aboard ships and installations, and the sudden defection of allies. The uncertainty that exists as to what Kobe would or could do to an enemy is a powerful deterrent.

Of course, some of these operations could be undertaken before a war began, and there is some suspicion that Kobe uses covert means as a diplomatic, economic and political tool.

KARHYRI WORLDS

The Karhyri are a minor alien race native to Sfyri, in the Gamma quadrant of the Crucis Margin sector. Around –2500, the Karhyri managed to colonize Kald by means of sublight starships, and there found the remains of a crashed Hiver vessel. The crew had perished decades, possibly centuries, before, but enough of their technology remained intact that within 50 years the Karhyri were able to build crude Jump-capable vessels.

Developed versions of these craft were used to colonize the local systems, though at no great pace. The Kahyri stopped expanding at 6 worlds, though they did continue to explore. Their goal in these explorations was apparently not to find more territory, but to locate the source of the wreck that had transformed their race into a starfaring power. Sometime in the –2000s, a Karhyri vessel made what was for the time a stupendous odyssey, to deliver the enshrined and preserved remains of the lost Hiver crew to their home in the Hive Federation.

This "empty odyssey" is an important feature in the history of the Karhyri, for to them the return of the bodies was a matter of grave honor, while to the Hivers it was merely an interesting event that explained one long-forgotten missing ship report. The Karhyri were deeply offended, and more so when several of the their crew died in systems failures on the long journey home. The Karhyri feel, to this day, that these personnel were martyrs to the honor of a race possessing none.

Since this time, the Karhyri have been wary and mistrustful of all non-Karhyri and Hivers in particular. They do trade in the local region and have reasonably good relations with Greater Osaka. The Syzlin Republic is viewed with grave suspicion.

The Karhyri are ruled by a caste of "servants of honor", which appears to function as some sort of priest/administrator group which has been codified by Imperial scholars as a civil service bureaucracy, but is in fact far more complex than that.

Laws (in the form of accepted customs, modes of behaviour and "debts of honor") are strict in the Karhyri Worlds, but society seems content with this well-ordered existence, which has lasted for many centuries without significant change.

Karhyri Military: The Karhyri do not seem to have a standing military of any recognizable sort. A caste of "guardians of honor" acts as a customs service when dealing with the few

aliens that enter Karhyri space, but do not seem to have a police role. The few ships encountered outside the Worlds are all apparently trader or scout vessels, which presumably mount some kind of weapons. However, no indication of military capability has ever been observed.

Outsiders simply have no idea what the Karhyri are capable of. Their capabilities (if any) have never been demonstrated because, as far as is known, no-one has ever attacked them.

GREATER OSAKA

Once a part of the Syzlin Empire, the world of Osaka became independent in a bloody revolution in 778. The collapsing Empire withdrew from Tsu shortly thereafter, and Osakan forces moved in without opposition. Tsu, a mid-tech world of no great consequence, welcomed the arrival of Osakan forces, and signed a mutual protection treaty that gained far more for Tsu than for its Osakan "overlords", but given the need to keep Syzlin forces out of the cluster, the expense was deemed worth it.

Under the Empire, Bura had simply been a waypost. With no need to keep it open the Empire forces were withdrawn and shortly afterward a small Osakan colony was established. At present this small outpost serves mainly to support naval forces assigned to defend the system, and it does not look likely to be expanded.

Thus, since Greater Osaka consists of one mid-tech subject world and an outpost supported from Osaka itself, the interstellar state of Greater Osaka is little more than a single world with some offworld holdings. However, the possession of two additional systems and the powerful Osakan technological base gives the state a certain prestige in dealing with local non-aligned worlds, and this is played for every advantage.

Greater Osaka is not expansionistic, though it maintains a fair military force to deter any annexation attempt by the neighboring Syzlin Republic.

Osakan Military: The military forces of Greater Osaka are mainly small non-Jump capable craft designed for system defense and backed by a handful of monitors in the destroyer class. A few Jump-capable vessels are operated, but most mobile operations (when they occur) are undertaken by non-Jump ships transported by vessels described as "merchant combat tenders"

Osakan merchant vessels comprise a central "jump-spindle" which mounts light defenses and to which a variety of modules can be fitted. Most commonly these are fuel and cargo pods. Most cargo pods are "inert", i.e. nothing but cargo holds. Some cargo pods are streamlined and capable of independent maneuver (though their sensors are limited and direction by the parent craft is useful.)

However, in place of some of her cargo pods, an Osakan freighter can carry other devices. These can include fighter-tender bays, additional weapons mounts, or up to 8 400t non-jump-capable "corvettes". While most definitely not a warship, a freighter mounting a couple of weapons pods, a pair of fighter-tender bays and able to deploy 4 400t corvettes represents a powerful force. This means can also be used to move corvettes between systems for defensive operations.

THE SYZLIN REPUBLIC

Situated in the Gamma quadrant of the Crucis Margin sector, the Syzlin Republic is a fairly new and highly expansionistic state dominated by the world of Syzlin. The first wave of expansion took place deep in the Long Night, when the world of Syzlin, then a subject world of the short-lived Kaiter Hegemony, gained control of a small fleet of starships in a military rebellion. These vessels were used to drive Kaiter forces from the local cluster and to gain tenuous control of the six worlds of the cluster.

The True Kaiter Hegemony, as this new state called itself, collapsed back to two systems over the next century, but overall fared better than the Kaiter Hegemony, which has been lost to history. Eventually, Syzlin began to expand back out and regained control of the cluster as the Syzlin Empire by –150. Expansion has since been rather sporadic, with the Empire peaking at 24 systems by 500.

A rebellion on Osaka, which incidentally was the foundation of Greater Osaka as an interstellar state, triggered the partial collapse of the Syzlin Empire. Reduced to six systems, the Empire struggled along until about 800, when a wave of reform swept through the remaining systems. A brief but bitter civil war ensued, and when the dust settled, Syzlin was the center not of an empire but of a republic.

The Syzlin Republic retained some of the old Imperial trappings, and all of its ambition. Expansion began once again, until by 950 the republic controlled 14 systems, some of which joined more or less voluntarily and some of which were conquered. A period of consolidation followed, during which the republic showed some signs of settling at its present size.

However, in 987, Republican forces crossed the Pavlet Deep to assault and capture the virtually worthless world of Aldrikin. Aldrikin was never a member of the Empire, and has little value except as a source of grain crops, so this move continues to puzzle observers. However, the system is heavily defended and under strict martial law, so some good reason must exist.

The Republican capital is at Syzlin, from where the various Planetary Republics are governed. The exact means by which a "planetary republic" is run varies from world to world. Some are fairly democratic, while on others the democratic process has been bureaucratized until it is nothing more than lip service to popular choice. On Armero, the governmental apparatus has collapsed entirely (and rather suddenly). Some sort of intervention is highly likely.

Republican foreign policy is arrogant and expansionistic. Trade ships and war vessels claim the right to free navigation in any system, and are quite willing to back this demand with force. The Republic is known to train and sponsor guerilla and insurrectionist forces on several worlds (though it denounces terrorism) and is quite willing to impose economic blockade if it can get away with it.

It seems likely that once the Republic gets its house in order regarding Armero, further expansion will ensue.

Republican Military: The Republican armed forces are constructed to TL A-B for the most part. They are large and experienced, though overconfident. Member worlds are not

permitted to operate any armed forces of any kind except for law enforcement. All ground forces, system defense vessels, planetary installations and Jump-capable naval vessels are under the direct control of the Republican President on Syzlin.

The Republican military does have a fair amount of legacy equipment inherited when a system was taken over. Transferred to central control, this equipment is either added to the Republican Navy or gutted and converted to a system-defense role depending upon how the world joined the Republic. Those that applied for admission are honored by having their vessels upgraded and assigned as naval units. Those that were conquered are humiliated by seeing their ships stripped of their mobility and sent off to defend some other world. As time passes and this equipment wears out, it is replaced by new-build assets constructed to an integrated design. All first-line vessels belong in this category.

Thus the first-line ships of the Republic are powerful vessels in the destroyer or light cruiser class, with a rag-tag collection of older escorts and second-line ships making up the numbers.

The Republic maintains three fleets, each centered on a TL-C heavy cruiser (referred to as a "command cruiser"). A fourth command cruiser serves as presidential yacht and the centerpiece of the Bodyguard Squadron. The Home Fleet at Syzlin defends the home cluster and acts as a strategic reserve. The Rim Fleet operates out of Stefen and defends the four worlds of that cluster. The Ranger Fleet is based on Ise and defends the Coreward end of the Home Cluster as well as holding down the scattered worlds to Coreward-Trailing. Individual vessels and small task groups frequently deploy out of area for patrol, flag-showing and other purposes.

KAFOE DOMINATE

Lying in the Alpha quadrant of the Crucis Margin sector, the Kafoe Dominate is the two-world "empire" of the Kafoe, an advanced but enigmatic alien race. The Kafoe are aggressive, and frequently raid the surrounding worlds including those of the Old Worlds. This began in 906, and there is absolutely no evidence of the Kafoe before that time. Indeed, there are records of planetary surveys of Derj and Indang that show them to be uninhabited, with only old ruins of alien origin to show that anyone ever lived there.

Thus it is not clear whether the Kafoe returned to their worlds after an absence, or came here to build on ancient ruins left by another species. Whichever it true, they must have remained hidden for some time or else arrived in force very recently. The question remains, where from?

Little is known of the governmental structure of the Kafoe, and less about their society.

Dominate Military: The Dominate has a powerful force of large vessels in the Derj and Indang systems (they may be non-Jump capable, since they have not been sighted elsewhere). Old Worlds expeditionary forces have been beaten back with heavy losses by these vessels, which mount particle weapons of a very unusual design in addition to other, as yet unidentified, weapon systems.

Raids are normally conducted by small, long-range vessels armed with a particle weapon of roughly bay weapon size, possibly as the sole armament. Many attempts have been made to cripple and capture one of these craft, but if anyone has succeeded, they are keeping their findings very quiet.

The highly aggressive, apparently random raids of the Kafoe are a major threat to shipping in the region, but one that so far remains uncountered.

THE FREE AND HOLY FEDERATION OF AMIL

Lying across the Alpha and Beta quadrants of Crucis Margin sector, the Free and Holy Federation was once an outpost of the Collective, a socialist state that was eventually absorbed into the Viyard Concourse. The Collective made the mistake of attempting to suppress the Church of Stellar Divinity, with the eventual result being a split between the Faithful and the Secular Socialists. The divisions ran so deep – and the religion was so unacceptable to the Collective – that there was no chance of a reconciliation, nor of victory in the strife that would eventually ensue.

The Collective thus made an enlightened and worthy decision, based upon its own principles of individual rights. Five worlds would be set aside, centered on the world now named Rickamil, and given to the Faithful. The upheaval was considerable as people moved back and forth between the Collective and the new Federation, but conflict was averted and the two very different states became close allies.

Today, the Free and Holy Federation is an independent entity friendly with but no longer allied to the Viyard Concourse. By mutual agreement the Palompi system is occupied only by a small group of theologians from the Federation and social scientists from the Concourse, who argue endlessly in the hope of someday finding something resembling common ground.

The Free and Holy Federation governs its worlds through powerful religious dictators, except for Orwelle, which is ruled direct from Rickamil, and Rickamil itself, which is home to the Righteous Council, a religious body that makes all laws.

The Federation, despite its deep convictions, is an enlightened and tolerant society which subconsciously supports many socialist ideals. Visitors are as welcome in the Federation as anywhere else, though space traffic control is a little strange to outsiders, since some stellar phenomena are considered holy and thus grounds to stop everything and give thanks. Some orbital regions are "auspicious" and permitted only to suitably anointed crews from among the Faithful.

Despite the restrictions of their religion, the people of the Federation are good scientists and enjoy a sound technological base. They are open to trade and commerce, and have strong links with the Mercantile Concord to Trailing.

Federation Military: The Federation maintains a small military force, of distinctly average quality. Vessels are high-tech but of very conventional design, and tactics are outdated. The Federation has not had to fire a shot in anger for some years, though the recent upsurge in piracy may result in some changes.

Vessels are mainly small escorts, though the Federation does operate a handful of elderly destroyers transferred by the

Concourse.

THE OLD WORLDS

Although not actually the first settled worlds of the sector, the planets making up the political entity now known as the Old Worlds have retained starflight, interstellar trade and some form of multi-world government throughout their long history. That history began during the rampant conquest of the First Imperium by the Terrans. A number of groups, alarmed at the changes being undertaken by the Terran Confederation, chose to pool their resources and find a new home far from Earth. Some ships stopped at habitable worlds far closer to home than the Crucis Margin sector, and some met with disaster, but the majority forged on until their worn-out ships threatened to strand them.

This was what the colonists had been waiting for. They had used the endurance of their vessels as a measuring stick, trying to discern a distance from Earth great enough that only one-way missions could cross. In time, they supposed, this new Terran Imperium would expand and they would be found, but by then their worlds would be developed and ready to defend the values they had left Earth to preserve. Of course, the Ramshackle Empire did not last long enough to expand anywhere near Crucis Margin, and the colonists were forgotten about.

But in the meantime, the colonists had made planetfall on four promising worlds, and worked with feverish energy to develop them. As soon as they could build their own starships, they colonized more worlds, and even as the Long Night drew in and the Ramshackle Empire collapsed, the people of what would become the Old Worlds prepared to repulse its navy.

Those preparations served the Old Worlders well in the darkness of the Long Night. Conflicts with powers long vanished threatened to destroy the small alliance, but as time went on the Old Worlders found that their strength had allowed them to outlast their foes. By the time the Dawn came, the Old Worlds were a thriving interstellar polity with tenuous connections to the Galian Trade League to Coreward-Spinward and somewhat more reliable communications with the Hive Federation to Rimward-Trailing.

Old Worlders are as a rule somewhat arrogant. Their multiworld state, which lies at the junction of all four quadrants of the sector is large, powerful and stable, and it enjoys a higher overall tech level than any other power in the region. Old Worlder trade ships range across the sector and beyond, and exert considerable influence in the form of decisions as to who is permitted to buy the high-tech exports of Gdynia and Biskra.

The capital of the Old Worlds lies at Biskra, in an artificial city constructed at the North Pole of that world. Although Biskra is Balkanized, all states of the planet owe allegiance to the central government and contribute to its running. Dissent is rather low, though internal politics can be a somewhat lengthy affair.

The Old Worlds is more or less at war (albeit undeclared war) with the Kafoe Dominate. This small alien state apparently sprang into being a few decades ago and has mounted a number of vicious and destructive raids into Old Worlder space. So far, the Old Worlds have had little success in suppressing the raiders, nor in taking the war to the Kafoe.

A state of cold war exists between the Old Worlds and the Katowice Conquest, a state to Coreward that broke away in 280. Originally this was an amicable division, but differences of opinion over technology sharing and foreign policy have soured relations to the point of armed standoff. Fortunately, neither side wants war, so the few live-fire incidents that have so far occurred have been swiftly contained. While a settlement seems highly unlikely, a familiar, comfortable hostility is the worst that has so far come out of the dispute.

Old Worlds Military: The Old Worlds has the most powerful navy in the sector, equipped with numerous cruiser-sized units and even a couple of vessels that would rival an Imperial dreadnought. Most of the fleet is Jump-2 only, being intended for internal defensive operations, but a flotilla of TL-E strike ships stands ready to take any war to the enemy.

The Old Worlds has also taken upon itself the role of a regional police force. Many small warships patrol nearby space to protect the commerce of the Old Worlds and other states alike. A force of "Reaction Cruisers" (actually vessels comparable in size to large destroyers) maintains standing deployments and patrols local beyond the borders of the Old Worlds. These vessels carry naval weapons and ground troops, but also rescue equipment, surgical and medical hospital facilities, utility craft and ground vehicles. Their purpose is to intervene in any "humanitarian crisis" (normally this means natural disasters and the aftermath of wars on-planet, and shipping accidents in space) quickly and effectively. Considerable goodwill towards the Old Worlds exists among those helped by the Reaction Cruisers, though inevitably there are some who resent the "needless interference" in the affairs of others.

Old Worlds vessels and ground troops are also engaged in a number of peacekeeping deployments; some say that more forces are committed than the Old Worlds can support, and that the strain is starting to show.

THE KATOWICE CONQUEST

Long ago, the worlds of the Conquest were part of what is now the Old Worlds. Differences of opinion and internal disputes eventually caused Katowice and some other worlds to secede, and in the ensuing series of short wars, several other worlds were conquered. The situation was for a long time characterised by an attitude of "grab what you can and sue for peace", but eventually the borders settled and an uneasy ceasefire became a formalized standoff.

Since about 750, the Old Worlds and the Conquest have accepted one another's territory and a series of joint declarations in the 800s seem to have made the border and the status of various worlds permanent. However, no actual treaty exists, and the rivalry between the sector's two largest powers is intense. Incidents are uncommon, but not unheard-of.

The Conquest was for many years friendly with the Mercantile Concord, but relations have recently begun to sour. The roots of the debate are twofold: the Concord's monopolistic practices and its increasingly friendly attitude towards the Lords of Thunder, which alarms human states close by.

The Conquest has begun a naval expansion. Repeated

statements insist that this is a normal replacement of ageing vessels, and convoluted redeployments seek to hide the increases, but experts claim to have identified an increase in naval spending of over 5% per annum, steady over several years.

Trade is important to the Conquest (one reason for the recent tension with the Concord), and merchant vessels range across the sector and beyond. However, the Conquest could probably survive without any external trade due to internal access to many important resources. With one exception, the Conquest worlds enjoy a moderate to high technology base, though industrial output is not all that high for such a large state.

Despite the name of the state, the capital of the Conquest is at Zywiec, with Katowice itself being primarily a military world serving the main fleet base and associated shipyards. The worlds of Konski and Rybnik are notable in that they have only the most rudimentary starports. This is a deliberate measure on the part of the Conquest, making transit through these systems and into the Conquest more difficult. Naval tankers and resupply ships are available to assist Conquest vessels making the transit. Outsiders must made do with what there is.

Conquest Military: As might be expected, the Conquest maintains a powerful military force including vessels in the light cruiser class and a handful of "battlecruisers" that are more properly considered over-armed, fast versions of the standard heavy cruiser type. Fragile if caught in battle against a heavy cruiser or capital vessel, these battlecruisers could inflict massive damage on even a capital ship, and would (in theory) shatter anything fast enough to bring them to battle. They are more of a deterrent than a warfighting weapon, a legacy of the decades of cold war with the Old worlds. It may be that current builds are aimed at creating a more balanced deep space fleet for purposes as yet unknown.

The Conquest also maintains a unified Merchant Fleet, whose armed vessels carry out much of the works of the "fleet train" – logistics, courier, personnel transport etc. Some Merchant Fleet vessels are actually small escort ships assigned to commerce protection duty.

OYTRIP OF TUBROYLLUFOTYUSK

A number of worlds across the Domain have small Droyne populations. For the most part they keep to themselves and remain somewhat mysterious. Much the same could be said for the only actual Droyne state in the Domain, the Oytrip of Tubroyllufotyusk.

Tubroyllufotyusk (pronounced Tub-ROILU-fot-YUSK) is a Droyne word that defies translation into any human language. Since there are so few Droyne in the region, and most humans know of only one community, Tubroyllufotyusk is sometimes known as "the Oytrip" by ill-informed humans.

"Oytrip" is the Droyne word for a community, which can be of almost any size. In the case of Tubroyllufotyusk, there appear to be billions of Droyne living in a high-technology society that covers the majority of the planet. The Oytrip seems willing to trade and interact with outsiders, though visitors to Tubroyllufotyusk are normally restricted to certain cities and not permitted to investigate widely.

Observers have noted that some Droyne – perhaps 10% of the planetary populace – are not high-tech citizens, but live in the wilder parts of the planet in communities ranging from iron-age to about TL9. These communities seem willing and even happy to interact with their high-tech brethren, but have no interest in starfaring society. Some are little more than wild hunter-gatherers. The latter are apparently respected and left alone by their cousins so long as they keep to certain areas, which they invariably do. Outsiders have never made sense of this situation.

Enclaves of Droyne on some other worlds seem to profess membership of the Oytrip, at least some of the time. With Droyne it is difficult to comprehend exactly what the situation is, and the Droyne themselves do not feel the need to explain. Other enclaves are clearly nothing to do with the Oytrip, though exactly what their status is remains an open question.

Droyne technology is very different from, and not compatible with, that of humans, Hivers and K'Kree. Indeed, some items of Droyne technology seem not to be compatible with other items from the same Oytrip. For this reason (and perhaps others) the Droyne of Tubroyllufotyusk do not normally trade complex technological items, and are very selective about who they trade them to. The recipients are highly unwilling to sell on or even allow their Droyne items to be studied.

The Droyne of Tubroyllufotyusk remain a mystery for the most part. It is known that they are willing and able to fight to defend their territory, and that they will ruthlessly destroy vessels violating their restricted areas. However, they seem not to be expansionistic or aggressive, and apparently just want to be left alone.

Oytrip Military: The Oytrip of Tubroyllufotyusk maintains a powerful TL-E navy and ground forces drawn from the Warrior caste. Vessels are for the most part not large, being mainly in the escort class (1-2000 tons) but they have impressive capabilities for their size. Rumors occasionally surface that there is a flotilla of larger warships kept out of sight of visitors, but this is of course unconfirmed.

The Droyne navy does not follow easily identifiable rules. Vessels will sometimes take incredible risks to assist a merchant ship under attack, and at other times will sail close by a vessel in distress in flagrant violation of interstellar law and spacefaring custom. The Droyne do not explain their actions, and it seems likely that they do not recognise the common laws of space.

Droyne vessels have been known to take part in joint anti-piracy sweeps, often in conjunction with Reacher warships, but most of the time they are simply not interested in anything not actually shooting at them.

Like the Oytrip itself, the navy of Tubroyllufotyusk remains shrouded in mystery.

THE REACH

A relatively young power, the Reach was founded in the 700s by an alliance of Ranua and Turku (the full title is the Turku-Ranua Guaranteed Trade Corridor, though even official

documents refer to it as the Reach). The Reach comprises five worlds, of which three are more or less subjects, kept prosperous and compliant by trade from Turku and Ranua. None of the worlds of the reach was overtly coerced or conquered, and in all fairness membership of the reach benefits the three "lesser" worlds considerably.

The Reach is fairly self-contained and somewhat resistant to outside influences. However, Ranua is host to a sizeable enclave of Droyne from the Oytrip of Tubroyllufotyusk, and there is a Hiver Trade Mission on Turku. Relations with these powers are cordial, but stubbornly in favor of self-determination. Relations with the Empire of Olduvai are not good, with Reacher ships banned from Olduvai ports after allegations that the Reach was supplying high-technology weapons to the Imperial Princes without the Emperor's consent.

Reach politics are fairly simple. All five worlds are self-governing, and contribute funds and forces to a central defense command. The Reach Conclave, which includes representatives from all worlds in proportion to their economic importance, is based at the orbital cityport of Turkan Imal ("Home in Orbit" in the local dialect.) In practice, the Conclave is dominated by the parallel interests of the two greater worlds, and while there is always debate, its decisions are predictable and (usually) accepted without dissent.

Reacher trade vessels can be encountered throughout the Delta quadrant of the sector but rarely beyond.

Reacher Military: The Reach maintains a small but integrated and reasonably efficient military force for local defense. Its ships are escort sized for the most part, with the odd destroyer. The one exception is the flagship of the fleet, a "Battle Class" Light Cruiser of Solomani origin. This vessel was once CNS *Mars Intercept,* though she is now named *Defender of the Reach. Defender* is old, but serviceable. Exactly whose hands she passed through before entering Reacher service is a matter for conjecture.

Reacher forces regularly provide escorts for friendly merchant vessels in the Delta quadrant and have been a significant influence in keeping down the tide of piracy that has risen elsewhere.

THE EMPIRE OF OLDUVAI

The rather unimpressive Empire of Olduvai is situated in the Gamma quadrant of the Crucis Margin sector. It contains exactly two worlds; the "Imperial capital" at Olduvai, which is subdivided into a great many Imperial Princedoms, and the subject world of Falaya.

The Empire has strong links with the Hive Federation, and buys some of its technology from regular Hiver trade vessels. This has allowed the Emperor of Olduvai to construct a number of trade and military vessels capable of Jump-2. The former are becoming a common sight in the region, while the latter remain in Empire space except for the occasional flag-showing visit.

Despite its penchant for overblown ostentation, and its inescapable pretentiousness, the Empire is neither expansionistic nor aggressive. Indeed, it was showing signs of deep decline until the acquisition of Hiver Jump-2 drives in 860, which allowed the capital to raise its tech base and injected a new lease of life into the Empire. The decline has been reversed, though at the price of some instability and bickering among the Imperial Princes.

Relations with the Reach are poor at present, after Reacher ships were caught supplying some of the Imperial Princes with forbidden high-tech weaponry.

Empire Military: The Imperial Navy of Olduvai operates a TL-9 system defense force backed by a reserve of Jump-1 capable warships. It has a small flotilla of escort-sized jump-2 (TL-A) warships which are the pride of the fleet and are both smart and efficient. The Imperial Ground Forces are equipped mainly at TL 9, and stationed to defend the Imperial Holdings on both worlds.

The Imperial Princes also maintain household forces, including some jump-capable warships. According to rumor, some of them have obtained J-2 vessels using Hiver technology; this is forbidden by the Emperor's edict.

The forces of the Princes vary considerably. Some are merely security guards for the estates and any holdings elsewhere, while the more powerful princes maintain large private armies. No Prince has even a fraction of the Imperial forces, of course, but all together the Princes could muster a force comparable with that serving the imperial household.

MERCANTILE CONCORD

A large and technologically advanced state lying in the Beta quadrant of the Crucis Margin sector, the Mercantile Concord is essentially an alliance of sub-alliances and individual worlds. It is not what could be described as a coherent body, though the acceptance of certain common principles such as trade and customs practices does make for a measure of cooperation.

An economic rather than political alliance, the Concord's internal affairs are confusing to an outsider. There is no recognised capital, and disputes between members are generally mediated by whatever third party seems best suited. There are dozens of disputes and contract negotiations ongoing at any one time.

The internal trade routes of the Concord are a flurry of large and small merchant ships as multi-world corporations ship goods between factories, suppliers and markets, and the starport brokerages are a madhouse of frantic commerce.

This rampant commercialism produces a society rife with opportunity and opportunism, and one that is frequently portrayed by outsiders as corrupt and lacking in ethics. In fact ethics within the Concord are much the same as anywhere – there are honest merchants and there are those who'd sell their granny for a quarter credit. However, news travels fast and those whose dealings are less than honest often find themselves edged out as clients require so many guarantees and check-pauses in transactions that those with a good name gain a huge advantage. It can thus be fairly said that the Concord is a great place to pull a scam – once – but the overall situation is self-regulating in favor of hard but fair dealings.

The Concord was for a long time friendly with and even a backer of the Katowice Conquest, in return for guarantees of military support. However, the past 30 years or so have

seen relations souring somewhat as the Conquest became increasingly irritated with the practices of the Mercantile Concord, which had begun to over-use its commercial influences outside its borders, creating a semi-monopolistic situation in several critical markets.

In addition, the Concord has recently begun to entertain envoys from the Lords of Thunder, and seems to be moving towards some sort of a treaty with them. This move is understandable, but alarming to other states in the region, since the Lords of Thunder have begun operating starships in the Crucis Margin sector out of Concord ports.

Concord Military: The various worlds, corporations and shipping lines of the Concord all have their own security, military and naval forces, with no coherent command structure. Military cooperation is limited to the odd anti-piracy sweep.

The only "real" military force in the Concord is the Jastrin Mercenary Corporation, which provides ground forces, planetary defenses, and even naval squadrons to the Concord. Vessels are mainly destroyer-sized, but the Corporation has obtained three ex-Imperial heavy cruisers which are currently on retainer to the Concord.

The Corporation is a player in the economic game that is the Concord, and although there are other mercenary units in service to the Concord, has a virtual monopoly on large force deployments and naval operations. As such it wields a great deal of power and influence. Its stance on the Lords of Thunder issue is officially neutral, but there are rumors that the Corporation is not impressed with the direction things are going in, and is quietly bringing its weight to bear.

HIVER CLIENTS

Six worlds lying at the extreme Rimward-Trailing corner of the Delta quadrant of the Crucis Margin sector are formally aligned with the Hive Federation. While their status is different to that of Imperial client worlds, it is generally assumed that these worlds could rely on some assistance from the Federation at need. The six worlds also have a mutual defense and trade agreement, which is independent of Hiver support.

Although the Hiver client worlds are rather different from one another, all are moderately to extremely high-technology states which wield considerable economic power in their own right. Most of the Hiver trade into Crucis Margin and beyond passes through these worlds.

All Client worlds have significant Hiver minorities within their population, and representatives of a number of other races, mostly from within the Hive Federation. They are thus colorful places, vibrant in their diversity but generally harmonious.

Some outsiders, over-sensitive to tales of Hiver manipulation, are reluctant to visit the Hiver client worlds or to deal with their traders or even people that have interacted with them, fearing some gigantic Hiver plot to gain control of the entire sector population. Despite this, goods manufactured or exchanged in the client worlds fetch high prices on many worlds where their workmanship and high technological sophistication is appreciated.

Hiver Client Military: The client worlds have no unified military, but the forces of each world will happily co-operate with those of the others whenever necessary. A few Hiver naval units and Ithklur ground combat formations are deployed to the client worlds as a deterrent to outside influence.

INDEPENDENT WORLDS

The hundreds of independent worlds in the Domain differ greatly from one another. Their economic and military capabilities are dependent upon population, tech level and the type of society that exists.

It should not be assumed that just because a world is listed as "independent" that it has no diplomatic ties. Almost all worlds have some form of agreements in place with their neighbors, and are subject to influence by the greater and lesser powers of the region. Independent or non-aligned status simply means that a world is not a formal member of any interstellar state. It may well have the protection of one or more such bodies.

OTHER POWERS: ORGANIZATIONS AND MEGACORPORATIONS

Several very powerful organizations exist within the Domain. Some are legitimate businesses with their own agenda (which may or may not be in line with the prevailing political climate) while others are semi-legal or even illegal organizations.

Some of the Imperial megacorporations wield more power (and indeed, have more ships and security personnel) than any of the states of the Domain other than the Imperium. However this power is scattered across Imperial space and the region just beyond it.

Many of the organizations detailed here are based in the Imperium. Others have a home on one or more worlds beyond the Imperial border. While most organizations have some loyalty to their parent or host state, some transcend political barriers. Certain corporations, for example, see themselves as an "uber-state" with holdings on many worlds across the territory of various states and non-aligned worlds. Indeed, some corporations legitimately own one or more planets. Others are the power behind the throne on several worlds.

Where an organization has a "host government", this is identified after its title.

THE CHURCH OF STELLAR DIVINITY

The Church of Stellar Divinity is the predominant religion in the Gateway region. Most of the worshippers are human, but other races are welcomed into the faithful. The Church believes that stars are the physical manifestation of the gods, though there are a number of "heresies" that interpret this basic belief in various ways.

The Church has no central authority or main holy figure, though there are plenty of local factions and holy people who claim to be the central and main authority, a fact that creates some friction between branches of the church.

Worshippers vary in all the ways that sentient beings do. Some are good people inspired by the Church's basic tenets of tolerance, mutual understanding and avoidance of conflict, but

zealots do exist and some of the infighting between "heresies" can be vicious in the extreme. There are also powerful religious leaders who use their influence for political ends or for personal gain, and the odd messianic lunatic.

However, for the most part the Church is a powerful voice for peace and tolerance in the region and beyond. Many world governments have adopted the Church as their state religion; others listen to the Church leaders' advice even though it has no official place in government. A few world governments are actually composed of Church officials, and some worlds feel the need to export their version of Stellar Divinity at gunpoint.

Thus local perceptions (and the actuality) of the Church can vary considerably.

CORSAIRS, PIRATES AND PRIVATEERS

Most of the acts of piracy (including raids on ground targets) in the Gateway Domain are carried out by lone vessels often as a one-off opportunistic action. Many such pirates go back to commerce or smuggling, or fall afoul of the authorities or other lawbreakers when they head for a notorious pirate haunt to sell their gains.

However, there are a number of "Career pirates" and organized groups that continue their operations even though individual ships are caught or leave the pirate trade. Given the need for a safe port and reliable, discreet disposal of the loot, these career pirates cultivate a network of contacts and intimidated officials, and by this means wield a great deal of power.

None of the corsair groups in the Domain is particularly large – rarely more than three or four vessels – and they do not normally cooperate or even communicate. There is no "pirates alliance", other than in the form of corrupt world governments and a couple of states founded with pirate money.

Thus the corsairs, while collectively an influence on the region, are not a coherent political entity. Their motivations are similar, though, so as a group it can be said that the corsairs are in favor of less diligent patrolling and policing by naval units, corruption among local officials, and similar measures that allow them to get away with what they do.

EQUAL SENTIENTS MOVEMENT

(IMPERIUM-WIDE)

The ESM exists to ensure that all sentient beings within the Imperium receive the equal treatment to which they are entitled. ESM is a quiet, dignified organization that applies pressure against world governments that are apparently not treating their non-human citizens correctly. As might be expected in the human-dominated Imperium, the bulk of ESM's membership is non-human

The ESM has many adherents outside the Imperium, and it is possible that in regions where racism is prevalent, these people may resort to more "vigorous" means than the gentle campaigns of protest and education followed by Imperial ESM members.

IMPERIAL MEGACORPORATIONS

(IMPERIUM-WIDE)

Several Imperial Megacorporations have strong interests in the Gateway region. These Megacorps are all hugely powerful commercial entities, with a range of interests. Their resources are beyond what any single world (or even most Subsectors) can bring to bear, but are of course scattered across the Imperium.

The leaders of the Megacorps are now all Imperial nobles (the Imperium is built upon trade and economics, so it is hardly surprising that many of its nobles are businesspersons) and thus a Megacorporate official has not only his or her company resources to deploy, but also personal Huscarles, if any, and of course a corporate noble has the ear of others of similar rank. As a result, Megacorps have a habit of getting what they want.

The Megacorporations generally operate in an atmosphere of enlightened self-interest (the Imperium provides a good environment to do business in) and thus they will not deliberately damage it. However, rivalry can spill over into Trade War and local Megacorp leaders may sometimes act at cross-purposes to the political leaders of the Imperium. Corruption within the corporations is not unknown, either.

The Megacorps with an interest in the Gateway region are:

Delgado – Delgado is a collection of huge firms and business interests forming a Business Group. It is not yet rated as a Megacorporation, though Megacorp status seems likely in the next few years. Delgado's interests include military equipment and minerals, plus general trading. The corporation operates a fleet of large freighters and is notorious for its employment policies, which favor a small number of employees at the expense of the majority.

General Products – General is a manufacturing conglomerate that deals mainly in heavy equipment such as starships and vehicles. General has a few plants in Ley Sector, the largest of which supplies the yards of its subsidiary, General Starships Ley (situated at Dukh), with heavy components such as reactors and hull sections.

Geschichtkreis Sternsciffbau AG – GsbAG is primarily a shipbuilding firm that operates a number of yards throughout Ley Sector. The firm also operates a number of specialized research institutes throughout the sector.

Hortalez et Cie – Hortalez deals in finance, providing capital and financial services to other businesses. Its operations in Gateway Domain are currently based at Dukh, but a move to the new Domain capital, Annapabar, is likely.

Instellarms – Instellarms deals in weaponry and trained mercenary personnel. The firm offers an accreditation and registration service for merc units and individuals, and is renowned for its strictly legal dealings. Instellarms deals

mainly with bulk orders. Its subsidiary, Portcullis Defense, manufactures and markets a range of quality weaponry across the Gateway region. Instellarms does occasionally deal outside the Imperial border; Portcullis has a whole chain of sales facilities outside Imperial space.

Ling Standard Products – LSP is active in the fields of mining, vehicles, weaponry and high-technology equipment. The firm not only manufactures equipment but in some cases operates it; LSP has outsystem mining operations in several areas of Gateway.

Makhidkarun – A general electronics giant, Makhidkarun produces a wide range of consumer products and is also a major defense contractor, supplying electronic systems to the Imperial armed forces.

Naasirka – Another electronics firm, Naasirka deals mainly in computer equipment and robotics. The firm maintains a major research and development facility in Ley Sector, and has manufacturing plants on several worlds. Naasirka is one of the most active Megacorporations outside the Imperium.

Schunamann und Sohn, AG – SuSAG is the market leader in chemicals and pharmaceuticals. The firm's facilities are widespread throughout Gateway Domain, and sponsored medical facilities can be found on many low-tech worlds.

Sharushid – Sharushid is in business to do business. The firm engages in trade rather than manufacturing, and offers a brokerage service at most large starports. Sharushid factors can be encountered anywhere where there is money to be made from business.

Sternmetal Horizons LIC – Sternmetal is most famous for its mining equipment and operations, but is also active in the fields of power generation and manufacturing. Sternmetal does not do things by halves – if the firm moves into a region, it will bring in a whole colony of workers and their families, and support them while they get the job done.

Tukera – Tukera is the most famous of all shipping lines. Its vessels are encountered on major shipping lanes, conducting regular services rather than speculative trading. Tukera trains its people well and rewards loyalty. Vessels are well protected by their own armament and security personnel.

Zirunkariish – Zirunkariish is an investment firm, which mainly funds the development of mid-tech worlds and starports on major routes. The firm owns and runs several ports in Ley Sector as subsidiaries.

THE LOYAL SECTOR GUARD

(IMPERIAL DOMAIN OF GATEWAY: LEY SECTOR ONLY)

The Loyal Sector Guard is a powerful but unofficial military organization which exists within the Domain of Gateway. Its stated purpose is to defend the lives and property of Imperial citizens from all threats – i.e. the same as the official Imperial armed forces.

The LSG is formed from assets donated by various members: noble household troops, mercenary units, planetary armed forces, corporate security units and some specially-raised forces. It consists mainly of ground-combat units equipped as mid-tech light infantry (i.e. security forces rather than battlefield units) but does have a number of starships and "real" military units among its ranks.

The LSG has its own rank and pay structure, a uniform, and a strict code of conduct for its members, all of whom take a personal oath of loyalty to "The Imperium, her Citizens, and the Emperor". The stated mission of the LSG is to protect the citizens of Ley Sector against all threats.

The LSG is technically forbidden by Imperial Law. While the law does not prohibit the formation of properly-accountable mercenary forces in the service of a corporation or an individual, the creation of a widespread organisation paralleling the Imperial Armed Forces is specifically prohibited. Despite this, the LSG has not been shut down. It is led by several powerful figures in the sector, and has some popular support due to its policy of sending forces to protect places the Navy and Army cannot or will not. LSG personnel have met their deaths in the defense of citizens, and (other than by its existence) the LSG remains strictly within the law.

Many LSG members are well-known loyalists and some are Imperial officials whose integrity is beyond reproach. Other members (and quite prominent ones, at that) may be motivated by political considerations. Tension with the official armed forces is considerable, but it is recognised that closing down the LSG would be very unpopular with the citizens they protect. Only time will tell if the LSG manages to establish itself as a power in the region, but already its influence is being felt.

The LSG must have immense funding available; likely this comes from several sources. In addition to large numbers of security troops (equipped to TL8 standards for the most part), the Guard also deploys advisory teams, patrol and escort ships, fighter wings and even regular ground forces. The latter are mainly fairly small, being in the main mercenary units, but it is thought that the LSG could muster an entire Lift Infantry division, with armored support.

The LSG does have significant space forces. Its ships are small; armed traders and small patrol vessels for the most part; capable of dealing with pirates but little use in a real engagement. Rumors do persist that the LSG has purchased and is reactivating a number of obsolete cruiser-class vessels. While still inferior to a regular Navy ship, these vessels would give the LSG a far greater capability.

In addition, the LSG has large numbers of small, cheap fighters and a few larger gunships. These vessels (and supporting technical crews) are deployed in backwater systems, where they enforce local and Imperial law and create a measure of offworld defense.

The Guard also operates a number of manufacturing

centers, and is now a player in the sector arms market. Products include smallarms, conversion kits for civilian vehicles, and a line of cheap, easy-to-maintain "people's fighters" intended to allow poor worlds to obtain at least some means of offworld defense.

THE FREE PEOPLES ALLIANCE

The FPA was formed in the 700s as a counter to Imperial expansion and potential aggression. It is part political movement and part guerrilla force. The FPA generally does not oppose Imperial interests directly, but instead provides smallarms, cash and advice to other organizations which are engaged in direct action.

The extent of the FPA is unknown. It is likely that its core assets are quite small, but connections with various power groups, commercial interests and dissident organizations allow it to wield a great deal of power. The FPA has a number of blockade-runners available (mainly small merchant craft) which it uses to deliver aid to those fighting the Imperium. The actual size and composition of the organization are unknown, but FPA is thought to have links to the Solomani.

LONG NIGHT REMEMBRANCE

(IMPERIAL DOMAIN OF GATEWAY, POSSIBLY BEYOND)

A violently anti-Solomani movement, LNR's title refers to the collapse of the First (or Vilani) Imperium into the Long Night, an event that the pro-Vilani members of LNR blame entirely upon the Solomani. LNR was once a noisy but peaceful political movement and as such was tolerated by the Imperial authorities. However, in the past decade its members have carried out a bitter campaign of murder, intimidation and terrorism on several worlds, and the organization is now officially banned within the Imperium.

Numbers and membership of the LNR are of course not known. It is likely that the group has the backing of high-up Imperial nobles of pro-Vilani leanings, but thus far nothing has been proven.

MATARISHAN FREEDOM MOVEMENT

(LEY SECTOR)

The MFM promotes autonomy and even independence for the former worlds of the Matarishan Federation. It is primarily a peaceful political movement which works through rallies, political pressure and similar legal means. However, the MFM does undertake some more dubious activities. Its legal experts are quick to offer their services – for free – to anyone involved in a legal dispute with Imperial interests, and its expert agitators will advise any dissident group on how best to (legally) make a nuisance of themselves.

The MFM is thought to have funded more radical activities at various times, such as sabotage or even groups such as the Matarishan Liberation Army, a guerrilla (but carefully not "terrorist") force that attempts the occasional covert strike against Imperial or megacorporate assets. This link has never been proven, and it is likely that the MFM as such is "clean" – though quite willing to encourage others to attempt armed resistance to the Imperials.

NON-IMPERIAL SUPERCORPORATIONS

(VARIOUS)

Huge mercantile or industrial conglomerates similar to the Imperial megacorps do exist outside the Imperium. Far larger and more powerful than any planetary corporation, these "Supercorps" are more limited in the scope and distribution of their activities, but in some cases rival the Megacorporations in terms of local influence.

Note that many, many smaller firms exist in the region. Those listed here are those with enough economic power to make their influence felt in political circles. Also not listed are those firms that are effectively a world government (e.g. Kobe Corporation)

Four Sectors Arms (Various): Four Sectors is a large business group similar to Instellarms in the Imperium. However, where Instellarms deals in mercenaries as well as weaponry, Four Sectors is purely a provider of hardware. Its sales policies vary from region to region, but are for the most part rather loose. Four Sectors has even been known to bankroll planetary insurrections for its own ends.

Gateway Shipping (Gateway Sector): Gateway Shipping is a huge, sector-wide firm that constructs starships, trains their crews, and operates the vessels on behalf of client worlds. Specializing in bulk transports and secure couriers, GS maintains main offices at many worlds of the former Galian Trade League, and smaller facilities elsewhere. The firm appears not to have a political agenda besides gaining a monopoly on the bulk shipping market.

Gateway Metals (Gateway Sector): A successor to the

ancient and hugely successful Galastrian Metals, GM is a major mining and industrial concern based out of Gateway Prime. Its facilities can be found across the sector and even in the Coreward end of Crucis Margin.

Trasarian Factors, Inc: Trasarian is an old firm with offices in all four sectors. Trasarian deals mainly in cargo brokerage, insurance and finance. Its true worth is unknown, but probably staggering. Trasarian has several world governments in its pocket, and is well known for interfering in local affairs in order to gain a greater profit margin.

Transtellar (Various): Transtellar is, among other things, a shipping firm, which operates a fleet of fast couriers and well-armed liners on various routes in the Crucis Margin and Glimmerdrift Reaches sectors. It has offices on several worlds and wields considerable economic power. However, the main field of activity for Transtellar is starports. The firm owns shares in many ports across the region, and operates several directly (usually on behalf of a local world government.) Transtellar is thus very influential in the shipping trade.

SOLSEC/SOLOMANI SECURITY

SolSec is highly active in the Glimmerdrift Reaches sector, and less so elsewhere. As with any covert organization, details are sketchy but it seems that SolSec is engaged in trying to maneuver various worlds into opposing the Imperium or even aligning themselves with the Solomani Confederation.

SolSec is quite willing to use any means, including assassination and sabotage, to influence people and governments, and has acted directly against Imperial holdings on many occasions.

SOLOMANI CONFEDERATION NAVY

The Solomani Navy is heavily engaged in battling the Imperial Navy to Rimward-coreward, but has managed to slip several commerce raiders into Glimmerdrift and even Ley sectors. Many such ships are converted merchant vessels equipped with light armament, but some Naval vessels are also deployed. Most such are destroyers and light cruisers (often second-line vessels unsuited to major engagements), though some heavier units have been deployed.

It is not known how the Solomani are supporting and supplying these raiders. Either a considerable number of logistics vessels have been assigned (unlikely) or the Solomani have a base somewhere, perhaps on a friendly world.

INDIVIDUALS

The Gateway region is a hotbed of political maneuvering. Certain individuals and entities are highly prominent in various ways. Some are powerful, some influential, and some both. There are of course a multitude of lesser political players, and possibly some as powerful as those mentioned here, but who are so subtle as to be unknown.

The individuals named here all wield considerable personal power in various ways. Most have large holdings and impressive personal finances, allowing them to bring economic pressure of one sort or another to bear. These individuals also have a web of personal contacts and people who will be influenced by what they say, and of course a number of starships, security operatives and other assets that can be directly brought to bear on a problem.

IMPERIAL PERSONALITIES

THE ARCHDUKE OF GATEWAY

Archduke Marcus Aaron Erechs is the chairman of the largest and most powerful non-megacorporation in the Domain (MAE Lines, a major shipping concern). Erechs is an entrepreneur willing to take enormous risks in order to make appropriate gains. He took a single-ship trading company and built it into the sector-wide powerhouse it is today.

In terms of the Imperial nobility, Erechs is an extremely unusual case. He was appointed directly into the office of Archduke, having previously held no title of any sort. His controversial appointment was a dramatic move by the Emperor himself to deal with problems that had been crippling the sector economy for years. Ironically, Erechs' main rival is also the reason he was promoted so rapidly.

During Erechs' reign at the helm of his company, their primary competitor was Gateway Shipping LIC, a company run by Marshal Nells, which at the time was the reigning non-megacorporation in the sector. Nells was a fair but uninspired manager, able to maintain the 'status quo' of the company but unable to react and deal with the stiff competition brought on by Marcus and his company.

The intense rivalry between the companies ended up in front of the Imperial courts on one occasion, with Nells bitterly complaining of underhanded and illegal tactics being used by Marcus and his outfit. None of the allegations could ever be proved, and in the end Nells 'retired' from his position as head of the rival company, but many believed that Nells was just attempting to cover his own incompetence.

But this was not to be the end of the battles between these two personalities, only a brief pause before the competition began again, but on a different battlefield. Nells, though 'retired', was a well-connected noble, and was appointed as Archduke of Gateway Domain in 974. The appointment, while a considerable title, was at the time regarded as little more than a 'token' position given the limited territory actually controlled by the Imperium in the Domain.

Nells, never the best of businessmen, was heavily influenced by some of his cronies; heads of powerful companies that wanted to secure their status as market leaders in the region. Nells thus began a series of 'economic campaigns'. These were publicly promoted as designed to stimulate the economy and trade in the sector, but were in fact a thinly veiled attempt at economic dictatorship.

It has been suggested that Nells' reforms were largely aimed at gaining vengeance upon Erechs and his company. This is only part of the story, but it certainly was a factor. Over the next 18 years the two fought it out, Nells using his position as Archduke, and Marcus as the head of his company.

Erechs became a virulently outspoken critic of Nells and his policies as Archduke, often referring to them as asinine, or as the work of a complete lunatic. Most economists, and the economy itself, seemed to agree with Marcus. By 990, the economy of the sector was in shambles.

In 990, Emperor Gavin paid a visit to the Domain Capital on

DALY

Dukh as part of his Coronation tour. Not made public but high on his personal agenda was a private discussion with Archduke Nells about the state of the Domain economy. Emperor Gavin knew he would need extra funds for his Naval expansion program, and soon. He wanted to know why Gateway seemed incapable of providing any.

Erechs took this as his opportunity to have his case heard before the Emperor. Publicly evoking a little-remembered clause in the Constitution of Dukh, that on pain of death for an unworthy petition, any subject of the Archduke may petition for an expedited audience, which will be heard within 3 days.

Curious as to why Erechs would take such a risk, the Emperor elected to sit in upon the petition hearing, just as Erechs had hoped. During the hearing Erechs produced an overwhelming amount of evidence of malfeasance, incompetence, and mismanagement by the Archduke. Nells of course countered with "proof" supplied by his own economists, but could say little when Erechs then asked why then was the economy still in such a shambles.

As Erechs and many others (including the Emperor) expected, Nells ended the hearings and almost gleefully stated that he was now required to sentence Marcus to death, having found the evidence unsubstantiated. Erechs was then led away to await his fate.

The following day the Emperor held a public audience, creating quite a stir. Speculation flew about the purpose of the Emperor's audience, and what would be said to the summoned Nells. During the audience, the Emperor lambasted Nells for his incompetence as Archduke, and subsequently stripped him of his title. In a very surprising move, the Emperor declared himself Archduke to the Domain, and summoned Marcus Erechs to appear before him.

When Erechs was brought before the Emperor, he was questioned as to the motive behind his actions the previous day, and why he would risk his own life when it was clear that Nells would sentence him to death no matter what was said. Erechs' answer is now famous: 'Because the man was a fool, destroying not only my life, but the lives of everyone in his Domain'. He went on to suggest that here was a chance for the Emperor to prove that he was not also a fool.

Ignoring the insolence of these words, the Emperor demanded to know if Erechs thought he could do better, and why. Erechs described some of his ideas for repairing the Domain economy, but the Emperor interrupted, asking if Erechs was willing to bet his life that he could undo the damage that Nells had done. Erechs answered with another of his famous statements: "Your Imperial Majesty knows how I came to be standing here."

The Emperor then announced that the death sentence imposed upon Erechs was to be commuted to a lifetime term of hard service, the only release from which would be death. As Erechs struggled to accept this, the Emperor added the particulars of this service – Marcus Aaron Erechs would be appointed as Archduke of Gateway, with his foremost task being the revitalization of the economy in the region. Terminating the interview, Emperor Gavin added with a wry smile, "You may come to believe that execution would have been more merciful."

In addition to his considerable holdings as head of MAE Lines, which operates dozens of commercial starships and has a number of base enclaves throughout Ley Sector, the Archduke also has political power as a great noble of the Imperium. He can instruct the commanders of Imperial forces within the Domain to act in any way he thinks appropriate, though the checks and balances inherent in the Imperial system are designed to prevent flagrant abuses of this power.

The Archduke also is entitled to a personal force of household troops (known as Huscarles). For many nobles, Huscarles are an expensive luxury, though most of baronial rank and above have a few security personnel at their estates. However, Archduke Erechs' Huscarles are an impressive force in their own right. As a shipping magnate, it was only logical that a household force would be geared towards the protection of shipping, and as such the Archducal Huscarles operate a modest force of patrol ships and close escorts. They also secure the Domain capital at Annapabar, acting as its police force and ground troops. The Archduke's Huscarles have a friendly rivalry with the security arm of MAE lines, from which many of their personnel were recruited.

Note that the three forces controlled by Marcus Erechs can each only be used in certain circumstances. As Archduke, he has political control over Imperial armed forces. As head of MAE Lines he can direct its security forces within the normal bounds of such a force's duties. Only the Huscarles are truly his to command freely – and their operations are of course required to be in the best interests of the Imperium and the Domain, as Erechs perceives them.

EMPEROR GAVIN

Emperor Gavin has been on the Iridium Throne for a very short time, following the abdication of his father, Styryx. He seems very interested in the Gateway region, and sends a steady stream of envoys to the Archduke. It is thought that the Emperor will make another state visit to the region in the near future. Such a visit is likely to involve a certain amount of investigation into whether Archduke Erechs' reforms are working.

The Emperor is commander-in-chief of all Imperial forces. He is protected by the Imperial Bodyguard Fleet of the Imperial Navy, by special guard units of the Imperial Army and Marines, and a personal bodyguard drawn from all services. In addition, the Emperor has a personal force of Huscarles at his command. More importantly, he is the Emperor. Even Archdukes must obey him. The Emperor can bring virtually unlimited resources to bear on a problem.

EMPEROR STYRYX

The abdicated emperor Styryx is known to have travelled for a while, including a visit to the (then) Domain capital at Dukh. After this his whereabouts is completely unknown, though certain popular vid shows have screened what they claim are reliable sightings of the ex-Emperor. It is possible that the former Emperor intends to follow in the footsteps of a distant predecessor, who resigned in favor of a more effective Emperor and then lived out his days as an Imperial "fire brigade", rushing from crisis to crisis on the borders.

It is not known what influence, if any, former Emperor Styryx wields. He is incredibly wealthy, and can presumably still influence many nobles of the Imperium.

PRINCE GARLAN

A nephew of Emperor Styryx, Prince Garlan has been highly active in Gateway Domain in recent years. As the president of the Imperial Geographical Society, His Imperial Highness is on a grand fundraising tour of the region at present, appearing at functions on many important worlds and visiting outback research stations with his retinue of scientists and bodyguards. Rumors suggest a secret meeting with his uncle on Dukh just before the former Emperor's disappearance, and possible involvement in some kind of clandestine operations in the Domain.

Prince Garlan is a very minor player, with very little in the way of personal forces. He is, however, quite popular at all levels of Domain society, personally wealthy, and a member of the Imperial Great Nobility. It is not known how much influence he can bring to bear.

FORMER ARCHDUKE MARSHAL NELLS

Nells is a Luriani noble of Verasti Dtareen lineage, the last of an unbroken succession of Luriani control of the Archducal title since its establishment in 97. While still holding his title as Duke of Dukh, he is in bad standing among his own people due to his ineptitude as Archduke and his loss of the title. He is also no longer in control of the company his family founded and built into a domain-wide powerhouse, which Nells ran into the ground and subsequently lost. He is extremely bitter and resentful of his disgrace and loss of status, and blames Archduke Erechs for his current situation. While there is some truth to this, Erechs was more of an effect rather than the cause of Nells' troubles.

Like Erechs, Nells wields several kinds of power. As Duke of Dukh (i.e. Sector Duke for Ley Sector), he has considerable influence, second only to the Archduke. His position also gives him political control over Imperial forces within his jurisdiction, wherever this does not clash with the Archduke's instructions. Nells is also still very wealthy, and while some of his "old guard" allies disowned him when he failed to deliver the monopolies they sought, many still court his favor, giving him a powerful influence over many of the larger businesses in the region.

Nells is also a senior member of the Loyal Sector Guard, an illegal but loudly loyalist organization. More than half of Nells' Huscarles are now in LSG uniform, including several small warships and an entire brigade of grav cavalry. Exactly how powerful Nells is within the LSG is not known, but he is sure to be a major player.

NON-IMPERIAL PERSONALITIES

There are many, many powerful individuals in the Gateway region. Some of the more prominent are presented here, along with what is known about their motivations and resources.

ALIZE BENSON

Benson is a staggeringly wealthy individual whose commercial empire is run out of offices on Gateway Prime. There is no "Benson Industries" or similar firm; Benson simply owns shares in dozens of businesses and corporations in Gateway and Ley sectors.

Although she lives in and trades out of the Galian Federation, Benson has no particular allegiance to any state, and will deal with anyone. Her web of interests allows her to trade across regional boundaries and to act as middle-person in deals that would otherwise not be possible.

Benson is known to be very interested in the history of the region, and has sponsored several archaeological and historical research programs over the past few years. Some of these have actually turned a profit (often in unexpected ways), but most appear to have been conducted out of purely academic interest.

Benson's regional subordinates are instructed to keep an "open door" policy in place for worthy candidates seeking financial backing for commercial or scientific endeavors. As a result her money is behind many of the great discoveries of the region. This has at times made her personally unpopular when a particularly shocking historical revelation comes to light. Benson seems not to be bothered by the criticism, prizing harsh truths above fuzzy generalizations.

CAPTAIN JOHAN ARCHER, CN

Captain Archer is a Solomani naval captain on active service. His vessel, CNS *Rapacity* is an elderly heavy cruiser refitted for commerce raiding and currently operating somewhere in the Glimmerdrift reaches sector.

Captain Archer has responsibility for more than his own ship. He is the regional commander for most Solomani commerce raiding operations, and in addition has a political mission. His large and powerful vessel is outdated by Imperial or even Solomani standards, but for the Glimmerdrift region it is a powerful asset. Thus Captain Archer is also tasked with flag-showing and diplomacy, trying to persuade non-aligned worlds to throw in their lot with the Solomani Confederation.

This multiple mission places conflicting demands in the captain and his vessel, and creates undue risks. However, Archer attempts to fulfil all his duties as best he can. He is scrupulous in observing the "laws of interstellar war" as recognized by the Imperium and the Solomani Confederation. His vessel will always give an unarmed ship a chance to surrender, and crews will either be taken to a safe port or at least given provisions and a beacon if left adrift.

The captain does not like making war on merchant spacers, but recognizes the necessity of what he is doing. He will fight hard against Navy vessels, and will destroy a merchant ship that attempts to resist or escape.

So far, Captain Archer has been both cunning and lucky. The Imperial vessels hunting him have no real idea where he will strike next, nor how he manages to keep his ship supplied and combat-ready.

GENERAL ANDREW MAKOHL

Makohl holds no official military rank. His service was with a number of mercenary outfits where he served as a senior NCO and eventually a junior officer. After a number of tickets serving against the K'Kree, Makohl developed an intense hatred of the K'Kree in general and the Lords of Thunder in particular. He left the merc trade to found a small organization dedicated to fighting them and assisting those who wished to resist K'Kree expansion.

Makohl travelled widely and gained many allies, eventually managing to secure funding to begin training his forces. Recruits for those forces were easy to find – indeed,

the ex-merc was soon able to style himself "general" and start turning away enthusiastic but inept recruits.

Makohl is a leader in a shadowy struggle against the K'Kree. His forces are mostly small units, armed with smallarms and support weapons, or even smaller covert-action teams. Unable to fight the K'Kree directly, the general leads a bitter campaign of assassination, sabotage and sedition against K'Kree interests on many worlds. He has become a rallying point for a wide range of interests opposed to the Lords of Thunder or concerned about their activities.

Of course, his success has made the general a target for the Lords of Thunder, who offer a fabulous price for the location of his bases or the source of his funding. As a result, the General keeps mobile, travelling across the Gateway sector and beyond (often incognito) in the hope of finding yet more support while evading the bounty-killers on his heels.

NAR'GRX!TIR

Nar'grx!tir is a powerful K'Kree noble who sometimes acts as an ambassador or emissary to the worlds and states of the Gateway and Crucis Margin sectors. It is not known whether Nar'grx!tir actually hails from the 2000 Worlds or the Lords of Thunder, since he has represented the interests of both at various times.

Typically of powerful K'Kree, Nar'grx!tir is arrogant and intolerant of other races, but up to a point is willing to listen and deal (moderately) fairly with them. Nar'grx!tir always travels aboard a private starship with at least one escort vessel. His household includes several warriors/bodyguards who are absolutely loyal to him.

Oddly, two of these bodyguards are not K'Kree, but are vegetarian humans. They act very much like the other guards, saying little and doing their master's bidding without question. Their devotion and generally non-human-ness is frequently disturbing to human observers.

MARCHAILLE SANDERMANN

Marchaille Sandermann's origins are unknown, though she is obviously human. She styles herself a "freelance broker". That is, she is exceptionally skilled at setting up deals and treaties, and will hire out for an enormous fee to those wishing to wring the most out of a session at the negotiating table. Sandermann is also renowned for being able to find and obtain rare items, and has been known to trade in commodities as varied as mercenary units, mining claims and ancient artifacts.

A tall, blonde woman in her early thirties, she wanders around the Glimmerdrift Reaches sector and sometimes beyond in her scout ship, and can thus be encountered anywhere. The exception is Imperial space, which she avoids due to some legal matters still outstanding and an arrest warrant issued by the Imperial Ministry of Justice.

Sandermann moves around a lot, seeking new clients and leaving behind a trail of entirely legal but most unfair trade and diplomatic deals. As a result of her success, several worlds and two interstellar states are unhappy enough with here that they have "taken measures". In the case of the Imperium, this is merely the issue of a warrant for arrest on any Imperial world or in Imperial space. The Kahyri, however, are known to have despatched several teams to arrest and bring Sandermann back to Sfyri for trial. A number of mercs and bounty hunters are also after her, mostly on preferred-dead contracts.

Sandermann has thus far evaded her pursuers, and continues to set up rapacious deals across the Gateway region. It has been suggested that she is in the pay of one or more intelligence services, which would be hardly surprising (especially if it turned out to be more than one), and that her activities are a cover for some more sinister activity. Whether or not this is the case, Sandermann must be doing something with all the money she collects, but so far what this may be remains unclear.

ALEXANDER VON SMIT

Alexander von Smit is something of a black sheep in his family, a large noble dynasty associated with the world of Dashgad in Core sector. The von Smits are renowned for a certain slowness of intellect, which is compensated by galaxy-class stubbornness and determination, plus more than the average share of personal courage.

Alexander von Smit left home many years ago after a little talk with the family patriarch, who suggested that young Alex "did altogether too much thinking". Alexander made himself unpopular with his family by replying that the patriarch and the rest of the clan were "a collection of inbred morons and block-headed dimwits", which, while not strictly accurate, did establish that Alexander was a true Smit in at least one way.

Since this time, Alexander von Smit has travelled widely, studying whatever took his interest. His reading, and later writing, on a range of subjects, earned him distance –learning degrees in History, Planetology and Politics, with a double Master's degree in Astro-Phenomena and Xeno-Archeology. Alexander has also written for TAS, and occasionally serves as a field correspondent.

Von Smit's habit of saying whatever he is thinking at that moment has confused many people and offended far more. The most memorable incident was at the opening of his 992 presentation to the Imperial Astrographic Society, attended by Prince Garlan. Von Smit described the Prince as "shorter, fatter and even less agreeable, but in all other ways no different from his uncle, the Great Incompetent Styryx the Failure" into an open mike, which did not impress the prince.

Von Smit is currently interested in the Deadspace Phenomenon, and has led several expeditions to investigate its manifestations, in between side trips to dig up alien ruins and visits to the local universities to sneer at the quality of their libraries and incidentally do some research.

Gateway Domain consists of four Sectors; Ley, Gateway, Glimmerdrift Reaches and Crucis Margin. Most of Ley sector lies within the Imperium; the other sectors are almost entirely foreign territory occupied by independent and client states, and influenced by foreign powers. The four sectors are described in turn below.

SECTOR DATA NOTES

The sector data presented in this book makes use of a number of codes, some of which require explanation. The data is divided up into aligned columns detailing the mainworld and stellar data for each system in the sector, one system per line. A sample of this data is shown below with a key to what each block of information represents:

A	B	C	D	E	F	G	H	I
0000	Some World	A123456-A	X	Ag	R	000	Xx	F1 V

A - Hex Location: This is the sector and quadrant hex number location for the system.

B - System/Mainworld Name: The official name of the system and mainworld as recorded in Imperial records. This may or may not be the same as the name used by the local inhabitants.

C - UWP: The Universal World Profile for the mainworlds. See the Traveller's Handbook for more information.

D - Bases: The type of military or other bases and installations present within the system, if any.

E - Trade Classifications: The trade classification ratings for the system's mainworlds, if any.

F - Travel Zone: The current Travel Zone rating for the system.

G - PBG: In order: Population multiplier, Planetoid Belts present and Gas Giants present for the mainworld and system.

H - Allegience Code: The interstellar allegience of the mainworld.

I - Stellar Data: General information on the primary, and if present binary and trinay companion stars in the system.

BASES

There are various types of bases, both military and civilian that may be found on the worlds of this region. The more common are explained below.

NAVAL DEPOT (D)

Naval depots are maintained only by the greatest of powers; in this case the Imperium. They occupy an entire star system, which is normally off limits to civilian traffic except along certain carefully monitored lanes. Depots are heavily defended and are the home of the sector fleet. They contain repair facilities, shipyards, training schools and all the logistics support necessary to support a fleet. A large portion of the sector fleet is based out of the Depot, and large numbers of reserve vessels are stored there "in mothballs", ready for reactivation at need.

A naval depot present within a system will be denoted by the letter D in the sector data listings.

NAVAL BASE (N)

Naval bases are operated by all starfaring powers, though some navies are small enough that their base does not merit the N code. Naval bases are small versions of the Depot, with their own training, logistics and support facilities, and dedicated defenses. A Naval base may be used as the base of operations for a large force such as a BatRon and its supports, or it may merely be the home port of an escort flotilla. Bases thus vary considerably in the Imperium, and even more outside it.

A naval base present within a system will be denoted by the letter N in the sector data listings. If both a naval and a scout base are present within a system, it will be denoted with the letter B.

SCOUT BASE (S)

Scout Bases are maintained by the Imperium and some other powers as bases of operation for exploration and communication vessels. They are small and can service only fairly minor vessels. Within the Imperium, Scout bases are often built at backwater worlds with Class C or D starports. Scout bases are generally small. Some are specialised and fulfil a single function, such as supporting exploration of the Lesser Rift, while others are more general.

A scout base present within a system will be denoted by the letter S in the sector data listings. If both a naval and a scout base are present within a system, it will be denoted with the letter B.

SCOUT WAY STATION (W)

The Imperium maintains a number of Way Stations to support the Xboat network. These are fairly large scout bases that specialize in servicing Xboats, couriers and tenders. All systems that lie on the Xboat network have Xboat stations (these are not given a code, their existence is indicated by the position of a world on an Xboat route). Xboat stations can refuel and reprogram Xboats, but can undertake only a little maintenance. When an Xboat needs an overhaul, it is sent up the line to the Way Station, and redeployed wherever it is needed afterwards. A replacement is sent from the hundreds of Xboats cycling through the Way Station.

A scout way station present within a system will be denoted by the letter W in the sector data listings.

IMPERIAL RESEARCH STATION (R)

The Imperium maintains a number of Research Stations on various member worlds. While many worlds conduct research for the Imperium, the Research Stations are owned by the Imperium and are high-security establishments that undertake specialized and sensitive research into a variety of fields. Most stations do not reveal even the general nature of their research. They are off-limits to unauthorized personnel and normally guarded by Marine units. Each research station is unique, and while officially they are all listed in standard astrographic charts, rumors persist of secret stations hidden

in backwater systems. Research stations are independent of the local technology level, and can exist on even very low-tech worlds.

A research station present within a system will be denoted by the letter R in the sector data listings.

TRAVEL ZONES

TAS, the Travellers' Aid Society, uses a system of codes to indicate danger to travellers. Most systems are considered "green" and have no code assigned. These systems are by no means entirely safe, but the absence of a special code indicates that no unusual hazards exist.

However, TAS has only a minor operation outside the Imperium, and so codes cannot be relied upon beyond the Imperial borders. A few worlds do have codes assigned, but many dangerous localities do not. Travellers are advised to treat any system outside the Imperium as green-to-amber at least.

AMBER ZONES

TAS uses an Amber (code A) Zone to show that a world is unusually dangerous. The reasons vary considerably, from local war or unrest, through harsh laws to dangerous animals or weather. Travellers are advised to use caution when visiting an Amber Zone

RED ZONES

Red (code R) Zones indicate worlds to which access is denied or subject to very heavy restrictions. Within the Imperium, Red Zones indicate worlds interdicted by the Navy or Scout service for safety, political or cultural reasons. Beyond the Imperium, Red Zones are worlds that TAS considers extremely dangerous to visit.

WORLD ALLEGIENCE CODES

Each world is noted with a one or two letter code denoting its allegience any of the interstellar powers in the region.

GENERAL AND IMPERIAL ALLEGIENCE CODES

IC: Imperial Client State
Im: Imperial (Gateway Domain)
Id: Imperial (Domain of Sylea, or "Delphi Worlds")
IL: Imperial, culturally Luriani world
IU: Imperial, Ursa world
Xx: Independent

LEY SECTOR

Hc: Hiver Client
KL: Khuur League

GATEWAY SECTOR

Ak: Akeena Union
Ga: Galian Federation
Ho: Hochiken People's Assembly
Me: Megusard Corporate
Pl: Plavian League
Re: Renkard Union
Sw: Swanfei Free Worlds
Tr: Trindel Confederacy
Vi: Viyard Concourse

GLIMMERDRIFT REACHES SECTOR

BK: Beree Kanval
FH: Federation of Heron
Fm: Farreach Margravate
Fr: Federate Republic
GS: Grand Duchy of Stoner
GT: Glimmerdrift Trade Consortium
L9: Loyal Nineworld Republic
Mk: Maskai Empire

CRUCIS MARGIN SECTOR

CK: Corporate Republic of Kobe
FA: Free and Holy Federation of Amil
Go: Greater Osaka
Hc: Hiver Client
Kc: K'Kree Client
KC: Katowice Conquest
KD: Kafoe Dominate
KW: Karhyri Worlds
LT: Lords of Thunder
MC: Mercantile Concord
Mi: Mische Conglomerate
Oe: Empire of Olduvai
Ow: Old Worlds
Oy: Oytrip of Tubroyllufotyusk
Rh: The Reach
Rm: Raidermarch
Sy: Syzlin Republic

LEY SECTOR

SECTOR OVERVIEW

Bounded to Coreward-Trailing and Rimward-Spinward by areas of rift, Ley Sector lies at the very edge of the Third Imperium. The sector lies between two rifts, and provides a "gateway" into or out of Imperial space (hence the Domain name) towards the Hive Federation and the Two Thousand Worlds.

Fornast Sector (to Spinward) leads to the Imperial Core, while some trade comes in from Antares and the Empty Quarter away to Spinward-Coreward and Coreward respectively. Other than a few worlds in the Glimmerdrift Reaches, to Rimward, the sector has no other borders with Imperial space.

Travel into Gateway sector (to Trailing) is somewhat limited. The only Jump-2 route runs through independent space dominated by the powerful world of Phoniwt. Higher-Jump ships have more choice of route, but contact is still rather limited.

Access to Glimmerdrift Reaches sector, to Rimward, is much easier. Several worlds in this sector belong to the Imperium, and Imperial trade ships move across the sector border with considerable frequency.

The vast majority of people in Ley sector are human (of various types) with the largest minorities being Vargr in Imperial space. Various minor species are present as part of the Imperium or native to one of the worlds of the region.

The majority of the sector is Imperial territory, with most of the remaining worlds either independent or forming part of the Khuur League. Leaving Imperial space to Trailing or Rimward (around the rift edges) will take travellers into a region of independent worlds, "pocket empires" and client states. Some of these polities have a human population; some are alien and many are mixed. This area lies between the Imperium and the Two Thousand Worlds (to Trailing) and the Hive Federation (to Rimward-Trailing). Intrigue is common among the minor states that lie in the region.

Ley Sector is vitally important to the Imperium as a "choke point" controlling access to the Imperial core regions. The primary threat is perceived as coming from the K'Kree of the Two Thousand Worlds. Relations are always a little strained due to the K'Kree hatred of all omnivore races such as Humaniti. Outright war is unlikely while the Imperium maintains a powerful deterrent force in the region, but incidents are not uncommon.

Most of the sector's major naval units are concentrated in the Alpha quadrant of the Sector, around the Dukh naval complex and the depot in the Ugiirkidan system (1420). "Tripwire" forces and local-reaction units composed mainly of fast cruisers are the predominant force in the other regions, backed in some cases by battle units. Colonial squadrons belonging to the more affluent worlds are larger than in many other Imperial regions due to the nature of the possible K'Kree threat.

CURRENT AFFAIRS

The two biggest events unfolding in Ley Sector both concern the Imperium. The replacement of the Archduke and subsequent economic upheaval is sending ripples right through the sector.

Business affairs are very fluid as new firms take advantage of the opportunities now available. Marketplace jockeying, dirty tricks and the occasional trade war make the business scene a rather volatile one at present.

The other major event is of course the Solomani Rim War. While the war itself is being fought far away, the transfer of navy vessels is stretching the Imperial Navy thin in the sector. Although losses have been to some extent made good with reserve vessels, the reduced Navy presence has resulted in an increase in piracy and smuggling.

The political effect of the war is also considerable. With Imperial attention elsewhere and the economy in flux, several political groups have decided to increase their activities and make what gains they can during the crisis. The Solomani Confederation has offered covert support to some of these groups, though most want nothing to do with foreign powers. Solomani agitation and covert operations are also on the increase throughout the sector, as the Confederation attempts to take advantage of the disruption.

In recent years, Solomani-inspired terrorism and some commerce raiding has become a major problem in the area. Security units of the Imperial Army and large numbers of patrol vessels have been moved into the affected areas to restore stability. This has caused protests from some border states (not all of them sympathetic to the Solomani), who see the increased Imperial military presence as a threat.

These factors all combine to make Ley Sector a hotbed of political, economic and covert activity.

THE SUBSECTORS OF LEY SECTOR

P	Name	Quadrant
A	Ikhnaton	Alpha
B	Nightmare	Alpha
C	Noir Deep	Beta
D	Zagrathian	Beta
E	Spearhead	Alpha
F	Guadix Drift	Alpha
G	Titanstorm	Beta
H	Osiris Deep	Beta
I	Highlord	Gamma
J	Matarishan	Gamma
K	Frontier Worlds	Delta
L	Sydymic	Delta
M	Satyressia	Gamma
N	Outreaumer	Gamma
O	Diamond-Prince	Delta
P	Outworld	Delta

LEY SECTOR: ALPHA QUADRANT

The Alpha (Spinward/Coreward) quadrant of Ley Sector has the greatest star density of the sector, and is in general the most developed region. Trade and information from Antares Sector and the core of the Imperium filters through this quadrant first, along the many major and minor trade routes.

The sector capital and main naval base are at Dukh, which lies right in the middle of the quadrant and dominates the economy of the Dukh Cluster. However, the Dukh Cluster is a little isolated due to astrography and as a result much of the sector administrative apparatus is at Daramm, which lies five parsecs away. Petitioners and protestors tend to head for Daramm due to ease of access, a situation that suits the sector administration.

The region around Daramm is strongly influenced by Luriani culture, and this influence spreads out to the surrounding regions to some degree. The Vilani citizens of the Daramm region stubbornly resist attempts by mainstream Vilani to reintegrate them, even though the differences between the two cultures are minimal. In the rest of the quadrant, 800 years and more of Imperial dominance have created an integrated culture.

The Quadrant features a number of highly developed "market worlds" such as Rurur, which is the headquarters for the regional operations branch of Tukera Lines. Tukera maintains a private repair and refit yard at Rurur.

The worlds of Daramm and Shamokin maintain large naval yards capable of constructing even Dreadnought-class ships, though Shamokin specializes in cruiser and destroyer sized vessels for the most part.

Mains & Clusters

The majority of worlds in the quadrant lie in the Great Ley Cluster or are connected to it by the Reaching Arm, a massive main that comes in from Spinward and reaches Rimward into Gamma Quadrant as well as Coreward into the Galir Bubble and the Lesser Ley Cluster, from which the Reaching Arm winds out into the Beta Quadrant.

The Gateway Main enters the quadrant from Coreward of the Great Ley Cluster. A 1-parsec gap separates it from the large Riftsedge Cluster.

WORLDS OF THE ALPHA QUADRANT

Three worlds lying in the Alpha Quadrant of Ley Sector are presented here. Naturally, no thumbnail description of this kind can fully detail a whole planet. Outlying areas of any given world may be very different from the "norm" presented here.

0417 Ashmaze (IMPERIAL)

A759320-7 822 Im F7 V K3 D

Ashmaze is a mid-tech world on the Reaching Arm, an important main in the Alpha Quadrant of the sector. An average-sized world with a thin but breathable atmosphere, Ashmaze is covered by wide oceans, which are both deep and very cold. The world itself is something of an iceball with little animal life outside of the seas. What life there is, is hardy indeed.

Ashmaze is orbited by two small satellites, Isek and Teill. Isek is the site of the world's excellent Starport, which is owned and operated by the Megacorporation Sharushid. Most vessels passing through the system simply call at the port and never actually visit the planet. The port has a small shipyard and some manufacturing facilities. It is used as a major R&R facility by Sharushid vessels operating in the region; personnel not working for Sharushid can use the facilities, but employees receive preference and discounted rates.

The other moon has a small mining installation, but it is otherwise uninhabited.

Ashmaze itself is home to a small permanent population, numbering some 800 or so. The majority of these are hunters and trappers who wander the planet's wilderness for months at a time before returning to the one permanent settlement on the entire planet. There, they sell their catch to offworld traders. The settlement has a small spaceport equivalent to a Class D installation. The locals have a basic TL-7 economy, though their rugged life style leaves them little time nor inclination towards the possession of consumer goods.

Elsewhere on planet, small prospecting outfits (private and corporate) are searching for mineral and hydrocarbon deposits. These workers, numbering about a thousand, are transient and not counted as part of the planetary population.

Visitors to Ashmaze are advised to obtain the services of a local trapper if they venture afield; the local wildlife can be dangerous. Similarly, the locals do not like offworlders killing fauna at random since this affects their livelihood.

0618 Weston (IMPERIAL)

B7788B9-5 S 705 Im F7 V

Weston is an important Xboat link on the route from Daramm to the Rimward end of the Sector, and ultimately to the Domain capital at Annapabar. The world is also important as a jumping-off point to the Shanape Linkworlds and the Shanape Cluster itself. Jump-2 ships can reach Miip from Weston, but most transit via Kerin's Tyr. The world also sees a lot of Tukera ships transiting out of the Linkworlds after a refit at Sentry.

As befits an important system, Weston is protected by a standing deployment from the 124th fleet, which is assigned to defend the subsector. This deployment is normally a couple of destroyers or a light cruiser, but occasionally larger forces

conduct a sweep of the outsystem or a capital unit pays a visit to the world. There is also considerable Scout Service traffic in the form of Xboats and tenders serving the communications route and couriers carrying messages to worlds off the main route. A small Scout base exists to support this activity. It is situated on Weston's only moon, Sura.

Weston is a warm, wet world served by a Class B starport. The population of 700 million are ruled by a Planetary Governor. Originally a decisive, forward-thinking individual, more recent governors have been well-entrenched, plodding bureaucrats who have led the world to comfortable stagnation. The populace are subject to strict laws, with enforcement personnel (along with the governmental and mercantile segments of the population) forming an elite segment of the populace that enjoys the benefits of imported technology.

Weston's sustainable technology level is 5, though as noted above, some segments of the population routinely receive imported items that grant a lifestyle far above that of the common populace.

Visitors to Weston are normally awed by the rain, which is almost constant and consists of some of the biggest droplets in Charted Space. An hour of sunshine would be considered to be a drought on Weston. Once they are used to the awesome rain, visitors normally start to notice how clean, neat and well-ordered the place is, and the gloomy resignation of the bulk of the populace.

1406 Kukugukhe (IMPERIAL)

A654534-C Ag Ni 814 Im F3 V

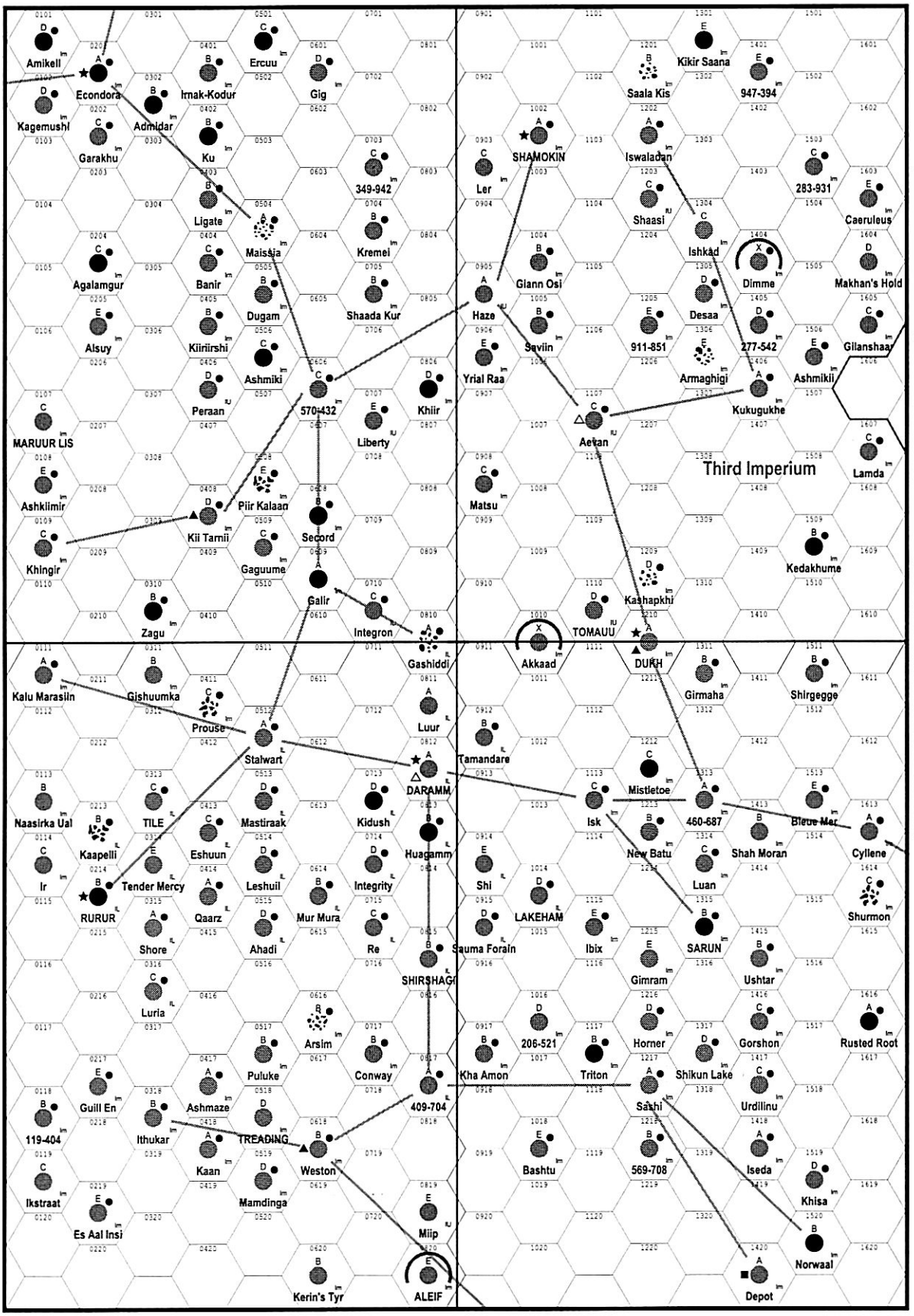
Kukugukhe is a major "breadbasket" world for the surrounding region. Its thin atmosphere and dryish conditions require that farming be somewhat technology-intensive, but this is not a problem for the planet's TL-12 citizens.

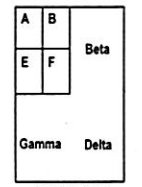
The planetary population, numbering around 800,000, are scattered across the globe in communities of between one and five thousand, each with numerous outlying farmsteads. Government is by the Agriguild, once a collective bargaining organization designed to serve the farmers' needs, and now a complete governmental apparatus.

Citizens are fairly content with their government, which is not particularly intrusive. The Agriguild is inflexible and accepts no input on many subjects, but its rules only affect certain aspects of life, and these are traditionally accepted by the populace. Indeed, no citizen would even consider defying the price-fixing edicts or the Standard Reimbursement clauses in their work contracts.

In addition to foodstuffs, Kukugukhe exports small quantities of extremely high-quality agricultural machinery and farming robots through its fine Class A starport, which is something of a commercial center for the surrounding systems. Thus speculative cargo can be bought and sold here for shipment out to the rest of the cluster. Most big freighters turn around here and head back Spinward. Smaller vessels ply the cluster routes, right up to the edge of the Lesser Rift. The port also does a steady trade in refits for these small merchant ships.

A number of successful firms are based out of Kukugukhe, which offers "home office" facilities and tax breaks to investors. Most notable of these firms is Universal Factoring LIC, which specializes in facilitating the business dealings of others. Universal actually owns nothing other than offices at important trade ports, yet makes a fortune out of trading on behalf of others. It is currently under investigation by the Ministry of Justice regarding some "irregularities" in its dealings.





QUADRANTS OF A SECTOR

SUBSECTORS

A	Ikhnaton
B	Nightmare
C	Noir Deep
D	Zagrathian
E	Spearhead
F	Guadix Drift
G	Titanstorm
H	Oskria Deep
I	Highlord
J	Matarishan
K	Frontier Worlds
L	Sydymic
M	Satyressia
N	Outreaumer
O	Diamond-Prince
P	Outworld

MAP LEGEND

Starport Type

Bases | Gas Giant | Tertius | World Type | X-Boat Route | World Name

Travel Zone Code (Red) | No Gas Giant

Quantus | border

WORLD CHARACTERISTICS

- No Water Present
- Water Present
- Asteroid Belt

BASES

- Naval Base
- Scout Base
- Naval Depot
- Way Station
- Prison Camp

TRAVEL ZONES

- Amber Zone
- Red Zone

POPULATION

Secundus	under one billion
PRIMUS	over one billion

Year 993 Imperial

Ley Sector Alpha Quadrant

A) IKHNATON SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Amikell	0101	D720889-3				404	Im	K8 V
Kagemushi	0102	D235666-4		Ni		612	Im	K1 V
MARUUR LIS	0107	C564976-5				700	Im	F1 V A9 D
Askiimir	0108	E79A340-7		Wa		614	Im	K2 V A2 D
Khingir	0109	C447631-5		Ag		912	Im	K7 V F7 D
Econdora	0201	A400674-E	N	Ni Va		714	Im	M2 V
Garakhu	0202	C533566-6		Ni Po		903	Im	M2 V
Agalamgur	0204	C30078A-B		Na Va		113	Im	M8 V F5 D
Alsuy	0205	E475520-3		Ni		104	Im	K6 V
Admidar	0302	B470430-7		De Ni		703	Im	K1 V
Zagu	0310	B100414-B		Va		811	Im	M5 III
Irnak-Kodur	0401	B536442-B		Ni		513	Im	K0 V A2 D
Ku	0402	B130522-E		De Po		112	Im	M0 II
Ligate	0403	B565596-6		Ag Ni		401	Im	F6 V G8 D
Banir	0404	C57648A-4				814	Im	G3 V K8 D
Kiiriirshi	0405	B534663-7		Ni		713	Im	K3 V
Peraan	0406	D865669-4		Ag Ni		103	IU	G4 V G0 D
Kii Tarnii	0408	D438300-6	S			102	Im	K2 V
Ercuu	0501	C140466-B		De Po		303	Im	G6 V
Maissia	0504	A000631-B		As		201	Im	M0 V A6 D
Dugam	0505	B99A562-C		Wa		814	Im	K8 V F9 D
Ashmiki	0506	C200665-8		Na Ni Va		713	Im	M3 V
Piir Kalaan	0508	E000643-8		As		403	Im	M5 III M8 V
Gaguume	0509	C234553-7		Ni		525	Im	K0 V K5 D
Gig	0601	D876640-7		Ni		903	Im	F9 V
570-432	0606	CAC5044-6				404	Im	M9 V A4 D
Secord	0608	B380533-B		De		803	Im	F5 V
Galir	0609	A470621-B		De		300	Im	G8 V
349-942	0703	CAB786A-9				213	Im	G2 V
Kremei	0704	B323320-8		Po		505	Im	G7 V
Shaada Kur	0705	B88A652-D		Ni Wa		903	Im	K6 V K6 D
Liberty	0707	E796442-8		Ni		613	IU	G2 V
Integron	0710	C46689F-5		Ag		214	IL	K8 V
Khiir	0806	D400200-7		Va		101	Im	K8 V
Gashiddi	0810	A000200-C		As		424	IL	M1 V

B) NIGHTMARE SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Ler	0903	C632536-6		Po		630	Im	K1 V A1 D
Haze	0905	A989331-A				110	IU	G4 V A4 D
Yrial Raa	0906	E64A6AA-7		Ni Wa		704	Im	K3 V
Matsu	0908	C424210-6				905	Im	M0 V
SHAMOKIN	1002	A54599D-E	N	In		104	Im	F0 V
Giann Osi	1004	B586247-6				104	Im	K5 V
Saviin	1005	B525478-C		Ni		422	Im	M1 V
Akkaad	1010	X576235-0			R	200	Im	G9 V O4 D
Aevan	1107	C7988D0-1	W			804	IU	F8 V F4 D
TOMAUU	1110	D8589B8-8				421	IU	K0 V K1 D A7 D
Saala Kis	1201	B0007C9-9		As		410	Im	G7 V
Iswaladan	1202	A644664-B		Ag Ni		723	Im	G2 V
Shaasi	1203	C888320-8				213	IU	F0 V
911-851	1205	E7B5710-4		Ni		123	Im	K2 V K6 D
Kashapkhi	1209	D000845-6		As		101	Im	F3 V
DUKH	1210	A6659C9-C	A	Sector Cap.		310	Im	G1 V F5 D
Kikir Saana	1301	E1005B9-8		Na Ni Va		900	Im	M4 V
Ishkad	1304	C754776-3		Ag		220	Im	F2 V
Desaa	1305	D323363-3		Po		204	Im	M3 V

Armaghigi	1306	E000432-8		As		410	Im	M3 V
947-394	1401	E8AA420-5		Ni Wa		103	Im	G0 V
Dimme	1404	X786852-2		Ri	R	923	Im	F8 V K3 D
277-542	1405	D7A6474-9		Ni		704	Im	K2 V
Kukugukhe	1406	A654534-C		Ag Ni		814	Im	F3 V
283-931	1503	C8B6310-8				113	Im	G8 V
Ashmikii	1506	E447552-4		Ag Ni		404	Im	F7 V K1 D
Kedakhume	1509	B110530-D		Ni		804	Im	G2 V
Caeruleus	1603	E75A488-4		Ni Wa		812	Im	F4 V
Makhan's Hold	1604	D682593-4				500	Im	K3 V K0 D
Gilanshaar	1605	C579643-8		Ni		103	Im	F4 V M9 D
Lamda	1607	CA98546-8				204	Im	F1 V A0 D

E) SPEARHEAD SUBSECTOR

Name	*Hex*	*UWP*	*B*	*Trade Codes*	*TZ*	*PBG*	*All*	*Stellar Data*
Kalu Marasiin	0111	AA7A226-9		Wa		603	Im	K0 V K9 D
Naasirka Ual	0113	B754696-A		Ag Ni		300	Im	K6 V
Ir	0114	C686769-6		Ag Ri		900	Im	F9 V
119-404	0118	BAAA377-A		Wa		912	Im	M1 III
Ikstraat	0119	C3448A6-5				400	Im	K3 V A9 D
Kaapelli	0213	B000642-9		As		321	IL	G0 IV A5 D
RURUR	0214	B3609BA-7	N	De		403	IL	G4 V
Guill En	0217	E573559-5				905	Im	G1 V
Es Aal Insi	0219	E573432-7		Ni		204	Im	G2 V
Gishuumka	0311	B2358B8-9				200	Im	K3 V
TILE	0313	C7C39B9-7				313	IL	F9 V
Tender Mercy	0314	E447210-5				200	IL	K2 V A6 D
Shore	0315	A445613-A		Ag Ni		304	IL	F5 V A4 D
Luria	0316	C522442-5		Po		702	IL	A7 V
Ithukar	0318	B4438BF-A		Po		804	Im	G3 V
Prouse	0411	C000668-A		As		124	Im	K4 V A4 D
Eshuun	0413	C999516-8		Ni		503	IL	F2 V
Qaarz	0414	A652400-B		Po		603	IL	F9 V M6 D
Ashmaze	0417	A759320-7				822	Im	F7 V K3 D
Kaan	0418	A442221-A		Po		703	Im	K3 V
Stalwart	0512	A433641-A		Ni Po		403	IL	K3 V
Mastiraak	0513	D464200-6				103	IL	F2 V K1 D
Leshuil	0514	D88A140-4		Wa		702	IL	K7 V K1 D
Ahadi	0515	D536863-2				913	IL	K4 V G0 D
Puluke	0517	B345440-C		Ni		105	Im	F4 V A2 D
TREADING	0518	D6669B7-4				210	Im	K2 V A7 D
Mamdinga	0519	D878658-6		Ni		502	Im	G5 V K5 D
Mur Mura	0614	B88A305-9		Wa		734	IUL	F5 V
Arsim	0616	B000300-D		As		123	Im	K3 V
Weston	0618	B7788B9-5	S			705	Im	F7 V
Kerin's Tyr	0620	B575775-6		Ag		320	Im	F8 V
Kidush	0713	D410759-8		Ni		504	IL	M6 III K3 D K8 D
Integrity	0714	D589415-5		Ni		304	IL	M1 V K7 D M0 D
Re	0715	C682314-3				913	IL	K8 V K2 D
Conway	0717	B687553-7		Ag Ni		713	Im	M1 V
Luur	0811	A56A770-C		Ri Wa		700	IL	G7 V M2 D
DARAMM	0812	A76AA76-E	B	Wa		620	IL	K0 V
Huagamm	0813	B110889-C		Na		701	IL	F0 V
SHIRSHAGI	0815	B8889CC-A				504	IL	M3 V
409-704	0817	A8AA698-D		Ni Wa		315	IL	G2 V
Miip	0819	E999546-3		Ni		300	IU	F1 V
ALEIF	0820	E672978-8		In	R	410	Im	K3 V

F) GUADIX DRIFT SUBSECTOR

Name	*Hex*	*UWP*	*B*	*Trade Codes*	*TZ*	*PBG*	*All*	*Stellar Data*

Tamandare	0912	B227884-7			124	IL	G9 V K1 D
Shi	0914	E66A621-7		Wa	300	IL	F5 V
Sauma Forain	0915	D664875-6		Ri	904	IL	F5 V
Kha Amon	0917	B453642-9		Ni Po	304	Im	F5 V
LAKEHAM	1014	D454989-9			634	IL	G4 V
206-521	1016	D8C2520-9		Ni	900	Im	F0 IV K6 D
Bashtu	1018	E668400-3			224	Im	F9 V A0 D
Isk	1113	CA878C0-2			123	Im	K0 V
Ibix	1115	E463564-9			703	Im	G1 V
Triton	1117	B100328-9		Va	811	Im	K6 V M5 D K9 D
Mistletoe	1212	C230630-9		De Po	510	Im	M4 V M9 D
New Batu	1213	B87A878-A		Wa	204	Im	K6 V
Gimram	1215	E542653-1		Ni Po	100	Im	M3 V A5 D
Horner	1216	D857441-2		Ni	202	Im	G9 V
Sashi	1217	A413542-E		Ic Ni	914	Im	M2 V
569-708	1218	B6AA876-8		Wa	513	Im	F1 V
Girmaha	1311	B785362-7			704	Im	K7 V
460-687	1313	A9B8533-C			513	Im	M5 V K6 D
Luan	1314	C302653-7		Ic Na Ni Va	813	Im	M2 V K3 D
SARUN	1315	B400993-E		In	233	Im	F5 V K1 D
Shikun Lake	1317	D438645-4		Ni	712	Im	M3 V
Shah Moran	1413	B7A8660-9		Ni	300	Im	G2 V
Ushtar	1415	B567665-8		Ag Ni Ri	302	Im	F3 V
Gorshon	1416	C323662-5		Na Ni Po	501	Im	K2 V A7 D
Urdilinu	1417	C87A846-7		Wa	602	Im	G0 V A3 D
Iseda	1418	AA9A322-A		Wa	303	Im	F1 V K1 D
Depot	1420	A453532-B	D	Ni Po	300	Im	K1 V
Shirgegge	1511	B55778B-B		Ag Ni	905	Im	K0 V G5 D
Bleue Mer	1513	E9AA661-7		Ni Wa	305	Im	K1 V K4 D
Khisa	1519	D4628AE-5			403	Im	G6 V
Norwaal	1520	B110656-9			600	Im	K6 V K0 D
Cyllene	1613	A663468-C		Ni	104	Im	K5 V
Shurmon	1614	C00089A-7		As	902	Im	F2 V K6 D
Rusted Root	1616	A110676-D		Na Ni	812	Im	M2 V

LEY SECTOR: BETA QUADRANT

Much of the Beta Quadrant is empty space forming part of the Lesser Rift or the various Riftfingers. Isolated worlds lie in these vast gulfs, but the majority of inhabited worlds are found in the Rimward-Spinward corner of the quadrant.

Culturally, the quadrant is mainly Imperial, though strong influences still exist from the many years of isolation and independence after the Long Night. Thus while most worlds are loyal Imperial members, quite major cultural variations do exist.

A number of astrographic research stations have been constructed on cometary bodies out in the Lesser Rift. Service of these installations (via a chain of refuelling stations) is carried out by Deep Space Logistics, LIC, a private company operating out of Kimu Starport. DSL has recently expanded into other markets, including mercantile and mercenary transport operations, and has opened offices throughout the quadrant in rapid succession. This has caused some friction with existing haulage companies, and even a shooting incident between a DSL tug and a vessel belonging to the troubled Fringe Factors, LIC. The situation seems likely to escalate.

Mains & Clusters

The main star grouping in Beta Quadrant is the Trailing end of the Reaching Arm, which gives access to two long fingers (the Reaching and Broken Fingers). Beyond the fingers lie a scattering of stars out in the Lesser Rift. Jump-2 traffic for the Delta Quadrant comes through the Rimward end of the quadrant, but otherwise through-traffic is uncommon.

WORLDS OF BETA QUADRANT

Three worlds lying in the Beta quadrant of Ley Sector are presented below.

2016 Hagim (Imperial)

E754842-3 922 Im M0 V

Despite being a link on the "wrist" of the Reaching Arm, Hagim is not an important world. Relatively little trade comes this far out to Trailing, and most of the vessels that do head out into the "fingers" are Jump-2 or higher ships intended for frontier operations.

The world itself is mid-sized, with a thin atmosphere and limited surface water. Its dim red dwarf primary is unable to warm the world much, so the terrain is mainly arctic desert with little animal life. Despite its unwelcoming aspect, Hagim is

home to some 900 million inhabitants, who make their homes in mid-sized towns wherever a sheltered valley or liquid water source is to be found.

The locals have a sustainable tech level of 3. Most scratch a bare living by farming and fishing in the world's small, ice-covered seas. Government is by representation; governmental structures are extremely loose.

Hagim is chiefly notable for two factors. First, a surprisingly large number of inhabitants go offworld to work or even to join the Imperial services. Although the world has little in the way of a permanent starport, recruiting ships from the Marine Corps, Army and some of the megacorporations visit certain towns from time to time. The locals are uneducated, but that can be remedied. What they bring to their employers is almost infinite resourcefulness and willingness to work – conditions are so tough on Hagim that some inhabitants who join the Imperial Marine Corps actually have to undertake extra training to maintain their pre-recruitment physical standards.

The second notable feature of Hagim is its rather strange moon system. Despite being a small world, Hagim has seven moons and a ring system. The ring seems to be the remains of another moon, and three of the existing ones have been positively confirmed as being the fragments of a larger body. All seven moons have extremely exotic orbits, a circumstance that cannot be natural. Astrophysicists predict that two of the outer moons will collide in about 6,000 years time. This is further evidence that something has disturbed the orbits of the various moons, since these two would have already collided if they had held these orbits for more than 350,000 years. Both moons are a great deal older than that.

2318 Frieden (Imperial)

B792449-B Ni 603 Im F4 V A5 D

Freiden lies at least Jump-2 from any other world, and was never colonized by the Vilani. The first human settlements on-planet were set up by Solomani settlers during the Rule of Man. These settlements grew into an impressive culture during the Twilight, but had entirely died out by the establishment of the Third Imperium. A second wave of colonists during the period 300-500 built over and obliterated one of the cities of the old civilization, but others remain fairly intact.

A mid-sized world with little water and a dense, tainted atmosphere, Frieden is a moon of the gas giant Vellaw. The population, numbering some 60,000 is almost entirely housed in a single city near the equator, and on the shores of the world's only sea of any size. The locals have a high-technology society and enjoy a good standard of living, though laws are strict and vigorously enforced.

Frieden is host to a number of archeological teams, most of whom are digging through the wreckage of the original colony, trying to discover exactly what happened to the hundreds of millions of inhabitants. The most likely theory is that a gradual loss of technology resulted in an inability to maintain environmental systems. Damage to some of the cities suggests fighting, which in turn implies that the collapse was gradual, with the locals battling it out over the surviving safe areas.

3016 Mensure (Independent)

D6A89AA-5 900 Xx K4 V

Mensure is a hostile world in a system without planetoid belts or gas giants, located a very long way from anywhere. The world can be reached by a Jump-3 vessel from the very tip of the Reaching Finger, or by a J-5 vessel from Rimward. It cannot be reached in a single Jump from anywhere beyond Ley sector.

This isolation has somewhat affected the development of society on Mensure. The world is small but dense, and rich in heavy elements. This may have been the reason for the initial settlement, though today Mensure has only TL5 available, a situation that has clearly persisted for centuries.

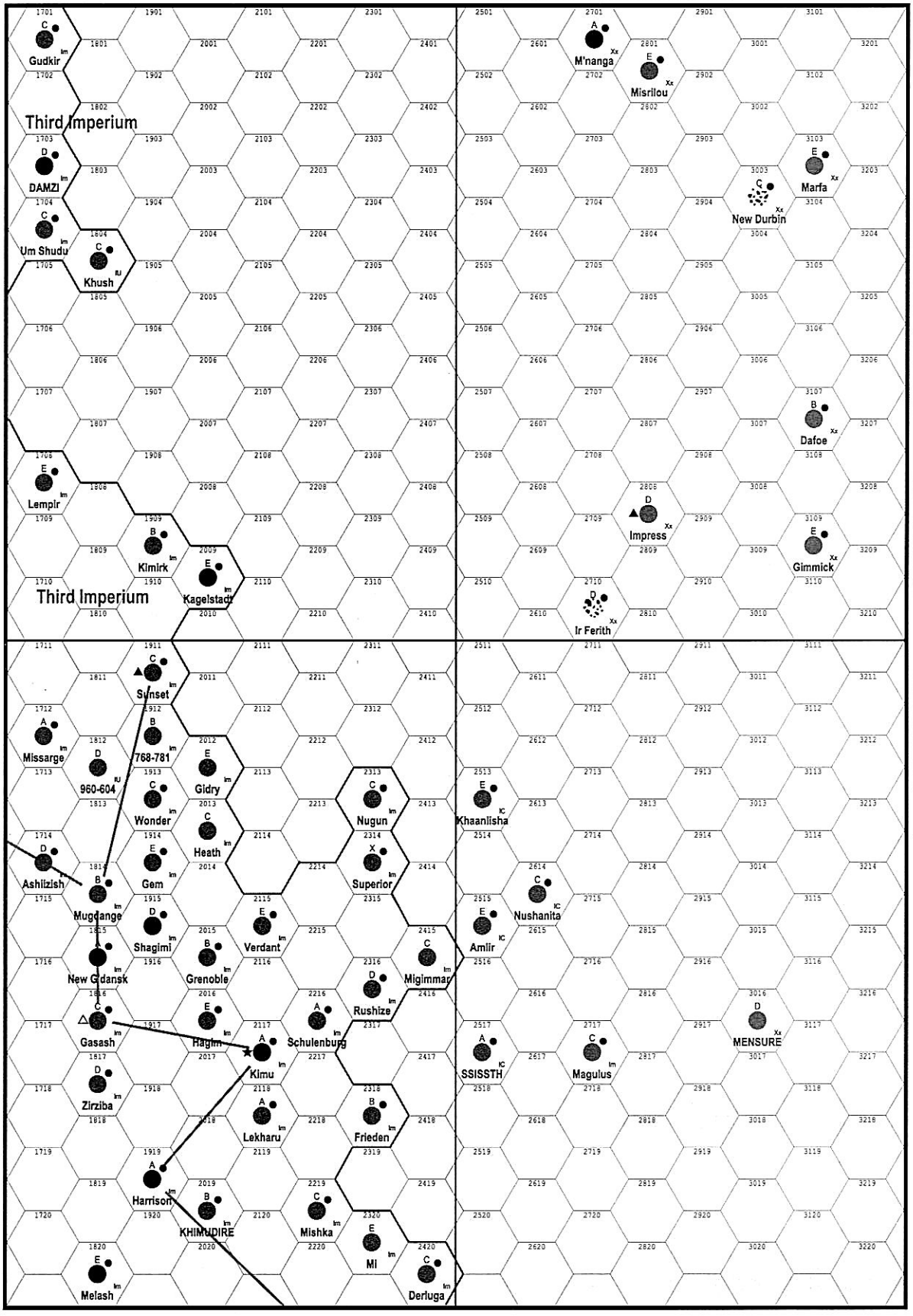
The world's 9 Billion inhabitants are crammed into vast cities on the world's few land masses. Given that the exotic atmosphere is unbreathable by humans, it is no surprise that society is rigidly controlled by central authority. Overall control is exercised by the High King, who in turn is represented by Citykings and their subordinates.

The positions of Cityking and High King are unusual in that they are sacrificial roles. That is to say, a King rules for a period and is then ritually killed to make way for his (or her) successor. Exactly when a king is to be deposed and a new one appointed is determined by popular support or "acclamation" among the common people.

Although laws are very strict, they are seen as necessary by most of the population, so acclamation is often a product of zealous law-enforcement. Mensure has a death penalty for many crimes. Given the population pressure on-planet, this is hardly surprising.

Construction on Mensure uses a lot of natural materials and processes, as does environmental protection and atmosphere processing. The locals have learned to use plant life to provide many of the benefits of "hard technology". This gives their cities a strangely "organic" look.

Despite the dense population, some areas of Mensure are wilderness. Great forests, rugged badlands and vast swamps make some regions unsuitable for human habitation; here, strange animals native to the world can be encountered. The local flora and fauna are strange enough that Imperial scientists have made the long trip out to Mensure on many occasions. Each trip finds yet more unknown species.



Alpha | C | D
G | H
Gamma | Delta

QUADRANTS OF A SECTOR

SUBSECTORS

A	Ikhnaton
B	Nightmare
C	Noir Deep
D	Zagrathian
E	Spearhead
F	Guadix Drift
G	Titanstorm
H	Osiris Deep
I	Highlord
J	Matarishan
K	Frontier Worlds
L	Sydymic
M	Satyressia
N	Outreaumer
O	Diamond-Prince
P	Outworld

MAP LEGEND

Starport Type
Bases
Gas Giant
Tertius
World Type
World Name
X-Boat Route
Travel Zone Code (Red)
No Gas Giant
Quintus
border

WORLD CHARACTERISTICS

- No Water Present
- Water Present
- Asteroid Belt

BASES

- ★ Naval Base
- ▲ Scout Base
- ■ Naval Depot
- △ Way Station
- P Prison Camp

TRAVEL ZONES

- Amber Zone
- Red Zone

POPULATION

Secundus	under one billion
PRIMUS	over one billion

Ley Sector
Beta Quadrant

Year 993 Imperial

C) NOIR DEEP SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Gudkir	1701	C427558-A		Ni		404	Im	G4 V F7 D
DAMZI	1703	D530A68-9		De Na Po		102	Im	F2 V
Um Shudu	1704	C235620-6				103	Im	M0 V A9 D
Lempir	1708	E95A610-7		Ni Wa		621	Im	F3 V K1 D
Khush	1804	C998509-5		Ag Ni		504	IU	G2 V
Kimirk	1909	B77569A-8		Ag Ni		322	Im	K0 V
Kagelstadt	2009	E300692-7		Na Ni Va		823	Im	M2 V

D) ZAGRATHIAN SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
M'nanga	2701	A300644-A		Na Ni Va		814	Xx	K3 V
Ir Ferith	2710	D000634-9		As		401	Xx	K4 V
Misrilou	2801	E647564-7		Ag Ni		623	Xx	F3 V G1 D
Impress	2808	D377310-8	S	Ni		600	Xx	F3 V
New Durbin	3003	C0008AF-A		As		414	Xx	F9 V K1 D
Marfa	3103	E331699-5		Na Ni Po		401	Xx	K2 V A6 D
Dafoe	3107	B371201-8				101	Xx	F8 V
Gimmick	3109	E6456AA-2		Ag Ni		814	Xx	F2 V A2 D

G) TITANSTORM SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Missarge	1712	A544685-7		Ag Ni		213	Im	K7 V K8 D
Ashiizish	1714	D536522-7		Ni		614	Im	M1 V
960-604	1812	D9B6636-4		Ni		620	IU	M0 III
Mugdange	1814	B594484-6		Ni		303	Im	F6 V
New G'dansk	1815	A110879-A		Na		523	Im	K1 V
Gasash	1816	C667758-9	W	Ag Ri		802	Im	K0 V
Zirziba	1817	D977377-5				304	Im	K6 V
Melash	1820	E21067B-6		Na Ni		323	Im	G3 V
Sunset	1911	C86A846-8	S	Ri Wa		703	Im	G2 V F9 D
768-781	1912	B8AA626-C		Ni Wa		400	Im	F2 V
Wonder	1913	C86A300-6		Wa		403	Im	G4 V M9 D
Gem	1914	E657462-5		Ni		414	Im	G9 V
Shagimi	1915	D300789-5		Na Va		802	Im	M5 III
Harrison	1919	A120579-C		De Ni Po		403	Im	K2 V A1 D
Gidry	2012	E88A504-9		Ni Wa		400	Im	K5 V F7 D
Heath	2013	C653369-5		Po		800	Im	K7 V
Grenoble	2015	B502544-C		Ic Ni Va		702	Im	M3 V
Hagim	2016	E754842-3				922	Im	M0 V
KHIMUDIRE	2019	B567A9A-C				703	Im	G0 V
Verdant	2115	E5585A9-5		Ag Ni		513	Im	K0 V
Kimu	2117	A200862-D	N	Ni Va		914	Im	K6 III
Lekharu	2118	A568401-C				203	Im	F1 V
Schulenburg	2216	A666599-A		Ag Ni		823	Im	G7 V F5 D
Mishka	2219	C243342-6		Po		604	Im	K5 V
Nugun	2313	C624540-9		Ni		902	Im	M0 V K3 D
Superior	2314	X89A786-1		Ni Wa		204	Im	K6 V A3 D
Rushize	2316	D225300-A				204	Im	M4 V
Frieden	2318	B792449-B		Ni		414	Im	F4 V A5 D
Mi	2320	E598411-3		Ni		700	Im	F3 V A4 D
Migimmar	2415	C533432-A		Ni Po		900	Im	K4 V
Derluga	2420	C684200-A				324	Im	G2 V

H) OSIRIS DEEP SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Khaanlisha	2513	E795544-5		Ag Ni		804	IC	G2 V G2 D
Amlir	2515	E87A472-3		Ni Wa		102	IC	G9 V

SSISSTH	2517	A6249D9-B	In	303	IC	M1 V
Nushanita	2614	C537731-8	Ni	203	IC	K2 V
Magulus	2717	C536520-7	Ni	912	Im	M4 V A6 D
MENSURE	3016	D6A89AA-5		900	Xx	K4 V

LEY SECTOR: GAMMA QUADRANT

The Gamma Quadrant has little through traffic, except for a few ships to and from the Glimmerdrift Reaches. Local economies tend to be fairly self-sufficient, with trading in small clusters more common than over great distances. The rift to Spinward-Rimward is the major astrographical feature in this Quadrant.

Culturally, the region has some Solomani influences left over from the Long Night, but is mostly Imperial in outlook. Tukera Lines has undertaken significant investment in the starports of this quadrant for many years, but has recently cut back its investment and subsidy program. Other investors rapidly came forward to take up the slack in this lucrative market, so the expected slump in trade did not occur. The major routes are still dominated by Tukera, however. The firm recently bought out Shanape Bulk Freighting and now operates it as a wholly controlled subsidiary.

Mains & Clusters

As well as the Rimward end of the Reaching Arm, Gamma Quadrant boasts four major and several minor clusters, plus several scattered worlds and an arm of the Serpent Main. The Shanape Cluster and the Shanape Link Worlds provide a link across the sector for J-3 vessels wishing to avoid the Reaching Arm. The other major stellar groupings are the Urewr and Laiskallia clusters, which provide a link to the more sparse worlds in the rift fringe.

WORLDS OF GAMMA QUADRANT

Three worlds lying in the Gamma Quadrant of Ley Sector are presented here.

0425 New Brunswick (Imperial)

D470204-7 De 911 Im K3 V

Settled by Rule of Man-era Solomani colonists, New Brunswick provides the only Jump-2 link between the Shanape Cluster and the Urewr and Laiskallia clusters. Through traffic is fairly light, and the relative poverty of the world has prevented any serious investment in the Starport. Most of the vessels passing through the system are owned or operating under charter to Enkaasni Freighting, LIC, which maintains a small fuelling station in orbit around the system's only gas giant, Tain. Thus only independent ships actually use the Downport situated at Brunswick Prime, the world's unimpressive 'capital'.

New Brunswick is almost entirely covered by bare rock "deserts", with few habitable areas and rather larger numbers of impressive volcanoes. About half the population of some 900 souls live in or around Brunswick Prime, while the remainder eke out a nomadic existence wherever the conditions permit it. There is no actual government as such; heads of individual families make all necessary decisions, guided by an ancient "settlement code" that concerns itself mainly with survival measures.

Local craftsmen can support a TL of 7, and extensive use is made of solar power for domestic use. There is little or no heavy industry, and few vehicles. The locals are hardy and self-sufficient, and have little to trade to outsiders. New Brunswick remains effectively isolated despite its astrographic position.

0933 Shangri La (Imperial)

A000655-C As 803 Im M1 V M6 D

Shangri La lies on the Xboat route to the Imperial Trade Cluster from Spinward. Indeed, the provision of a port to service the Xboat route was the reason the system was settled. The mainworld of the system is an asteroid belt; although there are several iceball worlds in the system, the belt was chosen as the site of the port to allow use to be made of its extensive mineral deposits during construction. Before the port was constructed (in 902), the system was inhabited only by nomadic groups of belters.

Shangri La Starport is an impressive A class facility situated on a large planetoid on the edge of the belt. The port is subsidized by the Imperial Colonial Office (ICO), which has an interest in keeping the Xboat route open. Local tech level is listed as zero, since there is little industrial capability on the mainworld and none elsewhere in the system. The only local industry is a modest ore refining complex (most ore is shipped out in its raw state) and the shipyards.

Lacking any real industrial capability, the Shangri La system cannot support its tech base without imported equipment. Despite this, the inhabitants enjoy a TL-C standard of living, but the port has the air more of a place of work than a "homeworld". 8 million people live and work in habitats on the planetoid. Many are employed in the port or its associated starship construction yards. Of the rest, the vast majority are involved in the asteroid mining industry, mainly as employees of Sternmetal Horizons, LIC, which operates several vast mobile asteroid-gutting platforms.

Government is by Feudal Technocracy – the ruling council is drawn from representatives of various technical branches such as the Starship Engineers, the Environmental Engineers and the Mining Engineers. A substantial minority of the population are descendents of the original belters. They feel disenfranchised, and there is some friction between them and the "newcomers". Independent Belter ships still work the belt, though they are gradually being edged out.

The yards at Shangri La are small and specialized. They mainly build Xboat components and vessels for the mining trade. Special orders (i.e. for anything else) can take an inordinately long time to complete, due to retooling requirements.

1473 Gulem Kilar (Imperial)

D679564-6 N Ni 623 Im F3 V M3 D

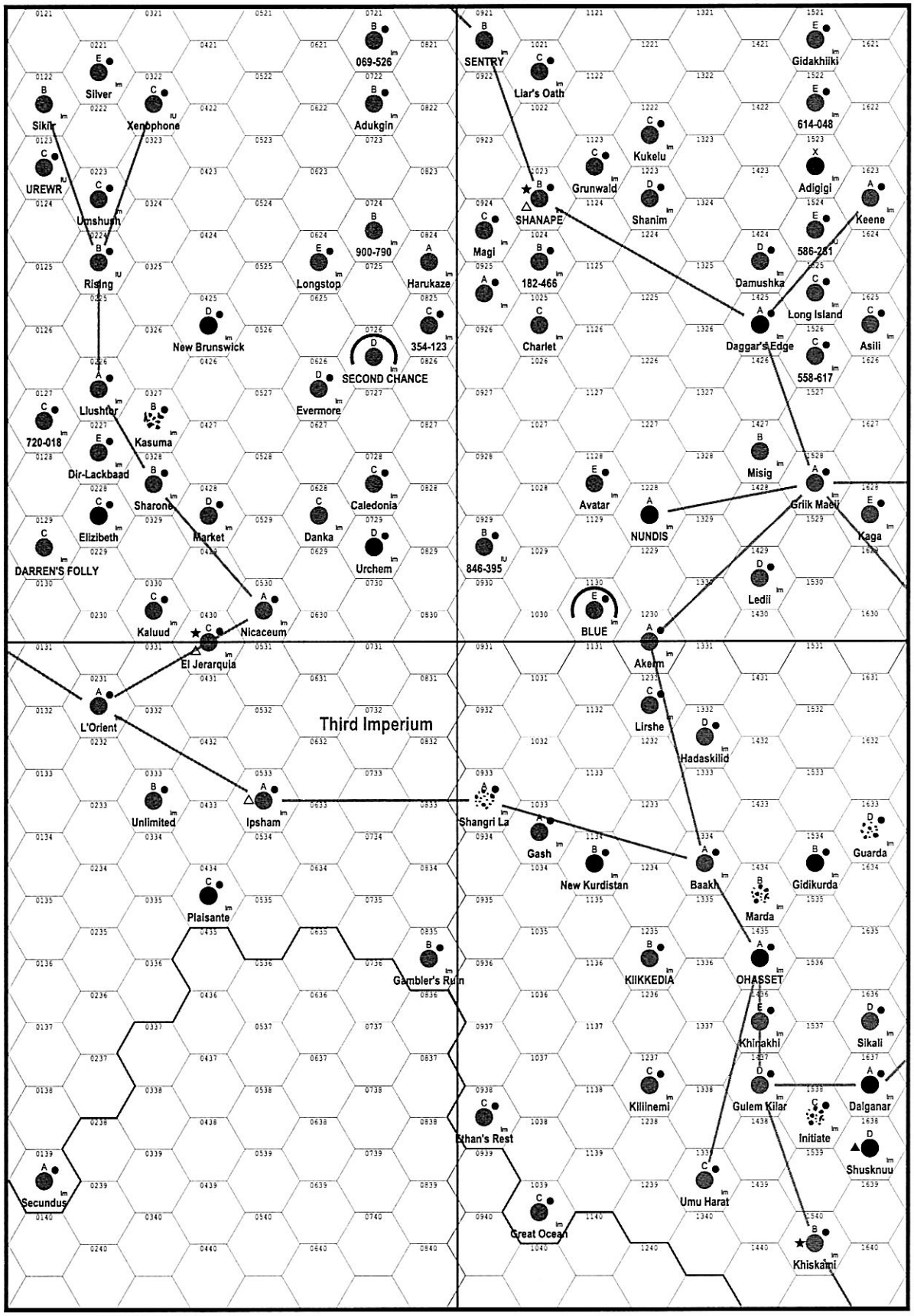
Situated close to the Rimward Imperial border, Gulem Kilar is primarily important as a naval base. The base is situated on the largest moon of the mainworld. Other than a squadron of powerful non-Jump capable monitors for system defense,

the heaviest units operating out of Gulem Kilar are cruisers; a squadron of light cruisers as a light carrier task force are based here, along with six destroyer squadrons and a large number of light combatants. These units are assigned to border patrol; in time of crisis they would call on heavy fleet units based at Annapabar.

The world itself is hot and very wet; its landscape is characterized by swamps and rainforests for the most part, with the population of some 600,000 clustered at the poles and in drier upland areas. Visitors describe Gulem Kilar as a vegetation-choked steam-bath, a description that is if anything far too kind.

Gulem Kilar was settled in the 680s as a "landgrab", purely to stake a claim to the system, and the world is still an Imperial Protectorate, ruled by a planetary governor (who is also a Baron answering to the Archduke) The population has remained steady for the past 300 years; there are few prospective immigrants. A local TL of 6 suffices to provide a decent standard of living for the inhabitants.

Other than the polar and upland settlements, the world is still largely unexplored, though occasional prospecting missions head out into the jungles or the deep oceans. Naval personnel sometimes take liberty on-planet for lack of anywhere else to go, and the Scout Service maintains a standing deployment of several Xboat tenders and couriers. The Scouts are not based out of the naval base, but operate the rather basic D class starport at the south pole.



Ley Sector
Gamma Quadrant

Year 993 Imperial

I) HIGHLORD SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Sikiir	0122	B566437-9		Ni		210	Im	G9 V
UREWR	0123	C887A85-9				505	IU	G2 V
720-018	0127	C8C3575-A		Ni		504	Im	M4 V
DARRENS FOLLY	0129	C8889BA-7				300	Im	F5 V
Silver	0221	E224678-A		Ni		103	Im	M1 V
Umshush	0223	C221134-8		Po		613	Im	K5 V K7 D
Rising	0224	B969454-A		Ni		912	IU	G2 V
Llushtor	0226	A774566-9				412	Im	G7 V
Dir-Lackbaad	0227	E577737-4		Ag		802	Im	F0 V
Elizibeth	0228	C240547-5		De Ni Po		504	Im	K8 V K7 D
Xenophone	0322	C88A667-7		Ni Wa		504	IU	F0 V
Kasuma	0327	B000764-C		As		702	Im	M2 V
Sharone	0328	B332630-9		Na Ni Po		122	Im	A5 III K6 D M8 V
Kaluud	0330	C9687BB-6		Ag		702	Im	F4 V
New Brunswick	0425	D470204-7		De		911	Im	K5 V
Market	0428	D344100-7				822	Im	K9 V
El Jerarquía	0430	C589885-9	B	Ri		304	Im	F9 V K9 D A3 D
Nicaceum	0530	A522775-C		Na Po		802	Im	M3 V
LonGTCop	0624	E456669-8		Ag Ni		101	Im	K7 V A8 D
Evermore	0626	D65457A-7		Ag Ni		924	Im	G4 V A7 D
Danka	0628	C374410-5				120	Im	G5 V M2 D
069-526	0721	BAAA630-7		Ni Wa		103	Im	M4 V K8 D
Adukgin	0722	B434431-A		Ni		704	Im	A1 V
900-790	0724	B9AA49B-8		Ni Wa		400	Im	M3 V
SECOND CHANCE	0726	D554955-8			R	900	Im	G3 V
Caledonia	0728	C201333-9		Ic Va		104	Im	M2 V K5 D
Urchem	0729	D330733-6		De Na Po		113	Im	M3 V
Harukaze	0824	A302757-B		Ic Na Va		400	Im	M4 V
354-123	0825	CAD5410-7				705	Im	M0 V

J) MATARISHAN SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
SENTRY	0921	B5A8ACB-D				410	Im	M4 V
Magi	0924	C473441-7		Ni		314	Im	F3 V K9 D
Barau Monac	0925	A676543-C				104	Im	G7 V
846-395	0929	B9C7258-D				713	IU	K5 V
Liar's Oath	1021	C4247A7-8				602	Im	M4 V
SHANAPE	1023	B4379BD-D	B			214	Im	M8 V
182-466	1024	B6A7657-B		Ni		523	Im	F3 V
Charlet	1025	C476320-9				900	Im	F7 V
Grunwald	1123	C353657-7		Ni Po		904	Im	K2 V
Avatar	1128	E642402-7		Ni Po		304	Im	K0 V
BLUE	1130	E334AB9-8			R	703	Im	K2 V
Kukelu	1222	C272688-6		Ni		604	Im	G7 V
Shanim	1223	D453556-B		Po		103	Im	G1 V A8 D
NUNDIS	1228	A300A99-A		In		700	Im	K3 V
Akerm	1230	A662677-A		Ni		413	Im	F1 V A9 D
Damushka	1424	D444577-8		Ag Ni		804	Im	F3 V
Daggar's Edge	1425	A200679-9		Na Ni Va		104	Im	M3 V K0 D
Misig	1427	B654454-A		Ni		500	Im	K1 V A7 D
Ledii	1429	D696554-6		Ag Ni		901	Im	K1 V A7 D
Gidakhiiki	1521	E494444-7		Ni		903	Im	G6 V A3 D
614-048	1522	E767726-3		Ni		222	Im	G5 V A7 D
Adigigi	1523	X200441-8		Ni Va		410	Im	K1 V
586-281	1524	E8B5333-6				803	IU	G3 V
Long Island	1525	C76A7CD-9		Wa		221	Im	F3 V
558-617	1526	CAA9200-B				202	Im	G5 V K8 D

Griik Maeii	1528	A575587-A		Ag Ni	513	Im	G6 V A0 D
Keene	1623	A99769D-9		Ag Ni	904	Im	F6 V
Asili	1625	C3658B5-5		Ri	214	Im	G1 V
Kaga	1628	E535010-5			705	Im	M7 V K5 D

M) SATYRESSIA SUBSECTOR

Name	*Hex*	*UWP*	*B*	*Trade Codes*	*TZ*	*PBG*	*All*	*Stellar Data*
Secundus	0139	A403400-D		Ic Ni Va		902	Im	M4 V A2 D
L'Orient	0231	A547644-A		Ag Ni		913	Im	F3 V
Unlimited	0333	B551410-7		Ni Po		704	Im	G4 V
Plaisante	0434	C300748-7		Na Va		504	Im	G0 V
Ipsham	0533	A594342-C	W			104	Im	F2 V G4 D
Gambler's Ruin	0835	B364570-6		Ni		403	Im	G3 V

N) OUTREAUMER SUBSECTOR

Name	*Hex*	*UWP*	*B*	*Trade Codes*	*TZ*	*PBG*	*All*	*Stellar Data*
Shangri La	0933	A000655-C		As		803	Im	M1 V M6 D
Ethan's Rest	0938	C957583-7		Ag Ni		113	Im	K9 V A2 D
Gash	1033	A635879-A				203	Im	M8 V A2 D
Great Ocean	1039	C96A377-8		Wa		904	Im	G4 V M2 D
New Kurdistan	1134	B140464-A		De Ni Po		703	Im	F7 V A9 D
Lirshe	1231	C202647-9		Ic Na Ni Va		203	Im	G0 V
KIIKKEDIA	1235	B868A8A-B				115	Im	K8 V
Kiliinemi	1237	C52368C-5		Na Ni Po		604	Im	M2 V A0 D
Hadaskilid	1332	D774620-5		Ag Ni		422	Im	K4 V M6 D
Baakh	1334	A488758-D		Ni		805	Im	F6 V
Umu Harat	1339	C684523-9		Ni		624	Im	G1 V F6 D A9 D
Marda	1434	B000241-B		As		100	Im	K7 V
OHASSET	1435	A510998-D		In		502	Im	G4 V G6 D
Khinakhi	1436	E657503-6				204	Im	K7 V
Gulem Kilar	1437	D679564-6		Ni		623	Im	F3 V M3 D
Gidikurda	1534	B200000-C		Va		203	Im	M0 V M5 V
Initiate	1538	C000540-7		As		703	Im	K1 V G7 D
Khiskami	1540	B529831-B	N			404	Im	F2 V M2 D
Guarda	1633	D000566-8		As		414	Im	G3 V A6 D
Sikali	1636	D324437-5		Ni		703	Im	K2 V
Dalganar	1637	A400534-B		Ni Va		814	Im	G0 V
Shusknuu	1638	D440110-7	S	Po Ni De		300	Im	F4 V M2 D

LEY SECTOR: DELTA QUADRANT

The Delta Quadrant is the very fringe of Imperial space, and outside influences are strong. One subsector lies entirely outside the Imperium. Links to the rest of Imperial space are long and a little tenuous, a situation made worse by unrest and some commerce raiding in recent years.

However, measures have recently been taken to correct this situation. The Domain capital was moved into the Quadrant in 991, to the world of Annapabar. The cluster of worlds around the new capital was named the Imperial Trade Cluster. Large amounts of money have recently been spent on ports, industry and security within the cluster, greatly enhancing local economy.

Solomani influences are quite strong on some worlds, and a large minority of citizens identify closely with the Solomani. Many of the worlds of Delta Quadrant are independent or client states of the Imperium. The largest single non-Imperial power is the Khuur League, which includes several developed worlds in the Khuur and Outworld Fringe clusters. The Khuur League is known to be investing heavily in industry on worlds outside its borders, presumably as a security measure. The independent world of Phoniwt, long a major market world in the region and a link to Gateway Sector, is also exerting greater economic dominance in recent years, perhaps as a result of the collapse of several major firms based out of rival Askhar.

The Imperial company Frontier Tranship, LIC is highly active in the quadrant, providing a reliable cross-border service with its fleet of small, armed vessels.

The Delta Quadrant is a little unsafe at present. Rumors of commerce raiders and armed uprisings continue to surface. The Imperial Navy has responded with stepped-up patrols and has agreed temporary basing rights on some frontier worlds. This has brought new money into the area and, perversely, the troubles have created a boom market.

The Hivers recently established a trade mission on the world of Gashuki. This enclave lies just outside the Imperial border and considerable commercial activity takes place between it and the Imperial Trade Cluster. Why the Hivers

suddenly feel they need a trade base on the Imperial border is not known.

Mains & Clusters

Delta Quadrant has several clusters, of which the Serpent Main (which reaches across into Gamma Quadrant) and the Imperial Trade Cluster (sometimes referred to as the Far End) are the largest. The Malix Cluster is a large, but politically divided, group of worlds. Most other clusters are very small – two or three worlds separated by Jump-2 or even 3 rifts.

WORLDS OF DELTA QUADRANT

Three worlds lying in this quadrant are detailed below.

1735 Lepanto (Imperial)

C555565-9 Ag Ni A 724 Im G0 V A8 D

Lepanto is a mid-sized world with a thin atmosphere and moderate expanses of water which was colonised during the Rule of Man. Never a large colony, the remaining population was tripled by the arrival of Imperial colonists in 720 who integrated among the existing population with surprisingly little friction.

However, since shortly before the outbreak of the Solomani Rim War, pro-Solomani agitation has spilled over into acts of violence against non-Solomani Imperial citizens on the planet. A "softly-softly" approach failed to secure any useful results and as the violence increased, steadily firmer measures were taken.

Full intervention took place in 992 after the Solomani blockade runner *Liberty* was intercepted by INS *Urskii Gla* with a cargo hold full of weaponry intended for Solomani sympathisers. Investigations proved that several such cargoes had already been delivered and Solomani "advisors" were on-planet training guerrillas and terrorists to use the weapons.

The Intervention was welcomed by frightened Imperial loyalists, and was a success despite stubborn resistance from the hopelessly outgunned rebels. Martial law has been in force since 992. A Navy Governor has complete authority to deal with the situation. Imperial Army forces are still fighting a low-intensity war against the last few rebels, but the situation seems to be more or less under control.

However, it would take little to cause a flare-up of the problem. A reduction in Imperial troop strength (such as is mooted due to the demands of the Solomani Rim War) or high-profile Solomani successes elsewhere may bring the cowed rebels out in force and set the stage for more bloodshed.

Loyalists have called for the formation of a militia, or the legalisation of a paramilitary force calling itself the Citizens' Watch. This organisation claims to have the patronage of the Loyal Sector Guard and seems to have access to considerable quantities of arms and ammunition. All ships entering the system are thoroughly searched for arms intended for one side or the other, but it is only a matter of time before something gets through.

Another consequence of the troubles besetting Lepanto is a reduction in the agricultural output that is the basis of the world economy. Two main industries dominate. Fish-farming and seabed vegetation cultivation provide about 75% of the world's income, with the result that most major settlements are coastal. Attacks on farm subs and transports taking the produce to the port have greatly reduced the world's output.

The remainder of the agricultural output comes from large, highly-automated farms growing vegetable crops. Non-Solomani farmers have been attacked while in most cases damage has been limited settlements have been completely exterminated. Outraged that these settlements were defenseless due to compliance with local weapons laws, many farmers have tried to obtain weaponry through smugglers.

1936 Annapabar (Imperial)

A4367A9-D N SS/D Capital A 210 Im K3 V

Annapabar, an unremarkable iceball world, is a demonstration of what the Imperium is capable of when the need is perceived. Before 991, the world was almost entirely uninhabited. Now it is home to 20 million sentients and the entire bureaucratic apparatus of the Domain, Subsector and Trade Cluster governments.

Annapabar orbits at the outer limit of the life zone, resulting in a very low surface temperature. This and the very thin atmosphere means that most surface water is in fact ice. The great majority of the planetary surface is glacier or bare, lifeless, rock. Only in the depths of the oceans is there much life. This is generally of a hardy, cold-resistant and primitive nature.

Archduke Marcus Erechs ordered the domain capital to be moved to Annapabar within weeks of his accession to the Archducal throne. His plan was to place his center of authority close to the most troubled region of the domain. Coupled with the formation of the Imperial Trade Cluster, this move was intended to offset Solomani influences in the region.

The effort required to carry out this undertaking was monumental, as was the cost. A fleet of transport vessels was required to carry the Domain governmental records alone. However, the work is close to completion and despite a year of working out of a temporary headquarters aboard various starships, the administration has remained remarkably efficient.

New construction is impressive. Not only has a fine orbital Starport been constructed, a Downport and associated city (Gateway City; Population 10 Million), several smaller cities and a naval base have all been built, plus an impressive array of planetary defenses including deep-site meson guns and small outsystem bases for system defense craft.

The population of Gateway City and the other planetary settlements is growing steadily as industrial and business concerns open offices and set up factories in the new capital. Immigration Control handles over 5000 immigrants every week, and there is no sign that the flood is likely to abate. There is plenty of housing and work for these new citizens, however.

Government of the world is directly from the Archduke's office, through a Chamber of Executives. The government (i.e. the Archduke) is very popular among the citizens of the clean, new cities with their high wages and high-technology lifestyles. Security is fairly tight, and order is maintained by the Archduke's Huscarles (household troops) who also protect the government and man the system defense squadron. The smartly uniformed, efficient Huscarles are popular among the citizens despite their paramilitary approach to law enforcement, and competition to impress the recruiters is high. Many young

people travel several parsecs to apply.

Annapabar is also the site of a naval base. This is shared between the Archduke's Huscarles, the Navy and a rapid-reaction force of Marines. There is considerable rivalry between the services, but the overall relationship is amicable everywhere except in liberty bars.

Naval presence in the system is mainly limited to light cruisers and similar craft suited to the rapid-reaction and peacekeeping roles. A BatRon of Kokirrak class dreadnoughts provides heavy backup for these forces at need. One Kokirrak is permanently assigned to serve as the Archduke's mobile command post in time of crisis.

The vulnerability of the Archducal seat, lying as it does so close to the border, is recognised. The heavy defenses and naval squadrons are one answer. Construction is underway on a huge (750,000 ton) warship, which will be crewed by an elite force drawn from the Huscarles and Navy. This vessel is expected to be a match for any two enemy dreadnoughts. Many see it as a source of great pride, but there is a growing feeling elsewhere in the Domain that the vessel is an expensive folly.

3131 Phoniwt (Independent)

B331A8A-B Na Po 614 Xx G2 V

Phoniwt, with its 10-billion population, is a small, tidally-locked world orbiting the gas giant Kaske Huul at the very edge of the life zone. Most of the surface water is frozen into spectacular glaciers near the poles. The rest of the planet is chilly desert whose very thin atmosphere is not sufficient for life more complex than moss to have evolved.

Despite its unappealing nature, Phoniwt is a thriving metropolis. The majority of the population live on the "out-facing" side, away from the gas giant, in a single immense underground city. The "facing side" has a few mining and industrial communities but is rather hazardous due to occasional radiation bursts from Kaske Huul itself.

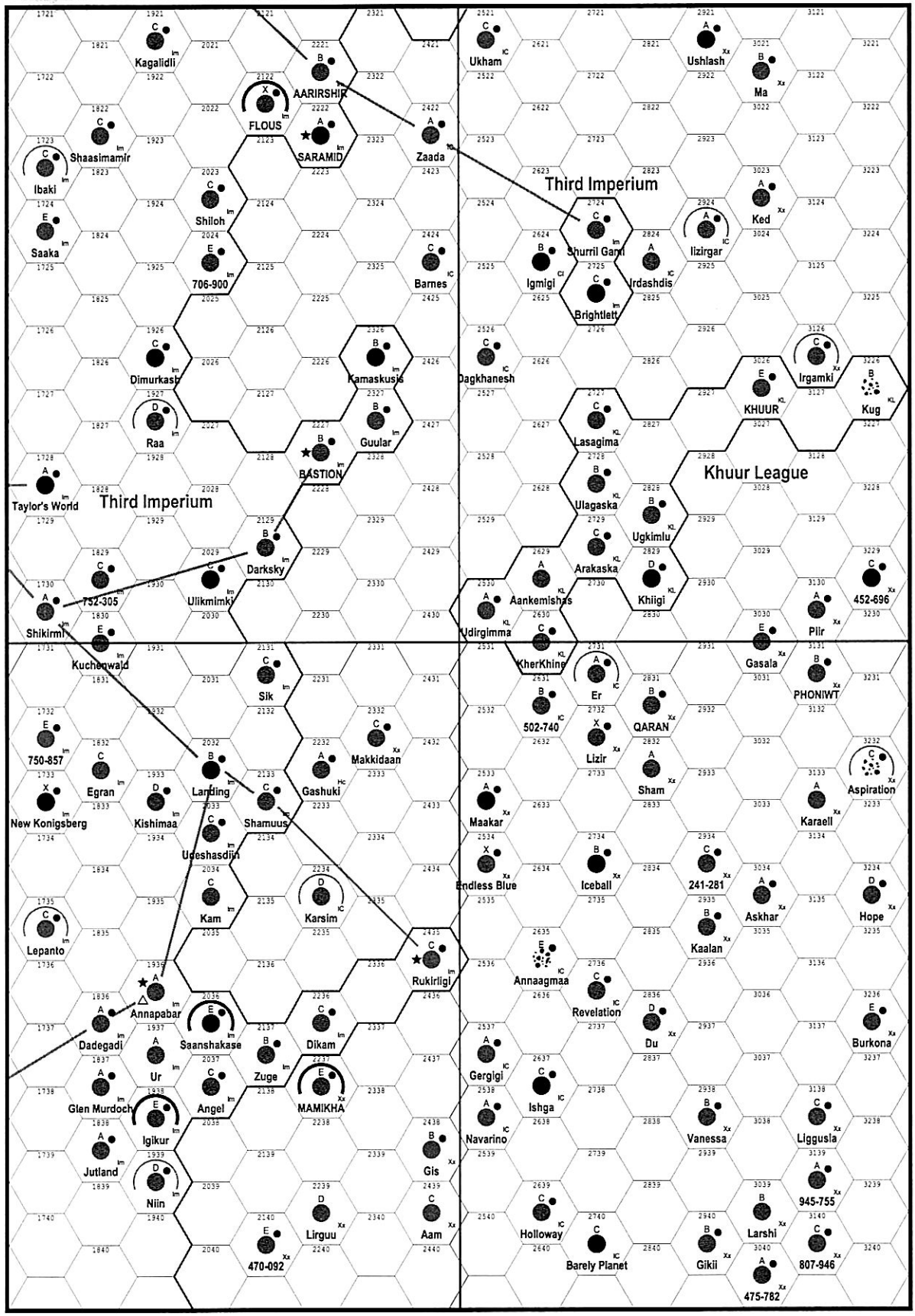
Phoniwt was settled in the last days of the Rule of Man, and was for a time an important naval support base whose industry supplied spares and parts for naval squadrons assigned to the region. When the Long Night fell, the world retained its status as an important refit center, and became something of a "boom world" even as interstellar civilisation fell apart.

An important trade nexus and starship-repair center, Phoniwt survived the Long Night as the center of a trade alliance, now long broken-up, and has always been an important port for trade into and out of the Gateway sector. The world was annexed by the Sydymic Empire on two occasions but won its independence both times. The second time was just before the Imperium/Sydymic war.

Phoniwt, typically of heavily-overpopulated worlds, has strict laws. Government is bureaucratic and slow-moving, and is dominated by several major factions. The Phoniwt Naval Service has considerable influence over its own budgets, while other industrial concerns are important. However, the real power rests, oddly enough, with the University of Phoniwt. The University business school provides the vast majority of personnel to government offices, and over many years has come to directly influence them. This control is currently challenged by the People's Center Party, which has many popular figures but little coherent strategy.

The result of all this political infighting is considerable delays in getting anything done, and the bringing-to-bear of bureaucratic influence on every trivial topic as the various factions maneuver for position. Politics so pervades daily life that most citizens see themselves as players in "the game". The use of influence is an accepted means of getting things done in normal life. Politics of this sort, which takes place at every level from grand policy to grocery shopping, is the most popular "recreational" activity on the planet.

Phoniwt remains an important trade and industrial center despite its internal wrangling, and merchants come from across the subsector to trade here. Phoniwt maintains trade links through Far Portal to the Galian Federation, providing the main route for trade between the Imperium and Gateway Sector. Many Phoniwt-based corporations are beginning to make their influence felt beyond the local region.



Alpha Beta
Gamma K L O P

QUADRANTS OF A SECTOR

SUBSECTORS
A Ikhnaton
B Nightmare
C Noir Deep
D Zagrathian
E Spearhead
F Guadix Drift
G Titanstorm
H Osiris Deep
I Highlord
J Matarishan
K Frontier Worlds
L Sydymic
M Satyressia
N Outreaumer
O Diamond-Prince
P Outworld

MAP LEGEND
Starport Type
Bases
Gas Giant
Tarbus
World Type
World Name
X-Boat Route
Travel Zone Code (Red)
No Gas Giant
Quintus
border

WORLD CHARACTERISTICS
No Water Present
Water Present
Asteroid Belt

BASES
Naval Base
Scout Base
Naval Depot
Way Station
Prison Camp

TRAVEL ZONES
Amber Zone
Red Zone

POPULATION
Secundus under one billion
PRIMUS over one billion

Year 993 Imperial

Ley Sector
Delta Quadrant

K) FRONTIER WORLDS SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Ibaki	1723	C515766-6		Ic	A	914	Im	K0 V
Saaka	1724	E4138AA-6		Ic Na		224	Im	F4 V M9 D
Taylor's World	1728	A110300-C				913	Im	K5 V
Shikirmi	1730	A364746-A		Ag Ri		101	Im	G1 V A8 D
Shaasimamir	1822	C564233-7				702	Im	F8 V A1 D
752-305	1829	C9D8110-5				724	Im	G4 V G9 D
Kuchenwald	1830	E757887-2				514	Im	K3 V
Kagalidli	1921	C434600-A				105	Im	K6 V K0 D
Dimurkash	1926	C100878-A		Na Va		504	Im	F1 V
Raa	1927	D564562-5		Ag Ni	A	722	Im	K2 V
Shiloh	2023	C22689B-5				122	Im	K0 V
706-900	2024	E9AA7AE-7		Wa		405	Im	F4 III K3 D
Ulikmimki	2029	C100426-A		Ni Va		601	Im	M2 III A2 D
FLOUS	2122	X855AC0-6			R	524	Im	K2 V M4 D
Darksky	2129	B323379-B		Po		404	Im	M5 V
AARIRSHIR	2221	B7449CD-C		In		922	Im	K6 V M7 D
SARAMID	2222	A20099A-E	N	In		223	Im	G3 V
BASTION	2227	B6489A6-C	N	In		502	Im	F4 V
Kamaskusis	2326	B150112-B		De Po		614	Im	F5 V
Guular	2327	B486600-C		Ni		603	Im	K1 V
Zaada	2422	A87A778-C		Wa		713	IC	K2 V
Barnes	2424	C545557-6				202	IC	F6 V

L) SYDYMIC SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Ukham	2521	C978552-6		Ag Ni		323	IC	F6 V G9 D
Dagkhanesh	2526	C554402-6		Ni		804	IC	G2 V
Udirgimma	2530	A773520-8		Ni		914	KL	G6 V
Igmigi	2624	B520676-9		De Na Ni Po		204	IC	G0 V M4 D
Aankemishas	2629	A555555-C		Ag Ni		610	KL	G4 V
KherKhine	2630	C457358-A				803	KL	F8 V
Shurril Gami	2724	C3337C7-9		Na Po		921	Im	M9 V
Brightlett	2725	C130335-9		De Po		324	Im	M3 V
Lasagima	2727	C78A300-6		Wa		602	KL	F5 V
Ulagaska	2728	B655743-4		Ag		622	KL	F1 V A9 D
Arakaska	2729	C63A885-7		Wa		402	KL	K8 V
Irdashdis	2824	A347849-C		Ag		100	IC	G4 V A9 D
Ugkimlu	2828	B75A8DE-7		Wa		302	KL	F0 V
Khiigi	2829	D23079C-4		De Na Po		424	KL	M6 III
Ushlash	2921	A1206AE-C		De Na Ni Po		502	Xx	K1 IV K4 D
Iizirgar	2924	A4817A6-8			A	603	IC	F3 V
Ma	3021	B865134-6				513	Xx	K3 V
Ked	3023	A663420-A				102	Xx	F9 V
KHUUR	3026	E959977-5				504	KL	F5 V
Gasala	3030	E373200-4				105	Xx	F0 V
Irgamki	3126	C794665-2		Ag Ni	A	701	Xx	G2 V
Piir	3130	A226440-B				414	Xx	M8 V F0 D
Kug	3226	B000112-C		As		510	KL	K1 II M5 V
452-696	3229	C7C0100-6		De		104	Xx	K0 V

O) DIAMOND-PRINCE SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
750-857	1732	E9A5446-4		Ni		613	Im	G0 V
New Konigsberg	1733	X200735-4		Na Va		322	Im	K1 V
Lepanto	1735	C555565-9		Ag Ni	A	724	Im	G0 V A8 D
Egran	1832	C256555-8		Ag Ni		600	Im	K3 V
Dadegadi	1836	A443745-C		Po		104	Im	F3 V

Glen Murdoch	1837	A54A742-B		Wa		102	Im	K9 V
Jutland	1838	A336744-A		Ni		703	Im	K1 V
Kishimaa	1933	D785779-4		Ag Ri		903	Im	F5 V
Annapabar	1936	A4367A9-D	B			210	Im	K3 V
Ur	1937	A652678-9		Po Ni		200	Im	G1 V
Igikur	1938	E37358A-7		Ni	R	413	Im	F3 V G4 D
Niin	1939	D332465-7		Ni Po	A	503	Im	K3 V
Landing	2032	B560400-8		De		102	Im	G4 V K1 D K6 D
Udeshasdiin	2033	C564422-9				322	Im	G7 V K1 D
Kam	2034	C354301-A				210	Im	G1 V G4 D
Saanshakase	2036	E550589-4		De Ni Po	R	514	Im	G9 V
Angel	2037	C201643-8		Ic Ni Va		301	Im	M3 V K0 D
Sik	2131	C896422-4		Ni		623	Im	F9 V
Shamuus	2133	C453758-9		Po		303	Im	F3 V
Zuge	2137	B676533-A		Ag Ni		524	Im	G7 V A4 D
470-092	2140	E8A6854-8				502	Xx	F1 V
Gashuki	2232	A401431-F		Ic Ni Va		105	Hc	M2 V
Karsim	2234	D776866-3		Ag Ni	A	100	IC	K0 V
Dikam	2236	C466765-7		Ni		202	Im	G1 V M4 D
MAMIKHA	2237	E84897A-6		In	R	602	Xx	G2 V A9 D A4 D
Lirguu	2239	D786644-5		Ni		310	Xx	F0 V
Makkidaan	2332	C553430-7		Po		212	Xx	M0 V K2 D O1 D
Rukirligi	2435	C243678-4	N	Ni Po		213	Im	G7 V
Gis	2438	B778224-8				213	Xx	F3 V K2 D
Aam	2439	C334800-7		Ni		110	Xx	G7 V F7 D

P) OUTWORLD SUBSECTOR

Name	*Hex*	*UWP*	*B*	*Trade Codes*	*TZ*	*PBG*	*All*	*Stellar Data*
Maakar	2533	A2106B9-C		Na Ni		704	Xx	G1 V
Endless Blue	2534	X68A025-1		Wa		302	Xx	K0 V
Gergigi	2537	A896340-B				623	IC	G0 V
Navarino	2538	A547424-E				203	IC	M3 V G0 D
502-740	2631	B8C2443-8				824	IC	M9 V A5 D
Annaagmaa	2635	E000400-8		As		301	IC	M5 V G8 D A4 D
Ishga	2637	C40088D-9		Na Va		125	IC	K9 V
Holloway	2639	C541757-B		Ni Po		915	IC	F0 V
Er	2731	A675662-B		Ag, Ni	A	503	IC	F6 V K6 D
Lizir	2732	X552425-3		Ni Po		103	Xx	F3 V
Iceball	2734	B200435-9		Va		601	Xx	M9 V
Revelation	2736	C897453-8		Ag Ni		904	IC	G3 V
Barely Planet	2740	C110796-7		Na		300	IC	M3 V
QARAN	2831	B67AAD0-B		In		223	Xx	M2 V
Sham	2832	A85977A-D				210	Xx	F7 V A1 D
Du	2836	D53769D-2		Ni		403	Xx	M3 V
241-281	2934	C9D6320-A				412	Xx	K5 V A8 D
Kaalan	2935	BA99242-9				213	Xx	K3 V G1 D
Vanessa	2938	B311436-B		Ic Ni		603	Xx	M3 V
Gikii	2940	B739454-A				502	Xx	M2 V
Askhar	3034	A59A410-C		Wa		803	Xx	G5 V
Larshi	3039	B562575-C		Ni		900	Xx	F7 V
475-782	3040	AAC3676-8		Ni		923	Xx	M4 V K5 D
PHONIWT	3131	B331A8A-B		Na Po		614	Xx	G2 V
Karaell	3133	A355650-B		Ag Ni		620	Xx	F4 V
Liggusla	3138	C445279-7				903	Xx	F1 V
945-755	3139	A8C2756-9				103	Xx	M1 V K6 D
807-946	3140	C54899C-A		In		502	Xx	M0 V
Aspiration	3232	C000566-B		As	A	403	Xx	K0 V A6 D
Hope	3234	D637115-8				515	Xx	K1 V
Burkona	3236	E445122-1				604	Xx	F9 V K4 D

GATEWAY SECTOR

SECTOR OVERVIEW

Gateway Sector has few mains or major clusters. It is characterized by a scattering of small clusters and individuals systems, separated by Jump-2 or 3 rifts. Navigation in this sector is somewhat more restricted than in areas with many mains. The primary astrographic feature of the sector is the Lesser Rift, which separates the Coreward end of the sector from neighboring Ley Sector.

Gateway contains several major interstellar polities and many minor or one-world states. It sits uncomfortably between the Imperium to Spinward and the Two Thousand Worlds to Trailing. Influenced by both (and listed in Imperial data as a collection of "client states") the majority of worlds are in fact stubbornly independent or subject only to local alliances and trade pacts. There is no Sector Capital as such, though Gateway Prime comes close, mainly because of its importance in interstellar trade.

Neither the Ziru Sirka nor the Rule of Man reached Gateway sector, though enterprising colonists, mainly of Solomani descent, spread throughout the region in the early years of the Long Night. The first human colonies in the region were most likely on Tharver, Bremen and Salur, around 1700. The first definite date in human history in the region is – 1511, the founding of a colony on Carlton. However, it is known that by this time there was already considerable interstellar traffic in the region.

The Third Imperium has no member worlds or formal clients in Gateway, though some worlds are influenced by Imperial interests.

The human people of Gateway, in so far as any generalisation is valid, value personal freedom, self-reliance and individualism. This is one reason why the region is so fractious. There are several K'Kree populated worlds within the sector. Some are entirely K'Kree, while others have a mixed population of humans, Centaurs and sometimes others. In some areas this has led to greater understanding and tolerance; in most it simply creates opportunities for conflicts of interest and even open warfare. Several other species are present, including some small enclaves of Vargr and the odd Wanderer worldship.

As might be expected in a region filled with small states, there is considerable privateer and corsair activity in the sector. Some of the states of the sector actively support piracy and a political or economic tool, though Imperial interests are working to curb this trend.

Vessels of the various planetary and state navies of the region tend to be small by Imperial standards – a 10,000 ton vessel is a rarity, and certainly a capital ship, where in the Imperium such a vessel is at the top end of the destroyer class and would be considered merely an escort.

CURRENT AFFAIRS

There is a lot going on in Gateway. The biggest threats to local stability come from the Lords of Thunder to Trailing and the Hochiken People's Assembly in the Coreward end of the sector. Both of these powers are known to be expansionistic and are considered a threat by their neighbors. It is likely that both are engaging in covert action to improve their position. A number of one-world states are also attempting to secure their position or enhance it.

The Imperium has a certain amount of influence in Gateway, but this is mainly confined to the Gamma quadrant. The Galian Federation, while friendly to the Imperium, acts as a buffer between Imperial space and the rest of the sector. It is likely that the K'Kree have agents at work in the region, though influence from the Hivers or Solomani Confederation is minimal.

Piracy and privateering are relatively common in Gateway sector, with some states having a long tradition of such practices. Interstellar trade is thus rather hazardous even without the complications imposed by relations between the states of Gateway.

THE SUBSECTORS OF GATEWAY SECTOR

P	*Name*	*Quadrant*
A	Darksky	Alpha
B	Atoon	Alpha
C	Denkard	Beta
D	Lowton	Beta
E	Abysm	Alpha
F	Windfleet	Alpha
G	Castra	Beta
H	Forcett	Beta
I	Arconna	Gamma
J	Beckann	Gamma
K	Ashton	Delta
L	Riftin	Delta
M	Ownsbee	Gamma
N	Ariel	Gamma
O	Cinder	Delta
P	Farina	Delta

GATEWAY SECTOR: ALPHA QUADRANT

The Spinward/Coreward (Alpha) quadrant of Gateway Sector is dominated by the Lesser Rift, which extends to Spinward and to Coreward/Trailing. Stellar density is not high along the rift fringe. The quadrant thus has no dominant political entity, though perhaps the HPA (which has its capital in the quadrant) comes close since it incorporates most of the inhabited worlds of the quadrant. Alpha Quadrant does contain what passes for a Sector Capital, the artificial world of Gateway.

There is considerable trade through the independent worlds of the quadrant as ships ply the lanes between the Galian Federation and the Plavian League.

There is a great deal of tension between the Hochiken People's Assembly and the Plavian league at present. The systems around the borders of the HPA and particularly those between these powers are the scene of military maneuvers, shows of force and the occasional deniable commerce raid. While considerably short of open war, the situation is definitely not safe.

Mains and Clusters

This quadrant is mainly notable for its lack of mains and clusters. It is uncommon to find even two systems in proximity, let alone a major cluster. The exception is the Heptad, a tight grouping of seven worlds at the Trailing edge of the quadrant. The economic advantages of such a cluster are considerable, and it is not surprising that the Heptad has become a major economic force in the sector.

WORLDS OF ALPHA QUADRANT

Three worlds of Gateway's Alpha Quadrant are detailed below.

1220 Gateway (Galian Federation)

A062688-A Ri Ni 622 Ga F0 V A2 D

Gateway (sometimes called Gateway Prime) is an artificial planet, constructed in –224 by the Tharver-based firm Galastrian Metals. A large planetoid on the inner edge of the Galian Belt was hollowed out to create a worldlet that would be a base for mining operations in the system. Technically, Gateway is part of the Galian Belt, but it is normally listed in astrographic data as a separate entity. Its size code of 0 is sometimes expressed as S instead, reflecting the very large size of the asteroid used to create the artificial world.

By the time it became independent in 251, Gateway was an extremely prosperous and populous world. The original hollowed-out area, now known as Coreworld, had become a park (with a gigantic reservoir known as the Equatorial Sea), with new living and working areas built into the rock of the asteroid and upon its surface.

Gateway is currently the capital of the Galian Federation, and although some mining still goes on in the asteroid itself, most of the world's income comes from processing of materials mined elsewhere in the system, from industry and shipbuilding on Gateway itself, and through trade coming into the excellent starport.

Approaching Gateway Prime is a breathtaking experience. Swarms of utility craft buzz about the port as merchants, freighters and warships come and go about their business. Closer, a visitor can see that the entire surface of the asteroid is built over, giving the worldlet a dull-gray or silver sheen.

One of Gateway's key exports is starships, of which almost half are built at the huge Gateway Yards situated at the north pole of the worldlet. Black-and-red clad troops on retainer to the Yards also provide all internal security and police functions throughout Gateway, giving some indication of how important Gateway yards is to the world and its society.

1601 Granth (Hochiken People's Assembly)

B8779FE-A In 910 Ho F6 V F7 D

Capital of the Hochiken People's Assembly (HPA), Granth is an old colony situated on what used to be a comfortable, temperate and Earth-like world at the extreme Coreward end of the Sector. In recent times the world has become polluted and rather grim.

The 9 Billion people living on Granth are concentrated into several mega-arcologies, some of which are situated on the seabed or largely underground. There is also a vast Arcology (population over 1 billion) on the largest moon of Granth, plus several "military cities" scattered across the planet in isolated and defensible locations.

The HPA is governed from the orbital "People's Administrative Center", which houses and handles the bureaucratic apparatus of the entire HPA. With a population of several tens of millions, the O-PAC is a critical part of the functioning of the Assembly, and has been considered a no-shoot target in all the various power struggles in the Assembly's history. The place has been stormed more than once by ground troops, however.

Granth's main product (apart from bureaucracy) is war material for the Assembly's ever-growing armies and fleets. Several on-planet and orbital yards construct ships, weapons and vehicles from materials brought in by an endless stream of freighters.

Tight controls mean that all traffic (even that intended for various outsystem installations) has to come into Granth Central Starport and be transferred to local transports before proceeding to its destination. Outgoing goods are treated the same way, allowing the central government to keep an eye on what is going where.

The system is heavily militarised, with fixed and semi-mobile installations backing up the huge Granth System Fleet. The Jump-capable tenders of the Strategic Reserve, and a powerful fleet answering directly to the Assembly President, ruler of the entire HPA (at least in name) are also based in the Granth System.

In reality, these massive forces are more to prevent an ambitious admiral from attempting a coup than to defend the system. It is well known that the President and his supporters are gradually losing control of the outlying systems, and the more they fortify their position at the capital, the more free rein the frontier commanders have. At present these commanders are jostling one another for position, but it seems likely that at some point an alliance will arise capable of challenging the President's authority.

Life in Granth is subject to strict laws and harsh policing, a situation that is much worse for offworld visitors. Uniformed and covert operatives of the Special Service Bureau, a secret police force, have a wide range of powers, even in military matters.

1310 Luray (Independent)

B648300-9 Ni 733 Xx G1 V K1 D

Lying on the fringe of HPA space, Luray is a warm, damp world inhabited by some 7,000 souls. Technically claimed by the HPA, Luray has not been occupied by HPA forces for a number of reasons, not least of which because it is horribly inhospitable.

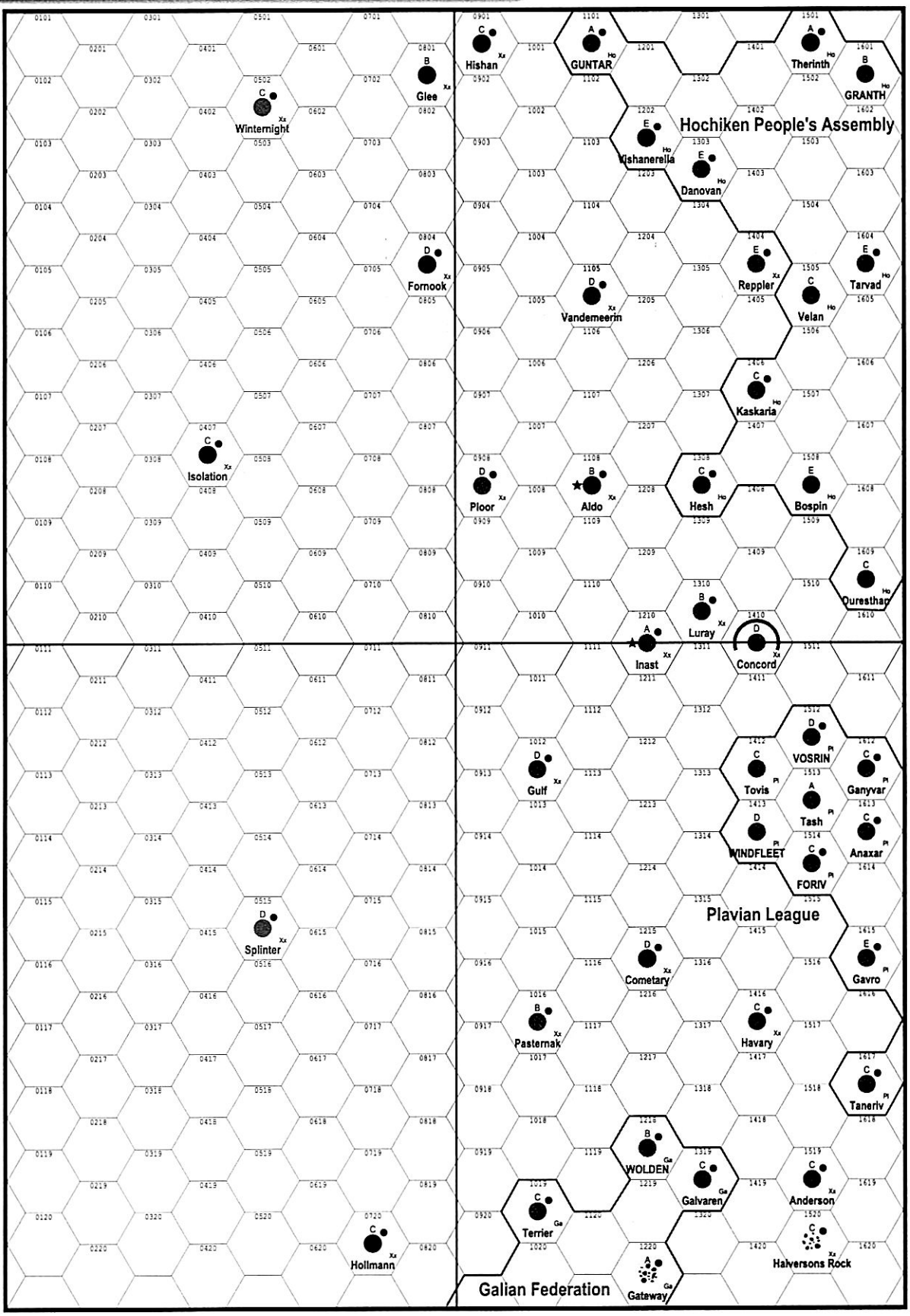
Neighboring Inast was conquered by a rogue HPA fleet some years ago, and has now created tenuous trade links with the HPA and with the Heptad. Thus Luray provides neutral ground where trade and some unofficial diplomacy can take place.

The entire human population lives in a fortified enclosure that is all that remains of a rather grand starport and city built by entrepreneurial corporations operating out of the Heptad many years ago. The designation of B class for the starport is rather kind; the orbital Highport is a poor remnant of what it once was, prone to dangerous system failures and the occasional outright disaster. Ground facilities are run-down

but still functional, though few ships actually come through the port these days.

The Downport and city is a lawless, violent place ruled by armed bands who follow various charismatic leaders and who vie for control of the port facility and the little trade it brings in. refugees from the Plavian league and the HPA (usually criminals and political escapees respectively) swell the numbers of colonists form time to time, but the gain is far outweighed by the number of shootings and other violent deaths.

Outside the fortified port area, Luray is one gigantic, chilly swamp roamed by a variety of dangerous creatures, some of which will attack the port or its supporting farms from time to time. The world may have considerable natural resources; finding them has proved so dangerous that to date no accurate survey has ever been made.



A | B
E | F
Beta
Gamma Delta

QUADRANTS OF A SECTOR

SUBSECTORS

A	Darksky
B	Atoon
C	Denkard
D	Lowtown
E	Abysm
F	Windfleet
G	Castra
H	Forcett
I	Arconna
J	Beckann
K	Ashton
L	Rittin
M	Ownsbee
N	Ariel
O	Cinder
P	Farina

MAP LEGEND

Starport Type
Bases
Gas Giant
Tertius
World Type
World Name
X-Boat Route
Travel Zone Code (Red)
No Gas Giant
Quintus
border

WORLD CHARACTERISTICS

- No Water Present
- Water Present
- Asteroid Belt

BASES

- Naval Base
- Scout Base
- Naval Depot
- Way Station
- Prison Camp

TRAVEL ZONES

- Amber Zone
- Red Zone

POPULATION

Secundus — under one billion
PRIMUS — over one billion

Year 993 Imperial

Gateway Sector
Alpha Quadrant

A) DARKSKY SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Isolation	0407	C7C0501-C		Ni De		914	Xx	K1 V K8 D
Winternight	0502	C516254-A		Ni Ic		522	Xx	M6 II M0 D
Glee	0801	B130679-A		Na Ni Po De		210	Xx	K4 V
Fornook	0804	D100403-A		Na Va		102	Xx	M0 V

B) ATOON SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Hishan	0901	C200478-9		Ni Va		211	Xx	G6 V
Ploor	0908	D553310-8		Ni Po		821	Xx	F4 V A6 D
GUNTAR	1101	A8969AA-A		In		122	Ho	G5 V
Vandemeerin	1105	D87876A-9		Ag		112	Xx	G4 V
Aldo	1108	B200623-A	N	Na Ni Va		312	Xx	M1 V
Vishanerella	1202	E1005AA-8		Va		313	Ho	K6 V
Inast	1210	A663669-7	N	Ni		812	Xx	F1 V M9 D
Danovan	1303	E79A5AA-9		Wa Ni		504	Ho	F0 V
Hesh	1308	C46556A-A		Ag Ni		912	Ho	F0 V M7 D
Luray	1310	B648300-9		Ni		733	Xx	G1 V K1 D
Reppler	1404	EA538AC-9				215	Xx	F6 V
Kaskaria	1406	C6247AA-9				623	Ho	M7 V
Concord	1410	D68768A-7		Ag Ni	R	700	Xx	F5 V G3 D
Therinth	1501	A8208FA-9		De Ni		812	Ho	F0 V A1 D
Velan	1505	C87A7FA-5		Wa		210	Ho	F5 V K0 D
Bospin	1508	E456459-8		Ni		100	Ho	K4 V
GRANTH	1601	B8779FE-A		In		910	Ho	F6 V F7 D
Tarvad	1604	E6758FA-8				912	Ho	F3 V M3 D
Duresthan	1609	C6236FE-A		Po		110	Ho	M5 V M2 D

E) ABYSM SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Splinter	0515	DAAA300-8		Ni Wa		312	Xx	M6 V
Hollmann	0720	C9B0589-9		Ni De		113	Xx	M7 V

F) WINDFLEET SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Gulf	1012	D679446-7		Ni		913	Xx	F3 V
Pasternak	1016	B301698-A		Na Ni Va Ic		114	Xx	G3 V
Terrier	1019	C869575-A		Ni		813	Ga	K9 V
Cometary	1215	D110462-A		Ni		434	Xx	M2 V M8 D
WOLDEN	1218	B4479A9-A		In		315	Ga	F3 V M1 D
Gateway	1220	A062688-A		Ri Ni		622	Ga	F0 V A2 D
Galvaren	1319	C748651-B		Ag Ni		612	Ga	F8 V A3 D
Tovis	1412	C664532-A		Ag Ni		510	Pl	F3 V F8 D
WINDFLEET	1413	D779999-A		In		410	Pl	F5 V M8 D
Havary	1416	C553559-9		Ni Po		912	Xx	F3 V F2 D
VOSRIN	1512	D87A987-A		In Wa		823	Pl	K2 V
Tash	1513	A968887-B		Ri		410	Pl	F0 V
FORIV	1514	C772A88-A		In		112	Pl	F0 V
Anderson	1519	CACA356-B		Po		821	Xx	M8 V M9 V
Halversons Rock	1520	C000898-A		Na As		712	Xx	F6 V
Ganyvar	1612	C766684-9		Ag Ni Ri		312	Pl	F9 V
Anaxar	1613	C478861-A				912	Pl	F3 V A2 D
Gavro	1615	E87A200-0		Ni Wa		101	Pl	G3 V
Taneriv	1617	C76A866-8		Ri Wa		114	Pl	G3 V A9 D

GATEWAY SECTOR: BETA QUADRANT

The Beta Quadrant of Gateway Sector is mostly non-aligned, though parts of the Swanfei Free worlds and the Plavian league lie in the region, along with the whole of the Akeena Union. Many of the non-aligned worlds are subject to diplomatic or economic overtures from these states, and piracy is a major problem in some of them.

Mains & Clusters

The Beta Quadrant is characterized mainly by a lack of mains and clusters. Scattered worlds make navigation by Jump-2 ships just about possible, but even a pair of systems in proximity is a rare thing. The largest cluster by far is the Boden Reach, which provides a link into the Luretir!girr Sector to Trailing. The density of stars in the region is not much greater than in the Lesser Rift, and the 2-3 parsec rift around the Vestra Triad, a region normally referred to as the Prosaira Deep, presents particular navigational difficulties.

WORLDS OF BETA QUADRANT

Three worlds of the Beta Quadrant are detailed below

2317 Varan's Belt (Independent)

B000730-B Na As 512 Xx M6 V M9 D

One of a cluster of three worlds lying in the Prosaira Deep, Varan's Belt is difficult to reach by Jump-2 ships, which must make 3 jump-2s from Plavis or four from the Swanfei Free Worlds, Varan's belt was settled by miners and their dependents in the latter days of the Rule of Man. Thruout the Long Night, mining outposts in the system supplied Polacci and Vestra with raw materials, and the three worlds of the cluster retained a single interstellar government. The declining colony on Polacci was evacuated around –750, other than an ore transhipment base, but the industries of the Belt continued to thrive.

In –100 or so, political troubles on Vestra resulted in the population of Varan's Belt declaring independence. A period of confrontation lasting until 350, at which time the two worlds entered into a trade and mutual support agreement that lasts to this day. Although independent, Varan's Belt has close ties with Vestra and with the re-established, independent and yet again failing, colony on Polacci.

The Belt is fairly rich in iron and heavy metals, and exports considerable quantities of metals and finished industrial items (mainly heavy industrial equipment) to the Plavian League.

Society in the Belt is free and easy, though as in all belt communities, there is a code of taboo on certain activities that endanger the community. The differences in ideology between the Belt and restrictive Vestra are immense, and are to some extent a reaction to one another's policies. Despite the differences, both societies cooperate surprisingly well.

2708 Akeen (Akeen Union)

B66A620-C Ni Wa 112 Ak F5 V M5 D

Homeworld of the Akeed, and capital of their multi-world state, Akeen is a water world with a number of archipelagos and island chains. The Akeed themselves seem to be equally at home in the water as on land, and little is known about their society. What is known is at best perplexing and more usually utterly incomprehensible to human outsiders.

Somewhat more is known about the human inhabitants of the huge orbital Arcology (and starport) named Sky. Population and government codes are a best guess, and refer to Sky rather than the planetary population. The laws of Sky defy comprehension, and are probably based upon traditional Akeed values. The human population (which has large numbers of Akeed mixed in with it) seems entirely happy with the situation, and plays an important part in the economic, military and political operations of the Union.

Various estimates exist as to the TL of the Akeed, but these are mainly based on observations of the human population and their artifacts. It is thought that the Akeed population numbers in the hundreds of millions, and that there is an extensive underwater culture on the planet.

Visitors are welcomed on Akeen (and at Sky) and are treated with courteous hospitality by the locals. However, they are restricted to Sky and the human enclaves on the planet's islands.

The Akeed do not eat meat, and thus are not considered to be vermin by the K'Kree. Relations are thus fairly good, even with the Lords of Thunder, who maintain a small (human-free) enclave on one of Akeen's larger islands.

2720 Carlton (Swanfei Free Worlds)

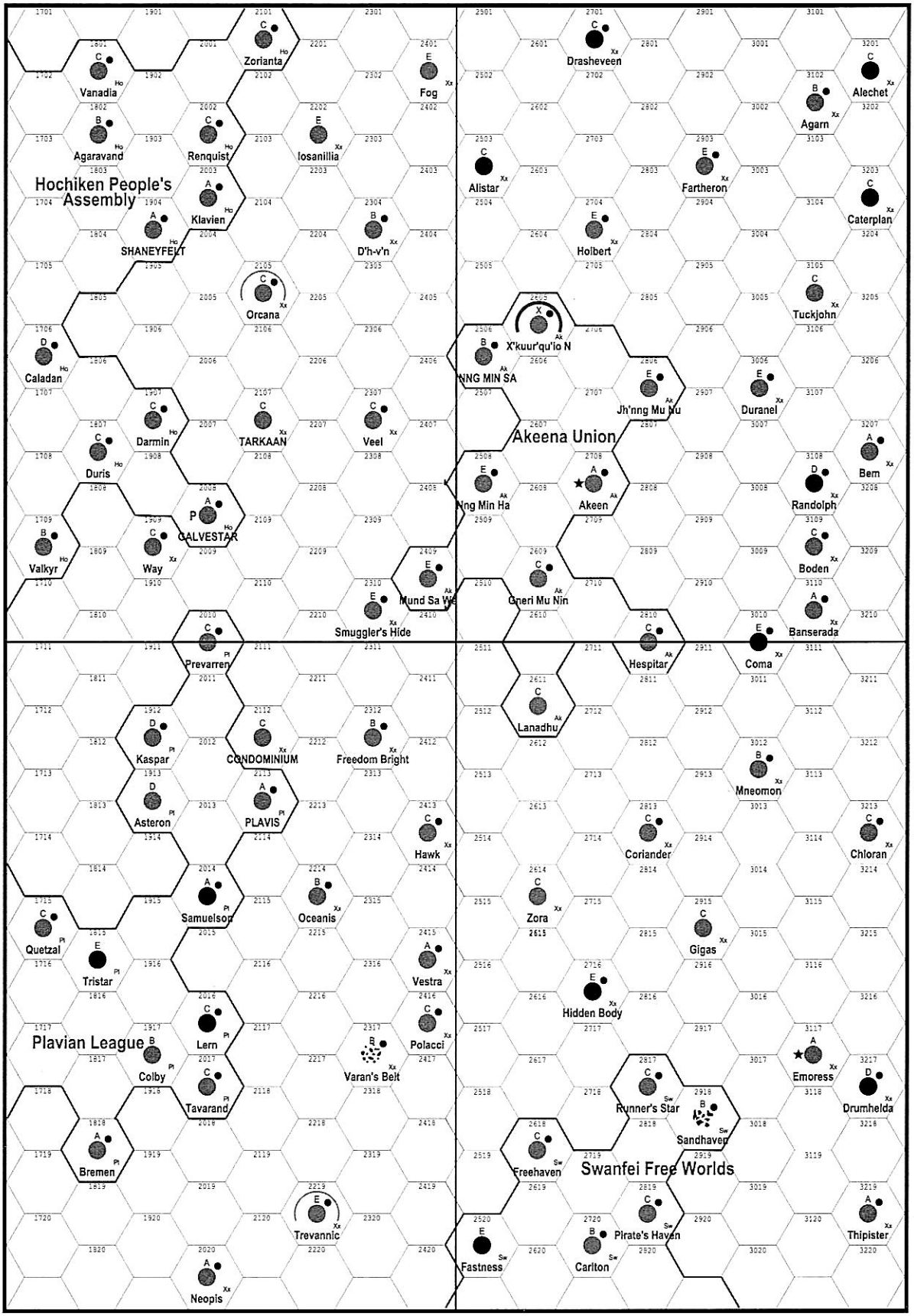
B667754-A Ag Ri 825 Sw F2 Vi M7 D

Settled around 2500 years ago, Carlton is a warm world with wide plains and vast forests, home to 80 million people. As the capital of the Swanfei Free Worlds, Carlton exerts a great deal of influence in the local region. Its ports are "free and open", a euphemism for "lacking in laws", and are a major center for the mercenary trade as well as for the trans-shipment of "dubious" goods. Among the mercenaries and Starmercs (mercenary spacer crews) in the port are numerous privateer ships – semi-legitimate warships that will hire out as escorts or freelance as pirates and smugglers depending upon the economic climate.

Much of the business on Carlton was founded with money made by pirate bands or from firms serving their needs. However, the passage of many years has allowed most businesses to acquire respectability and legitimacy. Some vestiges of the pirate heritage do remain, for example the Freeport nature of the major cities; Carlton Down and the recently-founded but rapidly growing New Haven.

System defenses are good, and while customs inspections are at best cursory, the authorities do not tolerate piracy on their patch. Many dubious merchant ships and some outright pirates use the ports of Carlton, but they do so on the unspoken understanding that local trade is off-limits.

Carlton's support of piracy is a bone of contention with other interstellar polities, and at present the Galian Federation has a boycott in place; its vessels will not enter Free Worlds space, nor trade with ships out of the Free Worlds. In practice, this just means that trade is conducted in neutral ports beyond the borders of the Free Worlds.



Alpha | C | D
G | H
Gamma | Delta

QUADRANTS OF A SECTOR

SUBSECTORS

A Darksky
B Atoon
C Denkard
D Lowtown
E Abysm
F Windfleet
G Castra
H Forcett
I Arconna
J Beckann
K Ashton
L Riftin
M Ownsbee
N Ariel
O Cinder
P Farina

MAP LEGEND

Starport Type
Bases
Gas Giant
Tertius
World Type
World Name
X-Boat Route
Travel Zone Code (Red)
No Gas Giant
Quintus
border

WORLD CHARACTERISTICS

No Water Present
Water Present
Asteroid Belt

BASES

★ Naval Base
▲ Scout Base
■ Naval Depot
△ Way Station
P Prison Camp

TRAVEL ZONES

Amber Zone
Red Zone

POPULATION

Secundus — under one billion
PRIMUS — over one billion

Year 993 Imperial

Gateway Sector
Beta Quadrant

C) DENKARD SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Caladan	1706	D67373A-9				715	Ho	F3 V F5 D
Valkyr	1709	BA598FE-B				913	Ho	K0 V
Vanadia	1801	CA877F9-A				801	Ho	F2 V
Agaravand	1802	B66A7F9-9		Wa		411	Ho	F5 V
Duris	1807	C5596FA-9		Ni		611	Ho	F3 V
SHANEYFELT	1904	A7779FA-9		In		313	Ho	G4 V
Darmin	1907	C68A3FA-A		Ni Wa		301	Ho	G0 V
Way	1909	C658648-5		Ni		111	Xx	F1 V
Renquist	2002	CAA33F9-A		Ni		313	Ho	M3 V
Klavien	2003	A7957FA-8		Ag Ni		701	Ho	F2 V
GALVESTAR	2008	A778AAA-A		In		122	Ho	G5 V F5 D
Prevarren	2010	C555555-A		Ag Ni		713	Pl	G7 V
Zorianta	2101	C7778FA-A				713	Ho	F0 V A3 D
Orcana	2105	C86A575-B		Ni Wa	A	914	Xx	G2 V M4 D
TARKAAN	2107	C473976-C		In		820	Xx	G7 V
Iosanillia	2202	E747679-1		Ag Ni		700	Xx	G3 V M4 D
D'h-v'n	2304	B311323-B		Ni Ic		322	Xx	G3 V
Veel	2307	C624779-9				901	Xx	M2 V M2 D
Smuggler's Hide	2310	E978552-7		Ag Ni		123	Xx	K5 V G1 D
Fog	2401	E9B3489-9		Ni		920	Xx	M2 III
Mund Sa We	2409	E853724-6		Po		114	Ak	F6 V A6 D

D) LOWTON SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Alistar	2503	C120654-A		Ni Po De		110	Xx	G9 V M6 V
NNG MIN SA	2506	B477976-B		In		624	Ak	F3 V
Nng Min Ha	2508	E454500-9		Ni		922	Ak	K1 V K0 D
X'kuur'qu'io N	2605	X747679-0		Ag Ni	R	813	Ak	F6 V
Gneri Mu Nin	2609	C555554-9		Ag Ni		313	Ak	F6 V A8 D
Drasheveen	2701	C230225-9		Ni Po De		812	Xx	M0 III
Holbert	2704	E243442-4		Ni Po		112	Xx	F9 V K0 D
Akeen	2708	A66A620-D	N	Ni Wa		112	Ak	F5 V M5 D
Jh'nng Mu Nu	2806	E683459-9		Ni		413	Ak	F5 V
Hespitar	2810	C446410-A		Ni		813	Ak	F0 V A7 D
Fartheron	2903	E564626-6		Ni		323	Xx	F0 V
Duranel	3006	E32487B-9				101	Xx	F6 V
Coma	3010	E100586-7		Ni Va		523	Xx	M9 III M9 V
Agarn	3102	B66A779-9		Ri Wa		712	Xx	F4 V
Tuckjohn	3105	C567400-6		Ni		900	Xx	F1 V K0 D F8 D
Randolph	3108	D140899-B		Po De		112	Xx	F0 V K9 D M0 D
Boden	3109	C77A565-7		Ni Wa		812	Xx	G0 V
Banserada	3110	A512623-B		Ni Ic		913	Xx	M4 V
Alechet	3201	C230245-9		Ni Po De		310	Xx	M7 II
Caterplan	3203	C1408A9-A		Po De		100	Xx	F5 V M6 D
Bem	3207	AADA330-C		Ni		711	Xx	G9 V A1 D

G) CASTRA SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Quetzal	1715	C68289A-5				912	Pl	F4 V
Tristar	1815	E110436-A				200	Pl	M6 III
Bremen	1818	A693633-A		Na		711	Pl	F9 V
Kaspar	1912	D766684-8		Ag Ni Ri		524	Pl	F1 V M4 V
Asteron	1913	D855889-A		Ag		120	Pl	F5 V K6 D
Colby	1917	B659867-A				610	Pl	F8 V
Samuelson	2014	A100876-A		Ni Va		114	Pl	K4 V M4 V
Lern	2016	C310885-A		Na		915	Pl	F9 V F5 D
Tavarand	2017	C6397A8-5		Ni		102	Pl	M9 V

Neopis	2020	A676789-A		Ri	521	Xx	G6 V
CONDOMINIUM	2112	C867A96-5			210	Xx	F3 V
PLAVIS	2113	A69899A-A		In	214	Pl	F3 V
Oceanis	2214	B67A799-7		Ri Wa	201	Xx	G3 V
Trevannic	2219	E876760-9		A	804	Xx	F1 V
Freedom Bright	2312	B544585-7		Ag Ni	611	Xx	G7 V K7 D
Varan's Belt	2317	B000730-B		Na As	512	Xx	M6 V M9 D
Hawk	2413	C765887-9		Ri	612	Xx	G0 V
Vestra	2415	A23474B-A		Ag	401	Xx	G0 V M4 V
Polacci	2416	C687400-6		Ni	512	Xx	F0 V

H) FORCETT SUBSECTOR

Name	*Hex*	*UWP*	*B*	*Trade Codes*	*TZ*	*PBG*	*All*	*Stellar Data*
Fastness	2520	E110772-A		Na		310	Sw	M0 V K0 D
Lanadhu	2611	C223669-A		Na Ni Po		100	Ak	F9 IV
Zora	2614	C748551-4		Ag Ni		600	Xx	M3 V
Freehaven	2618	C624742-6				401	Sw	M0 V
Hidden Body	2716	E100000-0		Ni Va		313	Xx	A8 V
Carlton	2720	B667754-A		Ag Ri		825	Sw	F2 V M7 D
Coriander	2813	C223669-8		Na Ni Po		401	Xx	M6 V
Runner's Star	2817	C686650-9		Ag Ni Ri		413	Sw	F3 V
Pirate's Haven	2819	C775871-A				826	Sw	F1 V
Gigas	2915	C577100-9		Ni		900	Xx	K3 V
Sandhaven	2918	B000830-A		As Na		322	Sw	F8 V
Mneomon	3012	BA89537-C		Ni		724	Xx	F4 V
Emoress	3117	A66A779-9	N	Ri Wa		410	Xx	F9 V
Chloran	3213	C9C4100-B		Ni		901	Xx	M4 V
Drumhelda	3217	D110330-9		Ni		232	Xx	M4 V
Thipister	3219	A769624-A		Ni		323	Xx	F3 V

GATEWAY SECTOR: GAMMA QUADRANT

An area of relatively low stellar density, Gamma Quadrant is the location of the only Jump-2 link to Imperial space from the Gateway Sector. Politically, the quadrant is dominated by the Galian Federation, though many worlds at the Rimward end of the quadrant are independent.

The Gamma Quadrant also contains portions of the Viyard Concourse and Trindel Confederacy. Most of the trade in the quadrant is internal to these polities, though established routes between them do exist. Tensions between the Concourse and the Federation mean that what little trade there is between them goes through Trindel or neutral worlds. Some trade also comes in through the neutral worlds from Spinward and Rimward. Piracy is not too much of a problem in this quadrant, since the fleets of three major powers are available to protect commerce.

The Rimward end of the quadrant provides a link into Crucis Margin sector, though the journey is lengthy for Jump-2 ships and impossible at Jump-1. Rumors occasionally circulate of vessels lost in transit between Somberview and Indolence, with wilder tales speaking of vessels coming out of Jump months or even years late, with no idea that any unusual period has elapsed.

Mains & Clusters

There are no mains as such in Gamma quadrant. Indeed, clusters of more than three worlds are uncommon. The largest of the Gamma Quadrant clusters is the Alphaaric Drift, a group of 5 systems lying between the Galian Federation and the Viyard Concourse.

WORLDS OF GAMMA QUADRANT

Three worlds of the Gamma Quadrant are detailed below

1039 Indolence (Independent)

D585430-8 Ni 512 Xx F6 V

Home to 50,000 people governed by a hereditary Governor-For-Life, Indolence is an independent world close to the Rimward end of the quadrant and on the verge of the Crucis Margin Sector. A backwater world, Indolence is further isolated by a curious Jumpspace phenomenon sometimes referred to as Deadspace.

Vessels Jumping to Indolence, particularly from Somberview, sometimes experience anomalies in the way their Jump drives work. Some burn fuel but fail to enter Jump. Others emerge on time, but back where they started. Vessels have been known to emerge months or years late, yet be on time according to their crews and internal chronometers. Some never emerge at all. This is almost certainly linked to the Deadspace Phenomenon.

Those that do successfully make the journey to Indolence find a chilly, overcast world with a thick, soupy atmosphere and a dull, dark green landscape covered in thick scrubby forests. The sole human habitation is on a large island near the equator, where the climate is more pleasant. The population is scattered across this island in communities of a few hundred.

The vegetation of Indolence is anything but indolent, and breaks up roads almost as quickly as they can be constructed. Thus most transport is by air, with dirigibles being the commonest load-carrying transport. Every community has a dirigible field, and the starport at the capital is merely a larger than usual airship yard where starships sometimes land.

The locals are not particularly interested in offworlders or their goods. They will trade courteously enough, but if no ship ever came in to Indolence again, nobody would care. Few would even notice.

1133 Alphaaric (Independent)

A996320-F 832 Xx F4 V

Alphaaric is the homeworld of the Faar, a non-human minor race possessing high technology but apparently little inclination to leave their world. The UWP partially reflects the human presence in the system. The A class port is Faarview, a port/city orbiting Mashan, the system's largest gas giant. Faarview has a population of some 8,000 humans – also referred to in the UWP.

Population figures, like much else about the Faar, are unknown. What is certain is that the Faar possess TL F devices, and can apparently construct them. They have studied Jump drives provided by humans, and not only profess to understand them but have offered theoretical advice on improving the design – yet the Faar have no desire to build or even board a spacecraft.

The Faar do trade with humans, mainly from the neighboring Galian Federation. They welcome spacefarers to their many small class-D equivalent spaceports, and trade happily for electronics, recreational devices and artworks.

The age of the Faar civilization is not known, but it seems likely that this is their homeworld, and that they have had some form of civilization for at least 20,000 years. Society seems to be well balanced and the population are apparently content, though exactly how the Faar govern, police and administer themselves remains unclear.

Archaeologists have occasionally found ruins that might have been built by the Faar, on worlds very distant from Alphaaric. The connection has never been proven, and the Faar decline to comment.

1629 Coralee (Trindel Confederacy)

C411764-9 Na 615 Tr M2 V

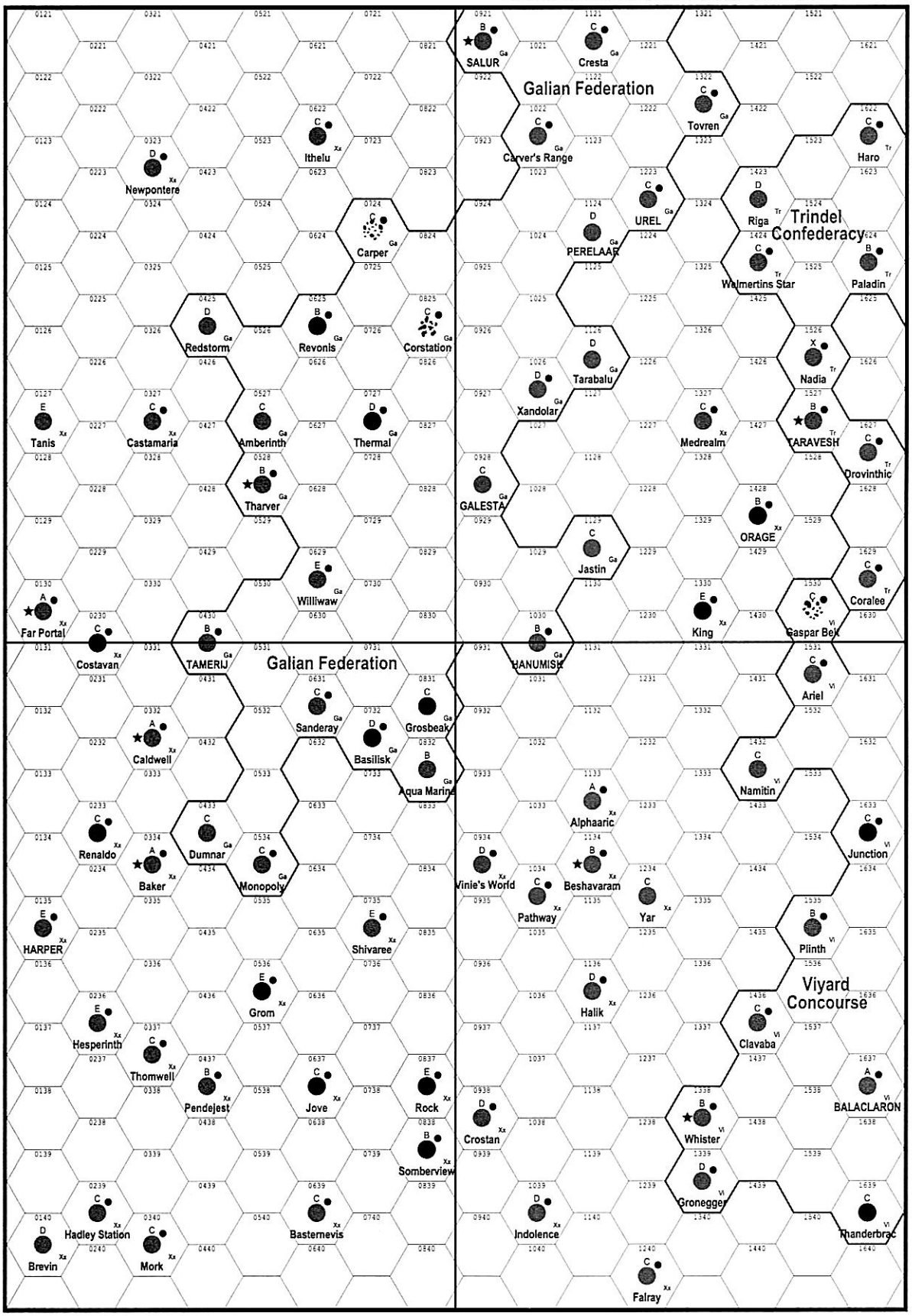
Coralee is a disputed world claimed by both the Trindel Confederacy and the Viyard Concourse. A fairly non-descript planet notable mainly for dryness and lack of atmosphere, Coralee has gained value mainly as a status symbol since being repeatedly claimed in negotiations by Viyard and clung on to by Trindel. Its position in what astrographically should be Viyard space represents a thumbed nose on the part of Trindel, and the Confederacy is determined to keep the system as a symbol of defiance.

Possession of Coralee would not gain Viyard any significant navigational advantages (ships en route from Viyard to Ariel or Gaspar Belt would take just as long to get there via Coralee as via Umbrin) but it would deprive the Trindel Confederacy of a convenient marshalling point for an attack into Viyard space, a consideration that means a lot more to Viyard than to Trindel.

The world itself is home to some 60 million souls, most of whom are housed in largish cities situated close to the world's few liquid seas. These are mainly found in deep depressions in the surface, so the cites are somewhat isolated from one another. A maglev tubeway link some of the cities, but most travel is by grav vehicle.

It has been suggested that Coralee may have had a thicker atmosphere and more water at some time, having lost both in some ancient cataclysm such as an asteroid impact. This theory remains unproven.

The system is defended by an assortment of vessels on loan from various world governments in the Confederacy. Sovereignty is frequently challenged by Concourse ships out of Viyard or Umbrin, and it seems likely that if there is ever a shooting war between Trindel and Viyard, Coralee will be the flashpoint or an early battleground.



Alpha Beta
I J
M N Delta

QUADRANTS OF A SECTOR

SUBSECTORS

A Darksky
B Atoon
C Denkard
D Lowtown
E Abysm
F Windfleet
G Castra
H Forcett
I Arconna
J Beckann
K Ashton
L Riftin
M Ownsbee
N Ariel
O Cinder
P Farina

MAP LEGEND

Starport Type
Bases
Gas Giant
Tertius
World Type
World Name
X-Boat Route
Travel Zone Code (Red)
No Gas Giant
Quintus
border

WORLD CHARACTERISTICS

No Water Present
Water Present
Asteroid Belt

BASES

Naval Base
Scout Base
Naval Depot
Way Station
P Prison Camp

TRAVEL ZONES

Amber Zone
Red Zone

POPULATION

Secundus — under one billion
PRIMUS — over one billion

Gateway Sector
Gamma Quadrant

Year 993 Imperial

I) ARCONNA SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Tanis	0127	EA89655-7		Ni Ri		520	Xx	F0 V
Far Portal	0130	A238546-A	N			323	Xx	M4 III
Costavan	0230	C360431-A		Ni De		401	Xx	G0 V F4 D
Newpontere	0323	D597488-9		Ni		424	Xx	F2 V M8 D
Castamaria	0327	C64A672-A		Na Ni Wa		301	Xx	F6 V
Redstorm	0425	D626898-7				900	Ga	F7 V
TAMERIJ	0430	B467998-B				405	Ga	F2 V M9 D
Amberinth	0527	C7858A7-A		Ri		800	Ga	G1 V
Tharver	0528	B7758C5-9	N	In		911	Ga	F3 V
Ithelu	0622	C675512-B		Ag Ni		933	Xx	F4 V
Revonis	0625	B220410-A		Ni Po De		702	Ga	M7 V
Williwaw	0629	E999533-5		Ni		702	Ga	F3 V
Carper	0724	C000447-B		Ni As		913	Ga	F4 V A4 D
Thermal	0727	D750500-9		De Po		524	Ga	G6 V F1 D
Corstation	0825	C00A100-6		Ic		811	Ga	M7 V M0 D

J) BECKANN SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
SALUR	0921	B746989-9	N	In		811	Ga	M2 V M0 D
GALESTA	0928	C797998-9		In		310	Ga	F3 V
Carver's Range	1022	C669642-8		Ni Ri		912	Ga	G2 V
Xandolar	1026	D626888-9				514	Ga	F7 V
HANUMISK	1030	B642998-A		In Po		212	Ga	G6 V
CRESTA	1121	C768988-C				211	Ga	K0 V
PERELAAR	1124	D8A8997-9				123	Ga	F8 V M2 D
Tarabalu	1126	D454456-9		Ni		911	Ga	F9 V
Jastin	1129	C76A624-A		Ni Wa		125	Ga	F8 V
UREL	1223	C88A9D9-A		Wa		213	Ga	F3 V A7 D
Tovren	1322	C879447-8		Ni		813	Ga	F5 V
Medrealm	1327	C87679B-6		Ag		914	Xx	K1 V
King	1330	E480389-8		Ni De		504	Xx	F5 V
Riga	1423	D675887-8				810	Tr	G7 V
Welmertins Star	1424	C7A7424-9		Ni		712	Tr	G7 V A2 D
ORAGE	1428	B410AD9-9		Na In Po De		334	Xx	F9 V
Nadia	1526	X766778-0		Ag Ni		113	Tr	G6 V
TARAVESH	1527	B767955-C	N	In		224	Tr	G6 V
Gaspar Belt	1530	C000684-B		Na As		712	Vi	M4 V
Haro	1622	C6696A2-6		Ni Ri		421	Tr	G8 V
Paladin	1624	B757476-A		Ni		112	Tr	G7 V
Drovinthic	1627	C865520-9		Ni Ri		922	Tr	K8 V K0 D
Coralee	1629	C411764-9		Na		615	Tr	M2 V

M) OWNSBEE SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
HARPER	0135	E647ABC-9		In		215	Xx	F9 V G9 D
Brevin	0140	D463310-A		Ni		320	Xx	F7 V
Renaldo	0233	C230568-9		Na Ni Po De		923	Xx	K2 V M6 V
Hesperinth	0236	E673675-9		Ni		605	Xx	F3 V
Hadley Station	0239	CABA241-8		Wa		713	Xx	M3 V
Caldwell	0332	A401654-A	N	Na Ni Va Ic		323	Xx	M9 V
Baker	0334	A876677-8	N	Ag		905	Xx	F9 V
Thomwell	0337	C7768AB-8				601	Xx	G3 V A3 D
Mork	0340	C558445-4		Ni		711	Xx	F3 V
Dumnar	0433	C554510-7		Ag Ni		700	Ga	F2 V A3 D
Pendejest	0437	BAB2458-7		Ni		821	Xx	M5 V M1 V
Monopoly	0534	C88889A-5		Ri		213	Ga	F2 V
Grom	0536	EAA0350-8		De		301	Xx	M1 V

Sanderay	0631	C59A578-9		Wa	811	Ga	F5 V
Jove	0637	C210743-9		Na Ni	112	Xx	F4 V M0 D
Basternevis	0639	C575556-8		Ag Ni	821	Xx	F6 V M4 D
Basilisk	0732	D750300-9		De Po	724	Ga	F3 V
Shivaree	0735	E768758-7		Ag Ri	812	Xx	F7 V
Grosbeak	0831	C7C0401-A		Ni De	710	Ga	M9 V M5 D
Aqua Marina	0832	B58A854-A		Ri Wa	400	Ga	G7 V M7 D
Rock	0837	E420200-6		De Po	412	Xx	G4 V
Somberview	0838	B210899-7		Na	602	Xx	F2 V

N) ARIEL SUBSECTOR

Name	*Hex*	*UWP*	*B*	*Trade Codes*	*TZ*	*PBG*	*All*	*Stellar Data*
Vinie's World	0934	D4357CC-5				101	Xx	M3 II G4 D
Crostan	0938	D243642-5		Ni Po		302	Xx	F4 V A3 D
Pathway	1034	C748556-B		Ag Ni		113	Xx	G0 V M9 D
Indolence	1039	D585430-8		Ni		512	Xx	F6 V
Alphaaric	1133	A996320-F				832	Xx	F4 V
Beshavaram	1134	B426647-B	N	Ni		835	Xx	G7 V
Halik	1136	D332738-9		Ni Po		132	Xx	M7 V K2 D
Yar	1234	C8D3578-8		Ni		400	Xx	G8 V F3 D
Falray	1240	C244665-7		Ag Ni		215	Xx	F6 V
Whister	1338	B688327-A	N	Ni		612	Vi	G8 V
Gronegger	1339	D213535-9		Ni Ic		913	Vi	K2 V
Namitin	1432	C525340-7		Ni		210	Vi	M2 V G2 D
Clavaba	1436	C466459-4		Ni		911	Vi	F4 V
Ariel	1531	C684684-6		Ag Ni		113	Vi	F6 V K6 D
Plinth	1535	B553310-8		Ni Po		613	Vi	F8 V M2 D
Junction	1633	C560432-A		Ni De		812	Vi	F3 V
BALACLARON	1637	A867989-A				414	Vi	F4 V M8 D
Thanderbrac	1639	C150759-9		Ni Po De		410	Vi	K6 V

GATEWAY SECTOR: DELTA QUADRANT

The Delta Quadrant of Gateway Sector contains all of the Megusard Corporate and parts of four other states, but for the most part it is independent. Piracy is a real problem in the region, especially along the Sardis-Gateway Run in the Coreward end of the quadrant.

Concern is growing, especially in the Renkard Union, that the Lords of Thunder mean to continue their expansion across the Luretir!girr sector and beyond, perhaps into Gateway via Renkard. Defensive preparations are underway but decades of complacency have run the fleet down badly.

Mains & Clusters

The quadrant has few clusters of more than two systems, with the largest being the rather grandly-titled Silest Main, which forms the backbone of the Renkard Union. Other features of note include the 4-system Sardis Cluster and the Four Worlds, centered on Goldstar. While not a main as such, the Gateway Sword (seven words in line from Flemington to Rios) is important because it provides a Jump-2 route to the scattered worlds on the Rimward edge of the quadrant, collectively known as the Morrell Scatter. The large rift between the Sword and the worlds of Megusard and Renkard is known as the Silveron Deep.

WORLDS OF DELTA QUADRANT

Three worlds lying in this quadrant are detailed below.

2231 Paradise of El (Viyard Concourse)

C757863-6 913 Xx G4 V A6 D M8 D

Isolated in the Silveron Deep, inaccessible by even Jump-2 ships except by a lengthy transit along the Gateway Sword, Paradise of El is a pleasant, temperate world, though with a rather thin atmosphere. El was settled by a group of isolation-seeking colonists as the Twilight gathered and the Long Night drew in. Rightly guessing that hard times were ahead, the colonists set out to become as self-sufficient as possible. Their technology base was low, but extremely rugged.

El came through the Long Night remarkably well, though the technology level did fall somewhat. Contact with the rest of the Gateway sector did not come until 226, when a long-range scouting mission out of the Galian Trade League, crossed the Deep via Caster and Shin and recontacted the many isolated worlds of the Morrell Scatter.

Contact remained intermittent until the 900s, when the Viyard Concourse underwent a period of expansion and attempted to annex various systems in the Scatter. The operation was not a success, but in the case of El, a small military base was set up at the Starport and Viyard officials began to issue dictates to the government of El.

The inhabitants of El, accustomed to being left to their own business, reacted with a vigorous but inept guerrilla

campaign. The locals could not seriously threaten the Viyard forces at the port, but Viyard was now finding its Trailing possessions to be an embarrassment rather than an asset. An unspoken compromise was eventually reached: A Viyard-backed government would rule the planet from its starport fortress, and the population would ignore it.

Thus for 50 years and more, El has been at relative peace. The world is officially a possession of the Concourse, but contributes nothing to the economy of that state. Meanwhile, the locals go about their business, occasionally remembering to harass government officials for the sake of form. It seems likely that the Concourse will pull out sooner or later, and the locals are content to wait for that day.

Away from the starport region, the 900 Million people of El live in communities of up to 100,000, scattered across the globe. The communities more or less govern themselves, with the occasional higher-level decision made by a collection of representatives from the affected communities. A fairly uniform tech level of 6 is maintained, and trade among the cities is conducted by ship and railroad.

The people of El see the Viyard occupation as a passing thing; a mere moment in thousands of years of isolation. Incidents are not uncommon, but are mainly trivial posturing, with real violence becoming increasingly rare as the years pass. Indeed, some communities near the Port have evolved a rapport with the "conquerors", based upon mutual exasperation that the other parties won't get the message and pack up and go/behave like proper conquered subjects. Taunts and abuse are exchanged in a tired and half-hearted way, and daily life goes on.

2440 Picard's Belt (Independent)

C000510-A As Ni 910 Xx F6V

Situated at the very Rimward end of the Morrell Scatter, Picard's Belt is a highly unusual asteroid field. The belt is truly vast, so much so that the star appears hazy. It has never been properly mapped, and new discoveries are constantly being made.

Apart from the awesome belt, the system is more or less empty. Even its Oort cloud is unusually thin, as if all the matter in the system has been concentrated into the belt. How or why this could occur is beyond understanding.

A number of Belter communities, perhaps totalling 90 thousand souls, are scattered around the fringe of the belt. Ore is exported mainly to the Viyard Concourse. There is no real central port; several communities have processing works, and these all have their own Class C ports. Thus the Belt can seem to change at every visit.

Not everyone comes to Picard for ore. A number of scientific and treasure-seeking operations are taking place within the belt. Strange artifacts have been found on the asteroids of the belt, including pyramidal buildings, a 20cm sphere of a totally unknown alloy, and a 50km asteroid that has been cored by some immense force, leaving behind a mirror-like inner surface.

The origin of these artifacts is unknown, but likely alien. It has been suggested that an unknown civilization exists deep in the belt, but no traces of it have ever been found.

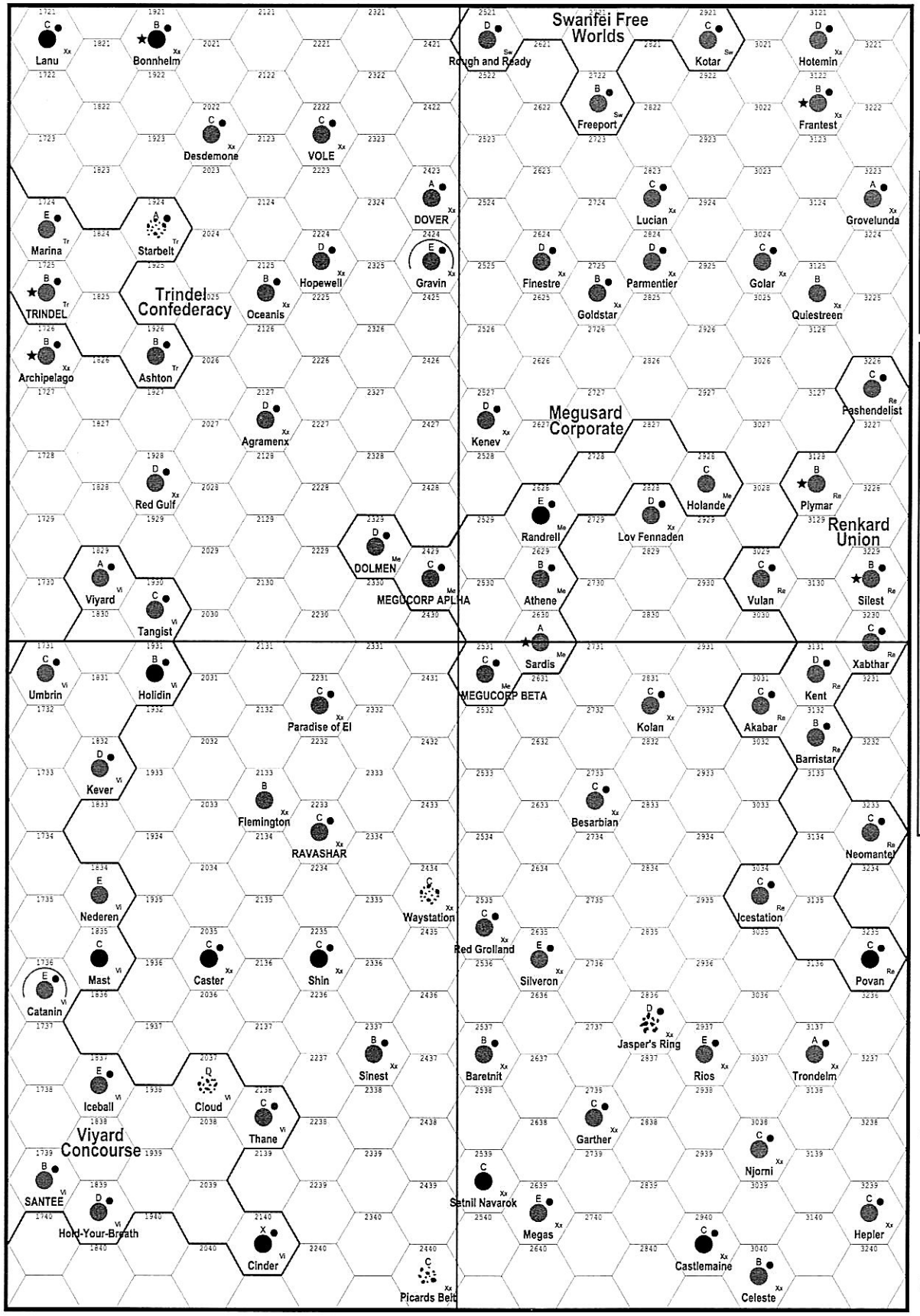
2635 Silveron (Independent)

E978656-7 Ag Ni 323 Xx F3 V F7 D

A large, wet world, Silveron is home to 3 million people, who dwell in a large number of settlements across the temperate regions. Government is very loose, with power in the hands of a small educated class who perform technological functions in return for support from the community.

Silveron is renowned for the variety and ferocity of its carnivores, which pose a serious threat to the settlements. They are kept at bay by a social caste who proudly refer to themselves as "Expendables". Expendables are usually young people hoping to earn the right to a full education and therefore the chance to become a leader or technical advisor. A period of service is required for all persons wishing to enter the higher-education process. This has the result that the leaders and scientists of Silveron all have a strong pragmatic streak. Of course, many Expendables serve for a time and then go on to other careers, or make Expendability their career, training and leading the next generation of guardians.

The forests of Silveron are home to much unique flora and fauna, and exports include a number of plant and animal derivatives used in the chemical and pharmaceutical industry. Exports are usually bulk shipments picked up once or twice a year by ships from the Renkard Union plying the Sword.



Alpha Beta Gamma K L O P

QUADRANTS OF A SECTOR

SUBSECTORS

A Darksky
B Atpon
C Denkard
D Lowtown
E Abysm
F Windfleet
G Castra
H Forcett
I Arzonna
J Beckann
K Ashton
L Riftin
M Ownsbee
N Ariel
O Cinder
P Farina

MAP LEGEND

Starport Type
Bases
Gas Giant
Tertius
World Type
World Name
X-Boat Route
Travel Zone Code (Red)
No Gas Giant
Quintus
border

WORLD CHARACTERISTICS

No Water Present
Water Present
Asteroid Belt

BASES

Naval Base
Scout Base
Naval Depot
Way Station
Prison Camp

TRAVEL ZONES

Amber Zone
Red Zone

POPULATION

Secundus — under one billion
PRIMUS — over one billion

Gateway Sector
Delta Quadrant

Year 993 Imperial

K) ASHTON SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Lanu	1721	C410410-9		Ni		213	Xx	M2 II M8 V
Marina	1724	E77A769-7		Ni Ri Wa		512	Tr	F6 V A5 D
TRINDEL	1725	B565989-D	N			214	Tr	K7 V
Archipelago	1726	B78A657-A	N	Ni Ri		616	Xx	F2 V A1 D
Viyard	1829	A76A788-A		Wa		311	Vi	F5 V
Bonnhelm	1921	B650345-A	N	De Ni Po		922	Xx	F3 V M4 D
Starbelt	1924	A000647-9		Ni As		111	Tr	M2 V G0 D
Ashton	1926	B67377B-6				914	Tr	F2 V A1 D
Red Gulf	1928	D637684-A				903	Xx	F6 V
Tangist	1930	C336256-3		Ni		902	Vi	M6 III
Desdemone	2022	C454333-A		Ni		812	Xx	F1 V M4 D K6 D
Oceanis	2125	B67A799-7		Ri Wa		401	Xx	F9 V
Agramenx	2127	D837897-4				815	Xx	F2 V
VOLE	2222	C9919B9-A		In		211	Xx	F0 V
Hopewell	2224	D5848A9-0				712	Xx	F6 V A7 D
DOLMEN	2329	D942987-6		In		512	Me	F9 V
DOVER	2423	A8999A6-9		In		213	Xx	F5 V G1 D
Gravin	2424	E654410-8		Na In	A	802	Xx	K1 V
MEGUCORP ALPHA	2429	C77999A-9		In		412	Me	F4 V

L) RIFTIN SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
RoughandReady	2521	D789668-9		Ni Ri		712	Sw	F0 V
Kenev	2527	D898314-5		Ni		913	Xx	F0 V
Finestre	2624	D5A2303-9		Ni		314	Xx	M9 V K5 D
Randrell	2628	E980100-4		De		211	Me	F7 V
Athene	2629	B689757-8		Ni Ri		114	Me	F7 V
Sardis	2630	A876899-B	N	In		900	Me	F8 V M8 D
Freeport	2722	B646402-9		Ni		423	Sw	F5 V
Goldstar	2725	B658301-A		Ni		914	Xx	F5 V
Azuris	2727	B66A610-9		Wa		301	Xx	F4 V
Lucian	2823	C6A9334-9		Ni		211	Xx	M5 III O1 D
Parmentier	2824	D567669-7		Ag Ni Ri		625	Xx	G2 V K9 D
Lov Fennaden	2828	D682432-7		Ni		613	Xx	M1 V K3 D
Kotar	2921	C554650-9		Ag Ni		624	Sw	F8 V
Holande	2928	C534573-9		Ni		900	Me	M2 V A7 D
Golar	3024	C87A534-7		Ni Wa		603	Xx	G5 V
Vulan	3029	C7886A9-9		Ag Ni Ri		524	Re	F0 V
Hotemin	3121	D21366A-7		Ni Ic		211	Xx	M5 V
Frantest	3122	B66A836-7	N	Wa		211	Xx	F4 V
Quiestreen	3125	B48A677-8		Wa Ni Ri		500	Xx	F3 V
Plymar	3128	B554445-A	N	Ni		710	Re	G8 V M3 D M3 D
Grovelunda	3223	A439667-A		Ni		323	Xx	A0 III
Pashendelist	3226	C53789A-A				601	Re	F6 V
Silest	3229	B99A774-8	N	211	Re	G2 V		
Xabthar	3230	C643554-8		Ni Po		101	Re	F1 V

O) CINDER SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Umbrin	1731	C558442-A		Ni		912	Vi	G9 V
Catanin	1736	E673200-9		Ni	A	112	Vi	F6 V A8 D
SANTEE	1739	B777989-A		In		214	Vi	F8 V F2 D
Kever	1832	D558442-7		Ni		611	Vi	F4 V
Nederen	1834	E631744-9		Na Po		210	Vi	M7 II M6 V
Mast	1835	C20088B-A		Na Va		910	Vi	F4 V
Iceball	1837	E21A320-A		Ni Ic		212	Vi	M1 V
Hold-Your-Breath	1839	DACA324-B		Ni Wa		311	Vi	M6 V F9 D

Holidin	1931	B220475-A		Ni Po De	913	Vi	G7 V M0 D
Caster	2035	C150559-9		Ni Po De	522	Xx	F6 V
Cloud	2037	D000400-A		Ni As	510	Vi	M8 V
Flemington	2133	B472789-8			400	Xx	F1 V
Thane	2138	C999643-3		Ni	914	Vi	F5 V G0 D
Cinder	2140	X710200-9		Ni De	111	Vi	A7 V
Paradise of El	2231	C757863-6			913	Xx	G4 V A6 D M8 D
RAVASHAR	2233	C5449CC-8		In Po	723	Xx	K6 V
Shin	2235	C400300-A		Ni Va	712	Xx	M8 V M4 V
Sinest	2337	B575886-8			924	Xx	K4 V
Waystation	2434	C000749-A		De Va	410	Xx	K9 V
Picard's Belt	2440	C000510-A		As Ni	910	Xx	F6V

P) FARINA SUBSECTOR

Name	*Hex*	*UWP*	*B*	*Trade Codes*	*TZ*	*PBG*	*All*	*Stellar Data*
MEGUCORP BETA	2531	C53999A-9		In		103	Me	F8 V
Red Grolland	2535	C511558-A		Ni Ic		814	Xx	M7 V
Baretnit	2537	B629234-9		Ni		201	Xx	M3 V
Setnil Navarok	2539	C400575-A		Ni Va		710	Xx	A1 V
Silveron	2635	E978656-7		Ag Ni		323	Xx	F3 V F7 D
Megas	2639	EA9A5A9-7		Ni Wa		724	Xx	F6 V
Besarbian	2733	C534899-7				513	Xx	G3 V O7 D
Garther	2738	C536422-A		Ni		914	Xx	M1 III M7 V
Kolan	2831	C757887-9				314	Xx	F4 V
Jasper's Ring	2836	D000779-C				214	Xx	M5 V
Rios	2937	E424665-8		Ni		322	Xx	A8 V
Castlemaine	2940	C230325-8		Ni Po De		612	Xx	M8 V A8 D
Akabar	3031	C7676AC-9		Ri		524	Re	F9 V
Icestation	3034	C10A752-9		Ni Va Ic		211	Re	M4 V
Njorni	3038	C651775-9		Po		632	Xx	K9 V
Celeste	3040	B85A876-8		Wa Ri		311	Xx	F9 V
Kent	3131	D434724-6		Ni		111	Re	M9 V A4 D
Barristar	3132	B964320-9		Ni		511	Re	K4 V
Trondelm	3137	A53A8A9-9		Wa		211	Xx	F0 V
Neomantel	3233	C65A793-A		Wa		211	Re	F7 V K7 D
Povan	3235	C430755-A		Na Ni Po De		723	Re	K1 V F7 D
Hepler	3239	C687200-7		Ni		921	Xx	G8 V K0 D

GLIMMERDRIFT-REACHES SECTOR

SECTOR OVERVIEW

The Glimmerdrift Reaches was largely settled during the Rule of Man period, by a mix of peoples. Some were of Terran origin, some displaced Vilani, and some a mix of both. Thus some worlds far beyond the reaches of the Ziru Sirka have traditional Vilani names, though they were never explored by that empire.

The people of the reaches went very much their own way as the Long Night drew in, and while there were a few interstellar states in that time, there was no huge federation like that arising in Gateway Sector. Thus the cultures of the region are very different from one another, and travellers often encounter strong regional dialects and (in a few cases) worlds where Galanglic is not spoken at all.

The Long Night was hard in the Reaches, which had been beyond the fringe of the Ziru Sirka even in its heyday. Several worlds returned to the stars, and once or twice managed to form short-lived interstellar states consisting of four or five worlds. For the most part, though, the Long Night was deep and quiet in the region.

Recovery from the Long Night was relatively slow, though in some cases outside influences catalysed the process. Hiver tradeships occasionally crossed into Glimmerdrift from Trailing, Solomani vessels came up from Spinward-Rimward, and perhaps most importantly, Imperial colonists claimed several words adjoining the Delphi Sector and pushed trade missions out into the sector from Spinward.

Most of the sector lies well beyond the borders of any major state, however, so while influences are felt, the region is in fact somewhat varied. Populations are predominantly human, and Vargr are less common than in Ley Sector to Coreward, though they are more frequently encountered than in Gateway sector.

Star density is rather low in the central area of the sector, where the four quadrants meet. Some astrographers consider this region to be an extension of the Darksky Gulf (or Delphi Rift), though it contains far more stars than what is normally considered Rift space. The low-density central area is known as the Glimmer Drift, since it contains numerous clouds of interstellar gas. It is bounded to Spinward-Rimward and Coreward by a region of true rift some 2-5 parsecs deep. This rift presents navigation problems, as it can only be crossed by Jump-2 ships at two points, though once across the gulf, traversing the Glimmer Drift is somewhat easier.

CURRENT AFFAIRS

The Glimmerdrift Reaches sector is a battleground for Solomani and Imperial agents trying to create sympathy for their respective causes. The Solomani could use neutral worlds in the Reaches as a base for commerce raids into the Imperium (indeed, it is suspected that they already are), and are constantly seeking alliances or basing agreements. Thus many worlds are equipped with Solomani weaponry sold at knock-down prices in return for a little political favor. Both sides are using all the tools at their disposal, from flag-showing naval vessels and economic assistance to covert action and blatant strongarm tactics to prevent the other from gaining an advantage.

In addition, there is a great deal of tension between the Farreach Margravate and the Loyal Nineworlds Republic. The Republic's annexation of Shoehorn, a world right on the doorstep of Margravate territory, may be the salvation of the Margravate, presenting an external threat to unite the worlds of the Margravate, or the final straw that causes it to shatter. Both possibilities are likely to involve a great deal of violence and bloodshed.

SUBSECTORS OF THE GLIMMERDRIFT REACHES

P	*Name*	*Quadrant*
A	Darkling	Alpha
B	Thorstone	Alpha
C	Tri-Empire	Beta
D	Marla	Beta
E	Glowing	Alpha
F	Kraxin	Alpha
G	Williamsburg	Beta
H	Tasman	Beta
I	Even	Gamma
J	Poonch	Gamma
K	Sosie	Delta
L	Ryazan	Delta
M	Verge	Gamma
N	Zairae	Gamma
O	Sepik	Delta
P	Daro	Delta

GLIMMERDRIFT REACHES SECTOR: ALPHA QUADRANT

The Coreward-Spinward (Alpha) quadrant of the Glimmerdrift Reaches sector is dominated by a discontinuity of the Lesser Rift, sometimes termed the Delphi Rift or the Darksky Gulf. The Gulf contains a few worlds, some of which are only accessible through deep space refueling.

The major power in the Alpha quadrant is the Third Imperium, which owns a handful of worlds from which its naval patrols and trade ships range across the quadrant. The Imperial worlds in this quadrant are ruled from the Domain capital Annapabar, just to Coreward in Ley sector.

The quadrant is also the site of the Grand Duchy of Stoner, which trades with the Imperials but remains staunchly independent. Stoner ships have been fairly successful in keeping down the incidence of piracy close to the worlds of the Duchy, but elsewhere travel can be quite hazardous.

The corsair cartels of Granicus are particularly blatant, sometimes operating in multi-ship bands to launch a planetary raid or to trap a particularly big prize. Technically, their home port (Granicus,) is part of the Federation of Heron. In practice, it is a Freeport ruled by the cartels. It seems likely that if Heron cannot curb the piracy problem, other powers will step in. Since this may mean military operations in a Heroni system, it is entirely possible that Heron will be forced into a state of war against the power in question.

One way around this might be to bring to bear sufficient

influence to force Heron to act, and to accept assistance. Alternatively, deniable convert forces might be employed against the cartels. This would be a risky business, but something must surely be done.

Mains & Clusters

Two of the four subsectors of the quadrant do not have any mains or clusters, just isolated worlds in the Darksky Gulf. The other two boast two main clusters and one small Main. The Stoner Cluster comprises 11 worlds. To Rimward of it is the Glimmer Drift, separated by Stoner's Break, a finger of the Darksky Gulf which restricts Jump-2 traffic to Rimward. The Drift takes its name from the clouds of interstellar gas that glitter with distant starlight in the otherwise empty deeps of space.

The only Main worth the name in the quadrant is the Phelina Main, which links the Imperial-dominated Coreward end of the quadrant with the independent worlds of the Rimward-Trailing region. The Phelina Main also connects the Amunkhan Group and the Darksky Edge Cluster with the rest of the sector.

THE WORLDS OF ALPHA QUADRANT

Three worlds of the Alpha Quadrant are detailed below.

0905 Gar (Imperial)

E5677BB-4 Ag 340 Im G0 IV M9 V

Although claimed by the Imperium, Gar is very much a frontier world. Conditions are ideal for humans; indeed, Gar is an example of a Terra-Prime or 'T-Prime' planet ideal for colonization. It is home to 30 million inhabitants ruled by an unpopular dictatorship. Gar sees little offworld trade, and what exists is strictly controlled by the world's import and export laws.

Civilization on Gar is based upon steam power, and the major cities are linked by long railroads permitting reliable, if slow, travel. However, most goods move by sea, and dirigibles are commonly used in rugged areas where the creation of a rail link has proved unviable.

The current dictatorship on Gar has its roots in a bureaucratic system created centuries ago, which was gradually hijacked by mercantile concerns. An attempt by "loyalist" military personnel to free the governmental system from commercial domination resulted in a backlash that made the mercantilists even more powerful. In time, this dominance was cemented and made legal fact by the creation of a dictatorial position, the Elector.

Today, the Elector of Gar is a powerful individual who controls the major industries of the planet – mining, machinery and agriculture – and has direct control over the purse-strings of the government. The Elector's Guard, which is to all intents and purposes a private army, enforces the (increasingly unpopular) will of the Elector on the populace. It is equipped with the best of local equipment, with some elite units possessing offworld gear of higher technology.

The regular army is run-down and has low morale. It is mainly deployed to backwater areas, defending outlying towns from the world's wide range of predators and insurgent groups. The army uses large armed airships to patrol the wide frontiers and rugged outlands, and frequently makes airborne raids on rebel camps.

1212 Khad Khabar (Grand Duchy of Stoner)

B310885-6 Na 721 GS M4 V M6 D

Khad Khabar is one of the core worlds of the Grand Duchy of Stoner, though as a rather inhospitable rockball with only a trace atmosphere the world is not a great industrial center.

The world's 700 million inhabitants are ruled by a planetary governor appointed by the Grand Duke, and her advisory council, all of whom are elected from the general populace and specially trained for their role. Their decisions are implemented by an unusually effective bureaucratic office, with all major issues overseen by Ducal Overseers reporting to the court of the Grand Duke.

The world's sustainable local technology level is only 6. This was not always the case; indeed, the great climate-controlled cities of Khad Khabar were constructed to a higher TL. However, lack of investment over the years resulted in a general decline in technical capability on-planet. Most high-tech items are now imported from Stoner itself, with little perceived need for local manufacturing to be capable of more than basic maintenance of the world's infrastructure and industry.

The main products of Khad Khabar are raw materials, mainly metals and industrial minerals. These are mined with a mix of local and offworld equipment, and undergo first-stage refinement before being shipped to the high-tech factories of Stoner.

Culturally, Khad Khabar is fully integrated into the Grand Duchy of which it has been a member for centuries. People are Grand Duchy subjects first and foremost, who happen to live on the world called Khad Khabar.

Although not a naval base as such, elements of the Grand Duchy Navy are based out of the highport, as are a number of large tradeships that ply the local mains and clusters. The highport; the orbital section of the world's main starport is large, and has been recently refitted. The refit included upgraded defenses and housing for more defense personnel.

The Downport (Khabrai Central) is situated at the capital city of Khabrai, a semi-subterranean conurbation with some 32 million inhabitants. As well as the seat of planetary government, Khabrai is the only large concentration of high-tech equipment (brought in from offworld) on the planet, and the center of the world's ground defense nexus.

Outside the cities, most of the surface of Khad Khabar is desolate wilderness, with no life more advanced than lichens clinging to the bare rock of the surface. Other than prospecting and mining operations, the citizens of the planet rarely leave their cities, which are connected by electric railroads running in long semi-sunken transit tubes.

1510 Spirit of Orlain (Independent)

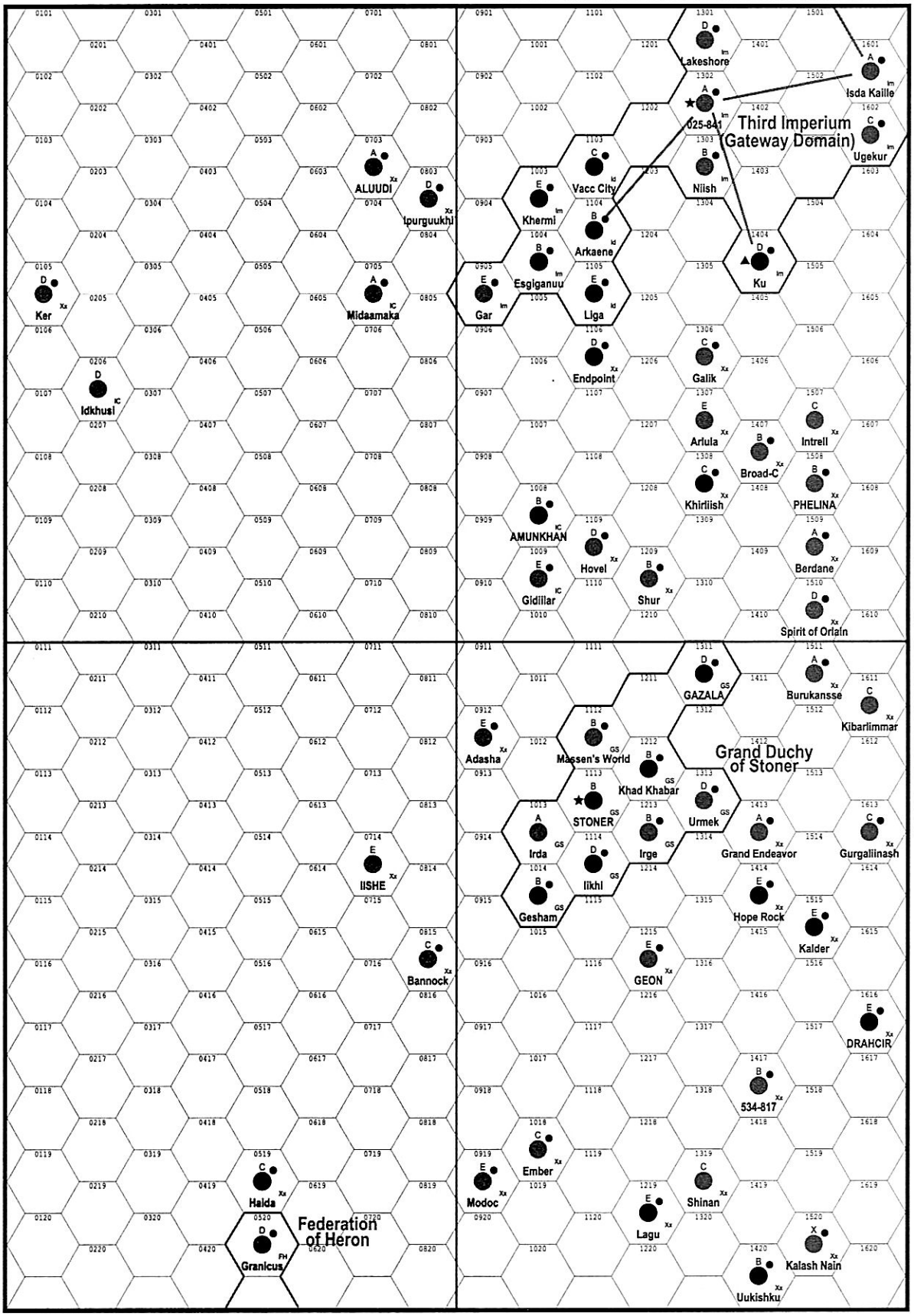
D653538-2 Ni Po 630 Xx M0 V M2 D

A smallish, dry world with a thin atmosphere, Spirit of Orlain is a minor link on the Phelina Main. The 60 thousand inhabitants are ruled by a hereditary nobility who may or may not be descended from Stoner colonists. Accounts conflict as to exactly when the world was settled for the first time. It is thought that the original inhabitants were Rule of Man-era Solomani, who were conquered by later arrivals. Whether

these were followers of Stoner whose ship went off course or some other empire-building group intent on leaving the expanding Third Imperium far behind is a matter for conjecture. What is known is that they were not especially successful, and now live in medieval conditions.

The nobility live well (for TL2 people), mainly at the expense of the peasantry. The area around the starport and its small supporting town is restricted to "favored" commoners in the service of the great lords. Law is enforced harshly by mounted men-at-arms equipped with swords and offworld small arms, but for the most part these citizens have a good life; safe and privileged. Offworlders do not normally see the conditions away from the port, and thus take away an image of enlightened feudalism, with the lords as protectors and leaders and the people as cheerful and dutiful workers.

Away from the port, things are different. Several of the minor lords are in open conflict with one another, and squeeze their peasantry to raise funds for further conflict. The great lords (i.e. those with an interest in the starport) try to see to it that these minor cousins do not gain access to offworld weaponry or trade which might upset the current balance of power. However, some enterprising traders have begun shipping goods and arms to the minor nobility, further bankrupting the peasantry to pay for them. The result is that much of the countryside is a war zone, with lords fighting one another and their own peasants.



A | B | E | F — Beta, Gamma, Delta

QUADRANTS OF A SECTOR

SUBSECTORS

A	Darkling
B	Thorstone
C	Tri-Empire
D	Maria
E	Glowing
F	Kraxin
G	Williamsburg
H	Tasman
I	Even
J	Poonch
K	Sosie
L	Ryazan
M	Verge
N	Zairae
O	Sepik
P	Dara

MAP LEGEND

Starport Type, Bases, Gas Giant, Tertius, World Type, World Name, X-Boat Route, Travel Zone Code (Red), No Gas Giant, Quintus, border

WORLD CHARACTERISTICS

- No Water Present
- Water Present
- Asteroid Belt

BASES

- Naval Base
- Scout Base
- Naval Depot
- Way Station
- Prison Camp

TRAVEL ZONES

- Amber Zone
- Red Zone

POPULATION

Secundus	under one billion
PRIMUS	over one billion

Glimmerdrift Reaches
Alpha Quadrant

Year 993 Imperial

A) DARKLING SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Ker	0105	D89A225-7				722	Xx	K4 V A4 D
Idkhusi	0206	D335310-5				720	IC	K2 V
ALUUDI	0703	A334965-G				114	Xx	K0 V
Midaamaka	0705	A652532-A		Ni Po		502	IC	K4 V
Ipurguukhi	0803	D645421-6				802	Xx	F3 V

B) THORSTONE SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Gar	0905	E5677BB-4		Ag		304	Im	G0 IV M9 V
Khermi	1003	E100543-A		Ni Va		202	Im	K5 V
Esgiganuu	1004	B210300-C				902	Im	K5 V
AMUNKHAN	1008	B1009BB-F		In		405	IC	K0 V
Gidiilar	1009	E491100-6				604	IC	K4 V G2 D
Vacc City	1103	C100243-A		Va		102	Im	K7 V
Arkaene	1104	B100000-9		Va		603	Im	M9 V M3 D
Liga	1105	E200455-9		Ni Va		803	Im	M2 V F3 D
Endpoint	1106	D11079B-6		Na		413	Xx	M2 V
Hovel	1109	D62389C-2		Na Po		314	Xx	M1 V A6 D
Shur	1209	B333687-5		Na Ni Po		422	Xx	M3 V A1 D
Lakeshore	1301	D676400-7		Ni		525	Im	G2 V
025-841	1302	A9B6631-A	N			904	Im	M2 V M6 D
Niish	1303	B631583-A		Ni Po		424	Im	K3 V M8 D
Galik	1306	C437678-8		Ni		923	Xx	G2 V
Arlula	1307	E4568BC-2				700	Xx	M2 V
Khirliish	1308	C110400-D				904	Xx	K4 V M5 V
Ku	1404	D210444-6	S	Ni		903	Im	M1 V
Broad-C	1407	B76A636-B		Ni Wa		202	Xx	G5 IV
Intrell	1507	C793578-5		Ni		700	Xx	A4 V
PHELINA	1508	B873984-8		In		802	Xx	M2 V
Berdane	1509	A551378-9		Po		513	Xx	M2 V
Spirit of Orlain	1510	D653538-2		Ni Po		603	Xx	M0 V M2 D
Isda Kaille	1601	A453788-8		Po		812	Im	M2 V
Ugekur	1602	C472424-A		Ni		303	Im	M2 V

E) GLOWING SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Haida	0519	C11077A-7		Na		211	Xx	K4 V
Granicus	0520	D335589-6		Ni		304	FH	K4 V M4 D
IISHE	0714	E89A989-9		In		220	Xx	K0 V A9 D
Bannock	0815	C454578-A		Ag Ni		903	Xx	G4 V

F) KRAXIN SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Adasha	0912	E785675-2		Ag Ni Ri		625	Xx	M2 V
Modoc	0919	E65A303-5		Wa		223	Xx	K6 V
Irda	1013	A4238BA-7		Na Po		500	GS	K2 III M3 V
Gesham	1014	B10088D-9		Na Va		601	GS	G2 V
Ember	1018	C989332-7				724	Xx	M2 V K6 D
Massen's World	1112	B6468AC-6		Ag		515	GS	G4 V
STONER	1113	B100ACB-E	N	In		810	GS	A3 V
Iikhi	1114	D100462-9		Va		515	GS	M7 V
Khad Khabar	1212	B310885-6		Na		712	GS	M4 V M6 D
Irge	1213	B879457-C		Ni		303	GS	M3 V
GEON	1215	E647985-6		In		415	Xx	G1 V M8 D
Lagu	1219	E100400-8		Va		803	Xx	M0 V
GAZALA	1311	D100AEC-D		In		201	GS	M5 III
Urmek	1313	D788563-6		Ag Ni Ri		902	GS	G4 V F7 D

Shinan	1319	C422594-A	Ni Po	420	Xx	M0 V
Grand Endeavor	1413	A475769-A	Ag	102	Xx	K8 III
Hope Rock	1414	E110489-5	Ni	114	Xx	M2 V M2 D
534-817	1417	B6A2100-D		105	Xx	M7 V
Uukishku	1420	B100574-B	Ni Va	501	Xx	K2 V K6 D
Burukansse	1511	A542548-B	Ni Po	604	Xx	M2 V
Kalder	1515	E200200-5	Va	401	Xx	F5 III
Kalash Nain	1520	X696389-0		712	Xx	M0 V
Kibarlimmar	1611	C756453-5	Ag Ni	800	Xx	K2 IV A2 D
Gurgaliinash	1613	C672756-6	Ni	704	Xx	M3 III
DRAHCIR	1616	E300A96-8	In	514	Xx	A3 V

GLIMMERDRIFT REACHES: BETA QUADRANT

The majority of worlds in the Coreward-Trailing (Beta) quadrant of the Glimmerdrift Reaches sector are non-aligned. A handful of Imperial worlds are ruled from Annapabar, to Coreward, and can be considered safe territory for starships. The worlds of the Federate Republic are also reasonably well policed, by Imperial as well as Republican vessels. The Republic is, however, a rather loose organization which exerts little influence beyond its borders.

The Glimmerdrift Trade Consortium attempts to provide incentives for those worlds of the quadrant that possess starfaring navies to keep the spacelanes safe. The GTC offers preferential terms to those worlds playing an active part in the war against lawlessness.

Despite the best efforts of the regional powers, the region has a serious piracy problem. Vessels from as far afield as Granicus and the Raidermarch prey on commercial traffic, and some worlds within the region use privateering as a political or military tool.

The Beta quadrant has recently begun to suffer from incidences of the so-called Deadspace Phenomenon, with Jump drives malfunctioning for no discernable reason. The frequency of such incidents is low, but seems to be rising slightly.

The dust clouds that give the Glimmerdrift Reaches their name are particularly dense in some areas of this quadrant, and close to certain worlds they are sufficiently dramatic to be a tourist attraction worth travelling many parsecs for.

Mains & Clusters

The Beta Quadrant is an area of fairly dense stars, grouped mainly in small clusters, though a wide rift curves across the quadrant from Spinward to Trailing. This rift (the Kuldersen Deep) somewhat restricts navigation and channels Jump-2 traffic through a number of choke points.

The major grouping of worlds in the quadrant is the Broken Chain, which lies in the Rimward half of the quadrant and whose two halves are separated by one parsec of rift space. The smaller half (the Broken Links) centers on Wideocean, while the major half (the Chain Majoris) contains 14 worlds, of which few have any major importance.

Linked to the Broken Chain by the Didan system is another significant grouping, the 10 worlds of the Starfall Cluster which includes one of the most high-tech worlds in the sector, Idam Lee.

Spinward of the Starfall Cluster is Eda Group (of 6 worlds), which in turn provides access to Coreward clusters: the Lunber cluster, Gildensky Quartet and the Shashka Main.

Right on the border with Crucis Margin sector lies the Zimidam Cluster, which is much troubled by raids from the Raidermarch.

WORLDS OF THE BETA QUADRANT

Three worlds of the Beta Quadrant are detailed below.

2110 Darvin's Hope (Independent)

D332667-7 Na Ni Po 640 Xx A1 V

Lying in the Eda Group at the edge of the Kuldersen Deep, Darvin's Hope is named for the Terran industrialist Jay Darvin, who led an expedition out of the Terran Mercantile Confederation to find a new home during the Twilight period. Darvin's hope proved to be ill-founded, and the expedition was forced to land their worn-out starships on a rather inhospitable rockball with a very thin atmosphere and little water.

Despite the harsh environment, the Darvinners were able to survive and gradually adapted to their new home, even though a certain amount of technological degradation took place. Today, some 6 million citizens live on the world, which sees little offworld traffic due to its remote location and lack of worthwhile exports.

Darvin's Hope was conquered in 976 by what was less an invasion and more of an offworld coup. A high-tech mercenary force was used to take control of key areas and to crush any attempt at resistance, while covert assault squads took out key centers of resistance and prominent figures around whom the populace might rally. This shockingly sudden assault threw the world into chaos, and allowed a small group of wealthy individuals who had hired the mercs to take over the planet. Their intentions remain unclear. It may have been the insane whim of a group of lunatics with too much money, or some kind of social experiment. No clear agenda ever emerged.

Much of the original governmental apparatus (which had been a democratic institution) was left in place, and for a time

the conquerors were able to run the planet as they saw fit. Some industrial and technological investment took place, and some rather odd construction programs were begun. Order was maintained by mercenary security units which, while cheaper than the original assault force, were still sufficiently more capable than local forces that they were able to keep the populace down for several years.

However, whatever the original plan may have been, the occupation eventually dissolved into a morass of abuses of power and infighting among the new rulers. Matters came to a head in 984 when Captain Jim Valperrez, commander of one of the security units, could stomach the excesses no longer. Captain Valperrez launched a coup that toppled the conquerors and set up an "interim council" of merc officers to begin transferring power back to the locals.

However, since his actions effectively made his unit unhireable, Valperrez is seeking to make a place for himself in the government of Darvin's Hope, and this is taking longer than anticipated due to disputes among local factions. For the time being, Darvin's Hope lurches along from one conference to the next, with the mercs tiredly keeping order and drawing their pay from increasingly bare planetary coffers.

The whole Darvin's Hope story may never be uncovered; all that is known is that someone went to a lot of trouble to gain control of a backwater planet, and in so doing effectively wrecked its economy and society. The future is not promising for this troubled world.

2503 Dusty Death (Independent)

D255830-2 222 Xx G0 V

Lying on the Shashka Main close to the Coreward edge of the sector, Dusty Death is a small world whose thin atmosphere is tainted by fine airborne dust thrown up by the world's vigorous volcanic activity. The world's low gravity means that even though the atmosphere is thin, particles travel over very great distances and fall to cover everything.

The world's 200 million citizens are low-tech farmers for the most part, ruled by an elite class drawn from the world's foremost warriors, merchants and occasionally scholars. These powerful individuals rule small towns or small provinces, and loosely co-operate with one another when necessary. No formal "world government" exists; a conclave of representatives meets as necessary and argues out each issues in a frenzy of influence, bribery, and threats.

The shifting web of alliances and temporary advantages makes politics on Dusty Death rather volatile, and offworlders are sometimes drawn into the conflict as pawns or players. The low-tech nature of society precludes huge offworld trade, but small units of mercenaries and quantities of mid-tech small arms will usually find a home.

Dusty Death actually has more than one starport. In fact, it has dozens, situated at the various capitals and strongholds of the rulers. Keeping track of which of these many ports are safe and/or a good market for any given type of goods, and which are a good place to get your throat cut, is a tricky job.

Some of the rulers have standing arrangements with certain kinds of merchant ship operators; in some cases these merchants operate out of the ruler's port or more or less own the place. What sort of trader needs to make a home port at a backwater world like this is an open question, but as a rule, such ports do not welcome other vessels.

The world's highly volcanic nature has created good deposits of minerals and metal ores, which are mined by small offworld companies with or without the blessing of the locals. The volcanic soil is also highly fertile, and while Dusty Death cannot be called an agricultural world, the produce of its fields and farms provides a healthy surplus for export.

Unfortunately, this fertility also spawned a great variety of wildlife, of which some species are powerful, hostile to humans, and numerous. The rulers' lands have been largely cleared, though keeping them that way is a full-time job. Hunters sometimes come to Dusty Death to bag a big predator such as the marsh-dwelling Vornak, which resembles a cross between a bear and a crocodile. More commonly, teams of mercs are hired on a per-carcass basis to sweep an area clean of predators.

2712 Dhuku (Independent)

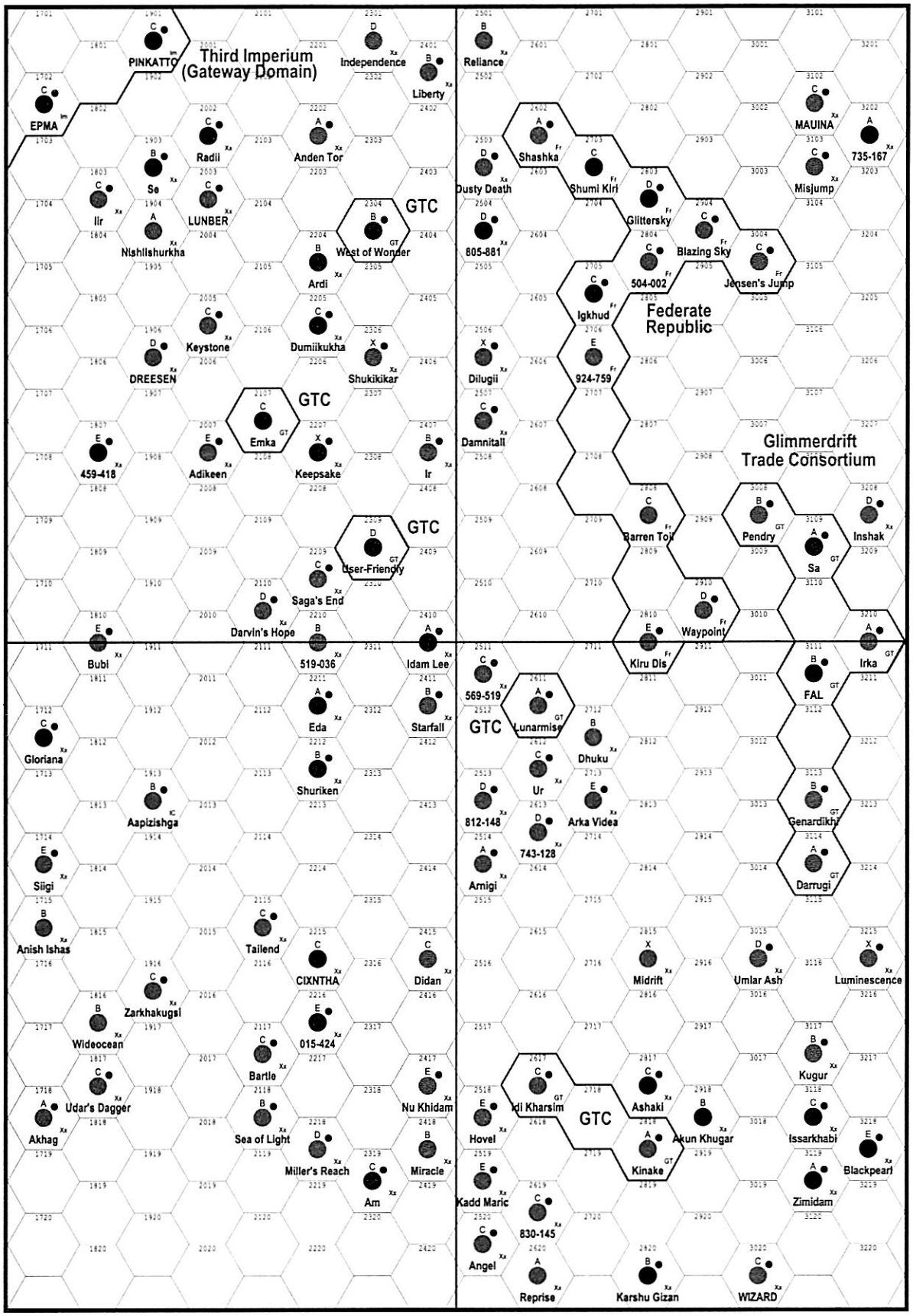
B98A400-C Ni Wa 701 Xx K7 V A4 D

A large world almost entirely covered with water, Dhuku lies on the Starfall Cluster. It is home to some 70,000 individuals, who inhabit three smallish islands in the world's temperate zone. Although the population have no formal system of government, most communities are rather small and thus quite well integrated. Feelings of personal respect and friendship, plus the natural leadership of some individuals, bind the communities together in an unspoken harmony.

The seas of Dhuku are highly dangerous; another reason for the highly co-operative nature of Dhuku society. A range of large animals and what amounts to "sea monsters" roam the depths and occasionally pose a hazard to coastal communities. Those working underwater must be constantly vigilant of such threats.

The main industry of Dhuku is shallow-water farming on the shelf near the islands. These areas are patrolled by divers and small submarines armed to deal with the more intrusive local wildlife, though shallow-water incursions are fairly uncommon. More hazardous is deep-water industry, such as mineral extraction. Deep-water bases are under constant threat and suffer a small but steady attrition of personnel due to accidents and encounters with the local wildlife. However, this activity is necessary to support the world's industry and way of life, and the risks are accepted by the workers, who see themselves as a rugged siblinghood doing what others dare not do.

Dhuku's Highport is a small affair manned by less than 50 personnel. It cannot handle large numbers of ships at one time, though it is set up to service the large freighters that sometimes come through. Most smaller traffic proceeds directly to the Downport on Settlement Island, where the facilities are more extensive, the ground crews are cheerfully efficient, and the seafood restaurants are said to be the best in the sector.



Glimmerdrift Reaches
Beta Quadrant

Year 993 Imperial

C) TRI-EMPIRE SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
EPMA	1702	C10099C-B		In		414	Im	K1 V
Iir	1803	C787366-6				203	Xx	K5 V
459-418	1807	E9D0654-7		De Ni		204	Xx	M4 II
Bubi	1810	E464313-7				903	Xx	G7 V
PINKATTO	1901	C10097B-D		In		803	Im	K2 V
Se	1903	B210351-A				304	Xx	F1 III M7 D M7 D
Nishlishurkha	1904	A545622-B				820	Xx	F6 V M8 D
DREESEN	1906	D343985-6		In		703	Xx	M1 V M3 V M8 D
Radii	2002	C41045A-A				414	Xx	F0 IV
LUNBER	2003	C265ACH-9				704	Xx	K0 V F6 D
Keystone	2005	C747666-8		Ag Ni		102	Xx	K5 V
Adikeen	2007	E88A644-5		Ni Ri Wa		203	Xx	K6 V
Emka	2107	C100622-A		Na Ni Va		500	GT	G1 V
Darvin's Hope	2110	D332667-7		Na Ni Po		604	Xx	A1 V
Anden Tor	2202	A548241-D				801	Xx	G4 V
Ardi	2204	B100423-D		Va		910	Xx	M9 III
Dumiikukha	2205	C100779-6		Na Va		413	Xx	G4 V M1 D
Keepsake	2207	X300300-2		Va		515	Xx	G2 II M7 V
Saga's End	2209	C571845-9				914	Xx	M3 V
519-036	2210	B5A1618-8		Ni		100	Xx	M3 V M7 D
Independence	2301	D326588-7				720	Xx	M4 V
West of Wonder	2304	B110653-E		Na Ni		304	GT	M3 V A7 D
Shukikikar	2306	X553400-3		Po		105	Xx	F7 V
User-Friendly	2309	D100300-5		Va		310	GT	K2 V
Liberty	2401	B7647BC-9		Ag		603	Xx	K0 V G5 D
Ir	2407	B697733-6		Ag		812	Xx	F4 V
Idam Lee	2410	A410849-E		Na		604	Xx	M3 V M4 D

D) MARLA SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Reliance	2501	B655201-C				510	Xx	K2 V M8 D
Dusty Death	2503	D255830-2				222	Xx	G0 V
805-881	2504	D5A0778-4		De		503	Xx	K6 V
Dilugii	2506	X948300-5				405	Xx	M9 III
Damnitall	2507	C796643-9		Ag Ni		403	Xx	M0 III K0 D
Shashka	2602	A69A510-B		Ni Wa		703	Fr	K2 V
Shumi Kiri	2703	C110551-C		Ni		720	Fr	M2 V K7 D
Igkhud	2705	C110332-A				902	Fr	M3 V
924-759	2706	E8A57A9-3				310	Fr	M3 V A5 D
Glittersky	2803	D300654-C		Ni Va		103	Fr	M0 V M3 D
504-002	2804	C7A2741-9		Ni		102	Fr	M1 V M9 D
Barren Toil	2808	C758442-8		Ni		110	Fr	G6 IV
Kiru Dis	2810	E588646-6		Ag Ni Ri		424	Fr	K0 V
Blazing Sky	2904	C66A7AF-7		Wa		814	Fr	M2 V
Waypoint	2910	D334564-7		Ni		902	Fr	G1 V
Jensen's Jump	3004	C3337A8-6		Na Po		702	Fr	M0 V
Pendry	3008	B88A645-A		Wa		604	GT	G5 V M4 D
MAUINA	3102	C9D5999-6				511	Xx	K1 III
Misjump	3103	C557888-3				601	Xx	K3 V
Sa	3109	A110538-D		Ni		504	GT	M2 III M1 V K6 D
735-167	3202	A6A0402-D		De		710	Xx	M2 V
Inshak	3208	D77A638-A		Wa		104	Xx	F4 V
Irka	3210	A47166B-C		Ni		202	GT	M1 V

G) WILLIAMSBURG SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Gloriana	1712	C11068A-B		Na Ni		404	Xx	M3 V

Siigi	1714	E594646-3		Ag Ni	612	Xx	M9 III
Anish Ishas	1715	B765668-8		Ag Ni Ri	200	Xx	K9 V
Akhag	1718	A624559-C		Ni	614	Xx	K0 V
Wideocean	1816	B98A620-8		Ni Wa	300	Xx	M1 V K1 D
Udar's Dagger	1817	C79879C-4		Ag	204	Xx	K1 V A6 D
Aapizishga	1913	B262653-A		Ni Ri	403	IC	M3 V
Zarkhakugsi	1916	C244678-9		Ag Ni	322	Xx	M7 II A0 D
Tailend	2115	C786764-3		Ag Ri	204	Xx	K7 V
Bartle	2117	C64A634-9		Ni Wa	602	Xx	M3 V K2 D
Sea of Light	2118	B567356-8			503	Xx	G2 V F8 D
Eda	2211	A100544-F		Ni Va	505	Xx	G3 V M2 D
Shuriken	2212	B300568-A		Na Ni Va	904	Xx	K0 III
CIXNTHA	2215	C100999-A		In	400	Xx	M3 V M9 D
015-424	2216	E7A08BC-4		De	703	Xx	M3 V
Miller's Reach	2218	D344348-6			821	Xx	G7 V
Am	2319	C110513-7			223	Xx	M9 V K1 D
Starfall	2411	B654554-B		Ag Ni	803	Xx	M2 V
Didan	2415	C629301-8			300	Xx	M5 V M7 D
Nu Khidam	2417	E765255-5			403	Xx	K0 V A2 D
Miracle	2418	B755675-B		Ag	800	Xx	M4 III F4 D

H) TASMAN SUBSECTOR

Name	*Hex*	*UWP*	*B*	*Trade Codes*	*TZ*	*PBG*	*All*	*Stellar Data*
569-519	2511	C9A9566-B		Ni		204	Xx	G4 V
812-148	2513	D8B5589-5		Ni		523	Xx	G3 V
Arnigi	2514	A464599-B		Ag Ni		502	Xx	M1 V
Hovel	2518	E643743-2		Po		201	Xx	M3 V
Kadd Maric	2519	E534789-6				411	Xx	M2 V M0 D
Angel	2520	C784687-2		Ag Ni Ri		611	Xx	K2 V
Lunarmise	2611	A659868-D				824	GT	M1 V
Ur	2612	C68A887-5		Ri Wa		304	Xx	A2 V
743-128	2613	D6A2340-5				203	Xx	K4 V F3 D
Idi Kharsim	2617	C555696-6		Ag Ni		602	GT	G0 V
830-145	2619	C9A5486-8		Ni		904	Xx	M2 V
Reprise	2620	A673878-B				610	Xx	K4 V M3 D
Dhuku	2712	B98A400-C		Ni Wa		710	Xx	K7 V A4 D
Arka Videa	2713	E565644-7		Ni		123	Xx	K1 V
Midrift	2815	X346641-0		Ag Ni		610	Xx	G2 V
Ashaki	2817	C100630-4		Na Ni Va		614	Xx	M4 V A8 D
Kinake	2818	A68A522-A		Ni Wa		704	GT	K7 V A9 D
Karshu Gizan	2820	B100879-8		Na Va		803	Xx	K3 V
Akun Khugar	2918	B100223-E		Va		600	Xx	M1 V
Umlar Ash	3015	D381666-5		Ni		703	Xx	M1 V G6 D
WIZARD	3020	C776A86-6		In		914	Xx	G1 V
FAL	3111	B110ACC-E		In		123	GT	M7 V F4 D
Genardikhi	3113	B542343-6		Po		304	GT	K0 V
Darrugi	3114	A338885-A				203	GT	M4 III M7 V
Kugur	3117	B645478-6		Ni		513	Xx	A1 V K3 D
Issarkhabi	3118	C200512-A		Ni Va		202	Xx	M9 III
Zimidam	3119	A510300-C				913	Xx	K9 V A4 D
Luminescence	3215	X767656-5		Ag Ni		124	Xx	M2 V
Blackpearl	3218	E100887-5		Na Va		604	Xx	G2 V

GLIMMERDRIFT REACHES: GAMMA QUADRANT

The Spinward-Rimward (Gamma) quadrant is dominated by a large cluster of Imperial worlds ruled by the Domain of Sylea through the administrative apparatus at Delphi. These systems are patrolled by Imperial Navy vessels and are for the most part, quite safe for traffic. However, since the beginning of the Solomani Rim War, a number of audacious attacks have been carried out on shipping. Far from reinforcing its patrols, the Navy has been forced to remove vessels for transfer to the main war front in the Rimward sectors.

Imperial interests are mostly confined within the Imperial border. A few trade ships and the odd patrol can be encountered across the quadrant, but for the most part the Imperials of the Delphi Worlds are content to mind their own affairs.

Beyond the Imperial border, there are few major powers. The Federation of Heron, on the far Coreward edge of the quadrant, is a small and weak state that cannot keep its own members in line. One of the Heroni worlds, Granicus, is nothing more than a pirate haven – a situation that creates considerable tension in the region. The only other multiworld power in the quadrant is the Maskai Empire, an alien state of three worlds and one conquered possession.

The vast majority of worlds in the quadrant are non-aligned. It is known that the Solomani Confederation is actively courting some of these worlds (some overtly, some less so) in the hope of gaining allies or forward bases to increase the reach of their naval raiders. Some worlds are openly pro-Solomani, and others are suspected of sympathizing with the Sollie cause. Calls for the Imperial authorities to be more active in swaying the local worlds away from alliance with the Solomani have so far gone unanswered.

Mains & Clusters

The quadrant is divided into two regions by the Starreach Gulf, an extension of the Darksky Gulf that extends across the quadrant from Coreward-Spinward to Rimward-trailing. Beyond it is a region known as the Glimmer Drift which (unlike the Darksky Rift) contains a number of gaseous clouds. The Rift is a major obstacle to navigation, and can only be crossed by Jump-2 ships at two points.

On the Spinward side of the Drift, star density is fairly high. The major cluster of the Quadrant, the Imperial-dominated Amkhash Main, extends across into Delphi Sector to Spinward. Four other significant groupings exist: the Croix d'Amour, the Addirka Reach, the Glimmerdrift Edge and the Kasasha Cluster.

Beyond Starreach Gulf and into the Glimmer Drift, stellar density is lower. However, the Drift does contain some major clusters. Only the four worlds of the Sarkam Quad lie within the Gamma quadrant.

WORLDS OF THE GAMMA QUADRANT

Three worlds lying in the Gamma Quadrant are detailed below.

0435 Gukishdamash (Imperial, Delphi Worlds)

C772796-7 Ni 420 Id F4 V

Settled by Imperials of Vilani extraction in 168, Gukishdamash is a fairly typical Imperial world lying on the Amkhash Main. Although somewhat dry, Gukishdamash supports a population of some 40 million, mainly humans.

Gukishdamash is governed by a heavily bureaucratized apparatus reminiscent of the traditional Vilani bureaus. Although law levels are not excessive, there are precedents and requirements to consider when undertaking almost any activity, which makes it somewhat difficult to actually get anything done.

This situation suits the traditionalist Vilani population, who favor stability over innovation, and like to take their time to ensure no unexpected consequences develop from their actions. Coupled with the attitude of much of the cluster – that expansion into the rest of the Glimmerdrift Reaches sector is pointless – this makes for a very conservative outlook. Goods are traded locally and with traditional partners, non-Imperial vessels are subject to intensive safety checks and customs inspections, and in general the people of Gukishdamash are wary of outsiders and whatever dangerously progressive ideas they may have.

Gukishdamash's port is a small, functional installation designed along standard lines, with a small orbital mooring/fuelling station and regular cargo and personnel shuttles to the surface. Most vessels that can, proceed directly to the planetary surface.

The Gukishdamash system has two asteroid belts, both of which are mined by small Belter communities. The Belters have a special status in Gukishdamash society, where they are thought of as "insanely radical offworlders, but at least they're OUR radical offworlders". Belters are welcomed on Gukishdamash; their strange ways are tolerated in an amused fashion by most locals, who are utterly closed-minded to the Belters' ideas, yet quite happy to eat and drink with them. The Belters, conversely, see the Gukishdamash locals as hopelessly hidebound but good people who provide a safe place to take some R&R and enjoy traditional Vilani hospitality (which, given the nature of Vilani food, is not always as safe as might be expected!).

Overall, Gukishdamash is a quiet, harmonious world where people go to great lengths to see that nothing ever happens.

1230 Bagilaar (Independent)

C723356-B Po 252 Xx M8 V

Bagilaar is an independent world in the Addirka Reach, lying on the edge of the Starreach Gulf. Possessing only a very thin atmosphere, Bagilaar is home to about 2000 people, the remnant of a much larger colony established some time in the distant past. The entire population is clustered in one city around the small starport.

Bagilaar is an example of a world that was settled for reasons that made sense at the time, but never really "made it" as an independent world. Today, its main function is as a source of low-volume TL-B goods, which are more or less craftsman-built by experts.

Bagilaar also serves as something of a small-scale university for the local worlds. Those that can afford the trip can either apprentice themselves to one of the world's tech-craftsmasters, or study under the world's scholastic community. Bagilaar also offers starship overhauls (other

than Jump drives) and crew training. Its starport is sometimes used as a hiring center for those wishing to add a drive hand, assistant pilot or apprentice gunner to their crew.

The world itself is a rather uninviting dry, cold and more or less airless rockball, with little natural life and nothing much to recommend it to visitors.

1637 Star Bridge (Independent)

B633556-A Ni Po 140 Xx M3 V M5 D

Star Bridge enjoys a unique position as the only Jump-2 link across the Starreach Gulf for many parsecs, and as such sees considerable offworld traffic. Even Imperial ships headed out to Trailing come through the starport. Indeed, star travel is the world's main industry.

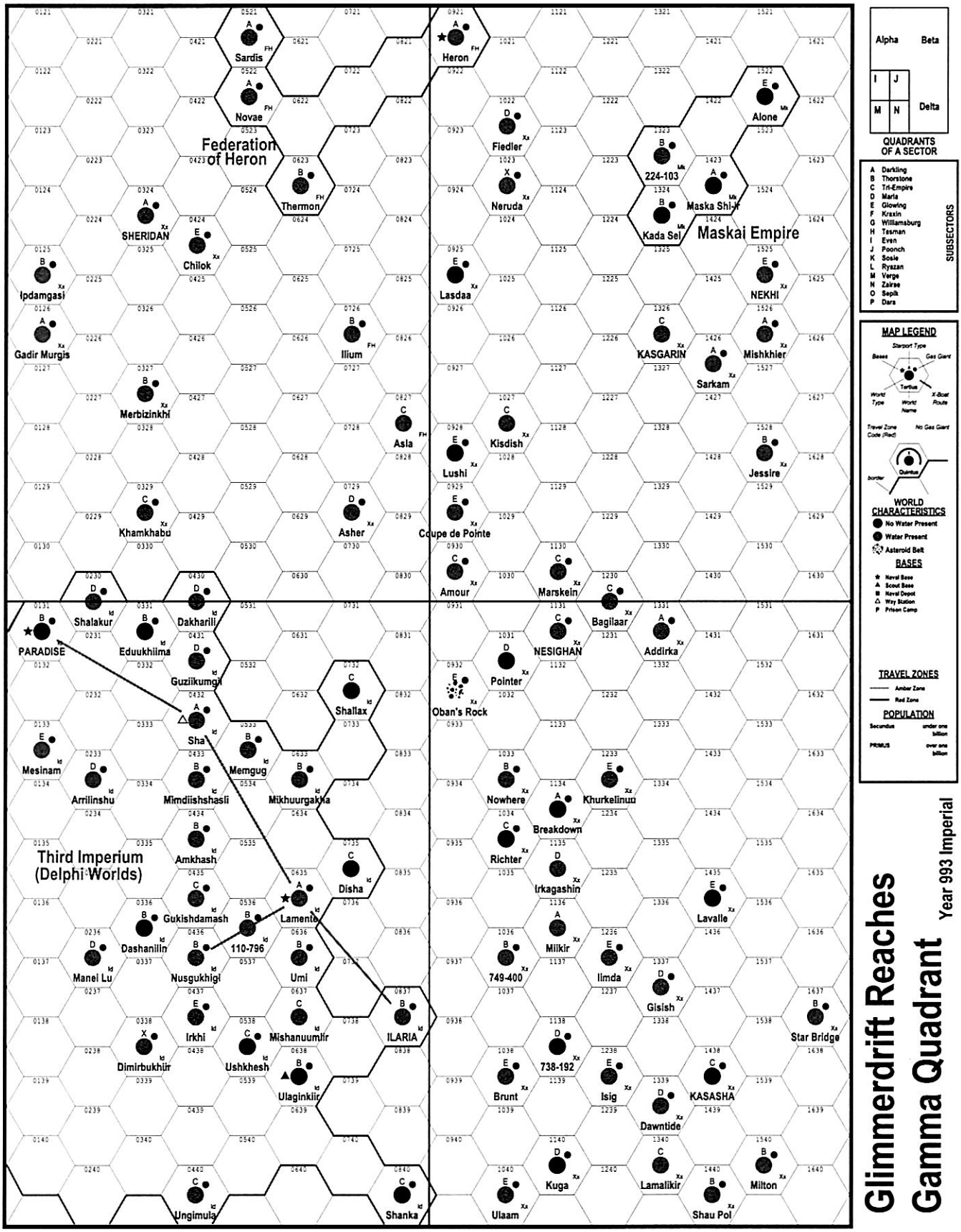
The world's 100,000 inhabitants are mostly employed by the large starport and its supporting industries, or in the Starbridge Protection Service, a force that while it possesses no starfaring warships, patrols the system and guarantees the safety of merchant ships making the transit. It is paid for by fees collected at the starport.

Star Bridge also acts as a registry port for independent vessels operating in the region. Its procedures are considered trustworthy by most authorities in the sector, and vessels operating under the Star Bridge flag are normally subject to less stringent inspections than other independents.

Naturally, the strategic position of the world has made it a potential target for annexation. For the past 160 years, a treaty has existed with the Imperium to guarantee the neutrality of the system. The Imperium maintains a standing picket (normally a light cruiser or a destroyer squadron) in the system, with the blessing of the Star Bridge Operations Committee, the world's ruling body.

The Highport is a major center for commerce, as many trade ship captains prefer to sell their cargoes here rather than cross the Gulf seeking a market. Regular cargo transfers between contracted shipping lines are conducted at the port, and there is sufficient slack in the system to allow freelancers to make a living picking up the excess.

A recent venture for Star Bridge is the formation of Starreach Informatics and the Gulf Shipping Corporation, private ventures backed by the world government and specializing in trans-Gulf courier work and bulk cargo haulage respectively. Though young, both firms are doing well and are well respected in the local region.



Alpha Beta
I J
M N
Delta

QUADRANTS OF A SECTOR

SUBSECTORS
A Darkling
B Thorstone
C Tri-Empire
D Marla
E Glowing
F Kraxin
G Williamsburg
H Tasman
I Even
J Poonch
K Sosle
L Ryazan
M Verge
N Zairse
O Sepik
P Dara

MAP LEGEND
Starport Type
Bases
Gas Giant
Tertius
World Type
World Name
X-Boat Route
Travel Zone Code (Red)
No Gas Giant
Quintus
border

WORLD CHARACTERISTICS
No Water Present
Water Present
Asteroid Belt

BASES
Naval Base
Scout Base
Naval Depot
Way Station
Prison Camp

TRAVEL ZONES
Amber Zone
Red Zone

POPULATION
Secundus — under one billion
PRIMUS — over one billion

Glimmerdrift Reaches
Gamma Quadrant
Year 993 Imperial

I) EVEN SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Ipdamgasi	0125	B693356-8				404	Xx	K7 V
Gadir Murgis	0126	A384630-A		Ag Ni		904	Xx	K9 V
Shalakur	0230	D656775-5		Ag		523	Id	A2 V K3 D
SHERIDAN	0324	A525AC9-C		In		613	Xx	M0 V
Merbizinkhi	0327	B366340-C				111	Xx	G8 V
Khamkhabu	0329	C3235AB-A		Ni Po		114	Xx	M1 V A9 D
Chilok	0424	E326632-B		Ni		114	Xx	K4 V
Dakharili	0430	D474452-A		Ag Ni		914	Id	K4 V
Sardis	0521	A667553-D		Ag Ni		611	FH	K4 V
Novae	0522	A686756-A		Ag Ri		523	FH	M3 V A2 D
Thermon	0623	B888150-5				624	FH	F5 V
Ilium	0726	B595847-5				804	FH	M3 V
Asher	0729	D76A586-4		Ni Wa		523	Xx	M0 V
Asla	0827	C89A798-7		Ni Wa		800	FH	M2 V

J) POONCH SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Heron	0921	A33278A-A	N	Na Po		504	FH	K0 V
Lasdaa	0925	E210578-4		Ni		923	Xx	G4 V
Lushi	0928	E100448-9		Ni Va		504	Xx	M4 V
Coupe de Pointe	0929	E835573-4		Ni		602	Xx	M3 V
Amour	0930	C535496-9		Ni		223	Xx	G1 V
Fiedler	1022	D34356A-3		Ni Po		603	Xx	M3 V G8 D
Neruda	1023	X683766-0		Ni Ri		125	Xx	M2 V M3 D
Kisdish	1027	C86A220-A		Wa		710	Xx	M2 V K9 D
Marskein	1130	C463353-9				501	Xx	G9 V K8 D
Bagilaar	1230	C723356-B		Po		225	Xx	M8 V
224-103	1323	B9A38BB-6				203	Mk	M2 V
Kada Sei	1324	B310572-9				203	Mk	M2 V
KASGARIN	1326	C585988-B				500	Xx	K4 V K9 D
Maska Shi'ir	1423	A110276-B				104	Mk	M5 V M5 D
Sarkam	1426	A546422-8				523	Xx	K7 V A5 D
Alone	1522	E400788-8		Na Va		903	Mk	K1 V A0 D
NEKHI	1525	E677A96-6		In		205	Xx	K0 V
Mishkhier	1526	A584404-B				202	Xx	K1 V
Jessire	1528	B544879-7				904	Xx	K2 V

M) VERGE SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
PARADISE	0131	B300A99-D	N	In		512	Id	M2 V O9 D
Mesinam	0133	E564421-5		Ni		324	Id	M2 V
Arrilinshu	0233	D757545-3		Ag Ni		803	Id	K4 II
Manei Lu	0236	D86A252-6		Wa		415	Id	G1 V
Eduukhiima	0331	B100637-D		Ni Va		213	Id	G4 V A4 D
Dashanilin	0336	B100000-9		Va		414	Id	K9 V
Dimirbukhiir	0338	X889449-3		Ni		805	Id	K8 V M0 V
Guziikumgii	0431	D491778-3		Ni		104	Id	M3 V
Sha	0432	AA97334-A	W			614	Id	F7 V
Mimdiishshasli	0433	B358655-7		Ag Ni		204	Id	G2 V M7 D
Amkhash	0434	B2336BD-7		Na Ni Po		324	Id	M0 V
Gukishdamash	0435	C772796-7		Ni		402	Id	F4 V
Nusgukhigi	0436	B99A411-C		Ni Wa		203	Id	K4 V K3 D F6 D
Irkhi	0437	E452456-6		Ni Po		103	Id	A0 V
Ungimula	0440	C43869A-8		Ni		913	Id	M6 III F6 D
Memgug	0533	B843302-7		Po		522	Id	K5 V M5 D
110-796	0536	BAB4001-B				704	Id	K9 V M5 D
Ushkhesh	0538	C400796-7		Na Ni Va		613	Id	M2 V

Mikhuurgakha	0633	B586200-9				303	Id	F7 V
Lamente	0635	A88A873-B	N	Ri Wa		404	Id	M0 V M2 D
Umi	0636	B452867-8		Po		104	Id	G1 V
Mishanuumlir	0637	C251885-3		Po		200	Id	M2 V M7 D
Ulaginkiir	0638	B210763-D	S	Ni		212	Id	M0 V
Shallax	0732	C200544-B		Ni Va		600	Id	M2 V M1 D
Disha	0735	C100644-7		Na Ni Va		300	Id	G1 V
ILARIA	0837	B796A65-D		In		223	Id	M8 III
Shanka	0840	C100733-7		Na Va		405	Id	M4 V

N) ZAIRAE SUBSECTOR

Name	*Hex*	*UWP*	*B*	*Trade Codes*	*TZ*	*PBG*	*All*	*Stellar Data*
Oban's Rock	0932	E000651-4		As		205	Xx	M4 V M9 D
Pointer	1031	D210335-7				100	Xx	G8 V
Nowhere	1033	B523575-C		Ni Po		903	Xx	M3 V
Richter	1034	C200789-6		Na Va		123	Xx	M1 V
749-400	1036	B7A1635-7		Ni		303	Xx	M0 V
Brunt	1038	E987421-6		Ni		423	Xx	K1 V M0 D
Ulaam	1040	E576755-6		Ni		404	Xx	M2 V
NESIGHAN	1131	C95A965-8		Wa		303	Xx	F4 V K1 D
Breakdown	1134	A200459-9		Ni Va		503	Xx	G0 IV M7 V
Irkagashin	1135	D456300-4				520	Xx	K5 V
Miikir	1136	A799100-B				600	Xx	K8 V
738-192	1138	D5A0888-2		De		624	Xx	M6 III
Kuga	1140	D210654-7		Na Ni		215	Xx	M1 V M9 D
Khurkelinuu	1233	E423653-9		Na Ni Po		602	Xx	G2 V
Iimda	1236	E658440-3				904	Xx	K6 V
Isig	1238	E77873F-6		Ag		404	Xx	M0 V
Addirka	1331	A434101-A				712	Xx	K0 V
Gisish	1337	D636203-9				603	Xx	M4 V
Dawntide	1339	D786335-4				303	Xx	K6 V
Lamalikir	1340	C244559-5		Ag Ni		400	Xx	K0 V
Lavalle	1435	E110557-8		Ni		904	Xx	G3 V K1 D K9 D
KASASHA	1438	C1009BE-9		In		304	Xx	K9 V
Shau Pol	1440	B683755-5		Ni Ri		604	Xx	G1 V
Milton	1540	B88867A-7		Ag Ni		134	Xx	K0 V
Star Bridge	1637	B633556-A		Ni Po		104	Xx	M3 V M5 D

GLIMMERDRIFT REACHES: DELTA QUADRANT

The Trailing-Rimward (Delta) quadrant of the Glimmerdrift Reaches lies far from the influence of the Third Imperium. Indeed, the Old Worlds of the Crucis Margin sector are as influential as the Imperium in this area, mainly as a result of astrograhical separation.

The main powers of this quadrant are the tottering Farreach Margravate and the expanding Loyal Nineworlds Republic. The fact that the Nineworlds Republic is pushing into territory long considered the "back yard" of the Margravate is causing some alarm, but the Margravate does not seem to be capable of responding coherently – if at all.

It seems likely that the Republic will continue to grow until conflict with the Margravate becomes inevitable, and it is hard to see the Margrave surviving such a war. Meantime, the Nineworld Republic continues to grow in power and prestige.

The majority of worlds in this quadrant are non-aligned, though many are influenced or alarmed by the Nineworld Republic. There are indications that a defensive alliance is forming among the non-aligned worlds, which may in time counterbalance the republic's power. However, this alliance is in its infancy, and may yet be stillborn.

Mains & Clusters

The main stellar grouping of the quadrant is the NewHome Cluster, which is dominated by the Nineworlds Republic. To Rimward-Trailing of it lie the four worlds of the Nugka Hook and the seven systems of the Isaggir Main. To Coreward of the NewHome Cluster are the two mains of the Far Reach and beyond them the seven systems of the Redemption Cluster.

The Likhap Cluster lies almost at the center of the Glimmer Drift. Interstellar dust is sufficiently thick that there are areas of the cluster from which it is unsafe to Jump. Close to the 100-diameter limit of any planet or star is perfectly safe, as the body's gravity sweeps the area clean, but outsystem jumps are somewhat hazardous.

The Kishar Cluster contains nine systems, including several high-tech worlds that exert considerable economic influence even beyond the cluster.

WORLDS OF THE DELTA QUADRANT

Three worlds of the Delta Quadrant are detailed below:

2027 Shugarku (Farreach Margravate)

C264699-8 Ag Ni Ri 620 Fm F4 V

Shugarku lies on the edge of the Glimmer Drift, almost on the Spinward end of the Far Reach. It is one of the worlds of the Farreach Margravate, but its position reduces its importance in Margravate affairs.

The 6 million inhabitants of Shugarku are ruled by a bureaucratic apparatus that in theory answers to a governor appointed by the Margravate. In practice, the governorship has been a figurehead office for over a century, and the officials of the bureaucracy are firmly entrenched as planetary government.

Shugarku is something of a breadbasket world, and exports large quantities of agricultural produce to the rest of the Margravate, and beyond. The world has few other exports. Its port is a non-descript, functional affair designed mainly to meet the needs of large bulk carriers.

Despite, or perhaps because of, the tensions with the Loyal Nineworlds Republic away to Rimward, Nineworlds ships have been more frequent in Shugarku port in recent years. Nineworlds vessels are always carefully watched in case they are conducting espionage or covert operations, but if they are, they are going about it very subtly. It seems more likely that the Republic is simply attempting to increase its trade with certain Margravate worlds in the hope of exerting mercantile influence and woo these worlds away from the decaying central government.

Shugarku is interesting in that it has a complex system of small moonlets orbiting it, along with a rather unimpressive ring of asteroidal dust. These orbital hazards make navigation near the world more interesting, but they are not the only challenge in the system. Being so close to the Glimmer Drift, the Shugarku system has unusually dense concentrations of interplanetary dust, especially in the outsystem. This has the effect that many areas of the system are rather hazardous to jump to or from. Safe areas do exist, particularly on the edges of the system's two asteroid belts, but without a keen knowledge of the local conditions or some sophisticated astronavigational computer modeling equipment, transit to and from the asteroid belts and the outer planets is best limited to normal-space. As a result, these areas are seldom visited and remain largely unexplored.

2336 New Challenge (Loyal Nineworlds Republic)

B778635-9 Ag Ni 910 L9 G2 V M0 D

One of the last of the original Nineworlds to be settled, New Challenge has very little useable land. Although almost 20% of the planetary surface projects above the surface of the world's oceans, most of this land is rugged, steep, or covered in glaciers.

As a result, other than a few necessary installations and the starport, most construction on New Challenge was undertaken on the seabed. There are eleven major seabed cities, which between them house something like 80% of the world's 9 million inhabitants, and many smaller communities. Only three of the cities have port-towers what project above the surface of the oceans; the rest are entirely submerged and cannot be accessed by starships. A vessel designed to survive in space will of course be watertight, but few starships are designed to withstand seabed pressures.

The humans of New Challenge are ruled by their City Managers, who report to a central governing body at the capital, Endeavor. The world's main export is food, in the form of produce from seabed and fish farms, and in this field the human inhabitants receive considerable help and support from the other Terrans living on New Challenge – a population of many thousand (the exact number is unknown) of Orca.

The Orca of New Challenge are mostly considered to be citizens of the world government, though they maintain their autonomy and co-operate freely rather than out of necessity. They work with the seabed farmers and provide rescue services for underwater workers who get into trouble. There is a deep mutual respect between the two Terran species on this world, and friendships between co-workers often transcend species barriers.

There are also rumors of an advanced "Psionics Institute" on New Challenge, and wilder tales speak of a group of old and wise Orca who train those who come to them (humans, Orca and others) in the powers of the mind. This claim has never been proven, but the rumors persist and hopefuls do come to New Challenge in search of wisdom from time to time.

3226 Luni (Independent)

B1009DA-C In 330 Xx M6 V

Luni is a tidally-locked rockball world, one of the moons of the gas giant Brekienne. Most of the habitation on Luni is on the inward-facing side, which has a spectacular and constant view of the gas giant. As might be expected, the world is prone to rather high radiation, and thus most habitation is underground. The out-facing side of Luni is battered beyond description, since the world's orbit sweeps it through Brekienne's ring system twice a year, showering the surface with debris and meteorites.

Despite its inhospitable nature, Luni is a major industrial center, with high-tech factories fed by local mining, hydrocarbon-skimming from the gas giant, and some imports. A wide range of products are manufactured and sold in the world's extensive trade center. Vessels come from across Glimmerdrift Reaches and Crucis Margin sectors to the markets of Luni, and even non-locally made goods can be found for sale there.

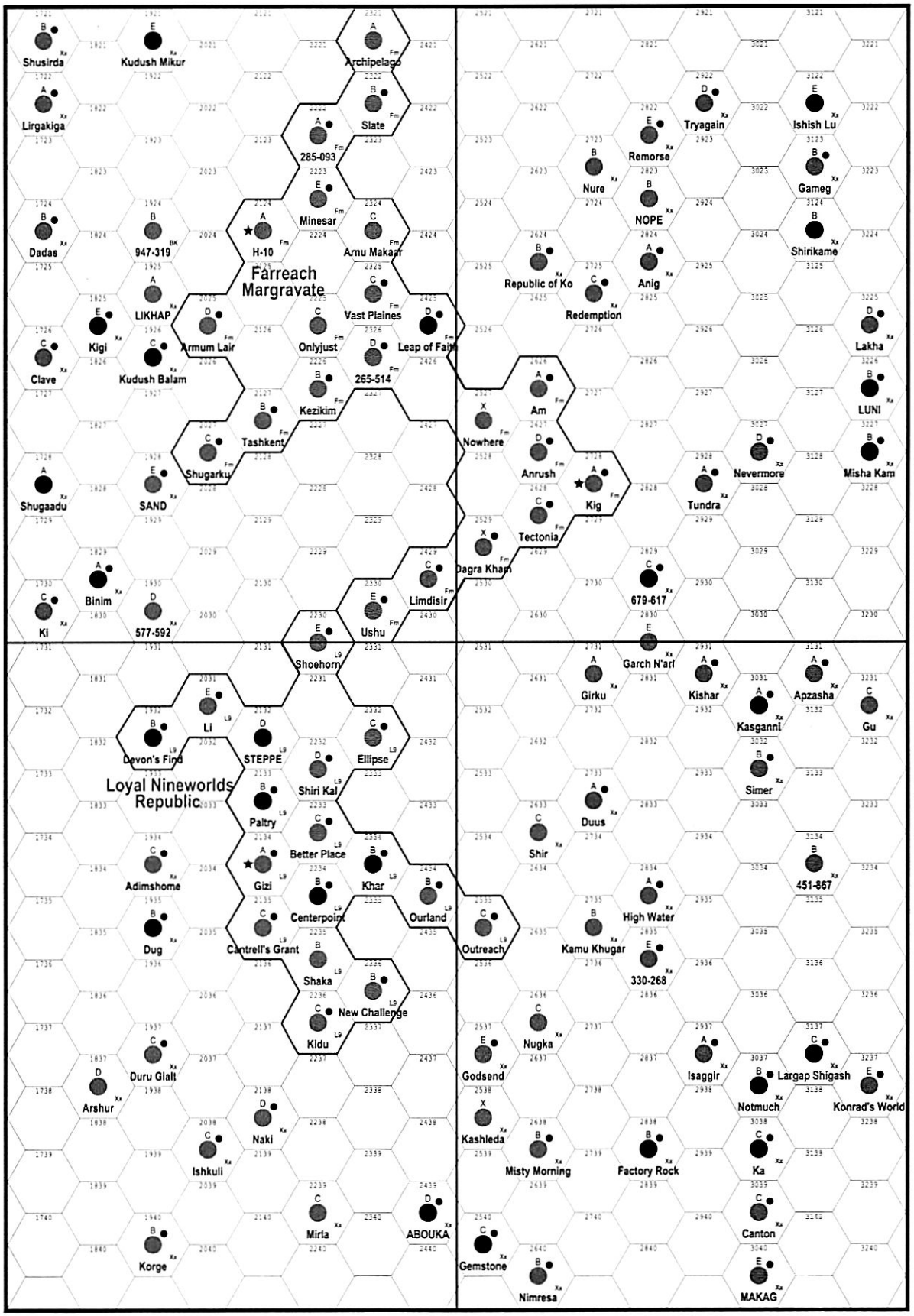
The world is extremely populous, with no less than 3 billion inhabitants jammed into its underground arcologies. Without offworld trade, Luni could not possibly support such a large population, and even with the riches it possesses, resources are stretched tight for the world government.

Luni is a major stronghold of the Church of Stellar Divinity, which preaches that stars are the physical manifestation of the gods. Its secular rulers are also religious leaders, and many of its laws are holy laws. The culture of order and harmony preached by the leaders is a major factor in keeping the populace content; while most families possess little beyond basic needs, there is a general feeling that life is fulfilling, worthwhile, and that everyone should be happy with his lot.

There is little unemployment on Luni, despite the immense

population. This is mainly due to the vast number of subsidized jobs available in the religious sector. Any person of good character and reasonable intellect can ask for and will receive a job as a Lay Chaplain for the Church. Lay Chaplains are a cross between volunteer social workers, hospital visitors, and lay preachers. They actually do a lot to promote contentment and order within the populace.

Visitors to Luni often comment on how well-ordered and peaceful existence there is. To the average Traveller, such a drone-like life seems mind-numbingly boring, but to the citizens it is the ordained and correct manner of living, and far less important than living a good and faithful life. Meanwhile, the content workers of Luni turn out endless supplies of high-tech goods which are traded across the region by their far-ranging merchant ships.



Glimmerdrift Reaches
Delta Quadrant

Year 993 Imperial

K) SOSIE SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Shusirda	1721	B667403-C				704	Xx	G9 V
Lirgakiga	1722	A224142-C				501	Xx	M2 III M2 V
Dadas	1724	B536866-A				313	Xx	M8 III
Clave	1726	C7688A9-7				604	Xx	K2 V
Shugaadu	1728	A200899-E		Na Va		100	Xx	G0 V F5 D
Ki	1730	C672776-3				414	Xx	M3 V A8 D
Kigi	1825	E100478-4		Ni Va		504	Xx	M4 II M3 D
Binim	1829	A100675-D		Na Ni Va		611	Xx	M7 III
Kudush Mikur	1921	E100359-A		Va		810	Xx	K4 V
947-319	1924	B8A1514-8		Ni		700	BK	K1 V
LIKHAP	1925	A26199A-B				500	Xx	K3 V
Kudush Balam	1926	C100446-C		Va		704	Xx	M0 V
SAND	1928	E6879D9-4				724	Xx	G1 V
577-592	1930	D8C6866-9				500	Xx	K3 V K4 D
Armum Lair	2025	D692889-7				223	Fm	G8 V M3 D
Shugarku	2027	C264699-8		Ag Ni Ri		602	Fm	F4 V
H-10	2124	A585A9C-D	N			900	Fm	F6 V M6 D
Tashkent	2127	B548337-A				524	Fm	M0 V
285-093	2222	AAB3123-9				724	Fm	M5 V
Minesar	2223	E523445-5		Ni Po		804	Fm	M8 II
Onlyjust	2225	C456736-5		Ag		200	Fm	G4 V K7 D
Kezikim	2226	B88A537-B		Ni Wa		603	Fm	K9 V M8 D
Shoehorn	2230	E693756-2		Ni		111	L9	M1 V K8 D
Archipelago	2321	A52A422-F		Ni Wa		300	Fm	M2 V
Slate	2322	B979668-A		Ni		712	Fm	M2 V M9 V
Arnu Makaar	2324	C323257-7		Po		700	Fm	K9 III
Vast Plaines	2325	C8467AE-4		Ag		603	Fm	M3 V
265-514	2326	D9C2345-4				504	Fm	M8 III
Ushu	2330	E437876-4				405	Fm	K3 V G0 D
Leap of Faith	2425	D100610-6		Ni Va		203	Fm	M5 III
Limdisir	2429	C664875-5		Ri		724	Fm	G9 III M2 V

L) RYAZAN SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Nowhere	2527	X435433-4		Ni		900	Fm	M4 V M9 D
Dagra Kham	2529	X674332-0				503	Fm	M4 III
Republic of Kol	2624	B522842-5		Na Po		322	Xx	G0 V
Am	2626	A8966A9-B		Ag Ni		305	Fm	G0 V K1 D
Anrush	2627	D77777A-2		Ni		524	Fm	K2 III M9 V
Tectonia	2628	C483414-4		Ni		304	Fm	M2 V G9 D
Nure	2723	B645620-A		Ag Ni		210	Xx	G4 V
Redemption	2725	C554200-9				604	Xx	G4 V
Kig	2728	A638784-A	N	Ni		402	Fm	M0 V
Remorse	2822	E578211-2				403	Xx	K7 V
NOPE	2823	B252986-B		Po		910	Xx	K3 V
Anig	2824	A464200-D				911	Xx	K4 V
679-617	2829	C6B069D-9		De Ni		504	Xx	M4 V
Garch N'arl	2830	E443301-4		Po		900	Xx	K2 V
Tryagain	2922	D558333-7				805	Xx	A1 IV K7 D
Tundra	2928	A331530-C		Ni Po		723	Xx	M5 III M0 D
Nevermore	3027	D553799-3		Po		804	Xx	M0 V
Ishish Lu	3122	E10067A-5		Na Ni Va		120	Xx	M2 V
Gameg	3123	B75A446-C		Ni Wa		303	Xx	K6 V
Shirikame	3124	B110763-B		Na		100	Xx	K2 V
Lakha	3125	D84A201-7		Wa		413	Xx	K8 V M5 D K2 D
LUNI	3126	B1009DA-C		In		303	Xx	M6 V
Misha Kam	3127	B10087B-9		Na Va		212	Xx	M3 V A7 D M1 V

O) SEPIK SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Arshur	1837	D4478A9-5				600	Xx	K2 IV
Devon's Find	1932	B100756-B		Na Va		233	L9	M4 V
Adimshome	1934	CA9A672-8		Ni Wa		702	Xx	M2 V
Dug	1935	B110612-A				213	Xx	K1 V
Duru Gialt	1937	C543545-A		Ni Po		712	Xx	M2 V
Korge	1940	B527300-C				704	Xx	M6 V
Li	2031	E564416-6		Ni		305	L9	M0 V
Ishkuli	2038	C86977B-8		Ni Ri		504	Xx	M3 V
STEPPE	2132	D31099C-5		In		220	L9	M1 V
Paltry	2133	B100522-A		Ni Va		301	L9	K1 V
Gizi	2134	A4467AB-7	N	Ag		205	L9	M0 V M6 V
Cantrell's Grant	2135	C648200-9				924	L9	K4 V M1 D
Naki	2138	D466310-6				504	Xx	K2 V
Shiri Kal	2232	D243845-3		Po		403	L9	M7 III A0 D
Better Place	2233	C568752-8		Ag Ri		513	L9	M0 V
Centerpoint	2234	B100557-E		Ni Va		515	L9	G2 V
Shaka	2235	B557555-8		Ag Ni		320	L9	M1 V
Kidu	2236	CA9A236-7		Wa		603	L9	G9 V M3 D M8 D
Mirla	2239	C364735-8		Ag Ni		100	Xx	K4 V M3 D G0 D
Ellipse	2332	C555132-7				514	L9	G4 V
Khar	2334	B100564-D		Ni Va		703	L9	K5 V M4 D
New Challenge	2336	B778635-9		Ag Ni		901	L9	G2 V M0 D
Ourland	2434	B67988D-9		In		923	L9	G1 V F7 D
ABOUKA	2439	D100A97-C		In		103	Xx	G7 III M7 V

P) DARO SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Outreach	2535	C627798-9				311	L9	K2 V
Godsend	2537	E667548-4		Ag Ni		902	Xx	G0 V
Kashleda	2538	X363300-2				320	Xx	M0 III
Gemstone	2540	C310783-A		Na Ni		214	Xx	G1 V
Shir	2633	C975204-7				520	Xx	G6 V A6 D
Nugka	2636	C789432-A				300	Xx	K2 V
Misty Morning	2638	B88967C-9		Ni		102	Xx	K1 V
Nimresa	2640	B669699-8		Ni Ri		202	Xx	M1 V G7 D
Girku	2731	A481555-D		Ni		620	Xx	M1 V A5 D
Duus	2733	A877122-C				823	Xx	K7 V F0 D
Kamu Khugar	2735	B526786-B		Ni		700	Xx	G0 V M3 D
High Water	2834	A897435-9		Ag Ni		805	Xx	K4 V M9 D
330-268	2835	E6A3699-3		Ni		514	Xx	M4 III M1 V
Factory Rock	2838	B100201-F		Va		613	Xx	G4 V G7 D
Kishar	2931	A99A68A-D		Wa		824	Xx	M2 V
Isaggir	2937	A858510-B		Ag Ni		622	Xx	M0 V G5 D
Kasganni	3031	A310745-B		Na		604	Xx	M3 V K3 D
Simer	3032	B679432-B				104	Xx	M3 V M0 D
Notmuch	3037	B100544-B		Ni Va		313	Xx	M6 V A3 D
Ka	3038	C200653-5		Na Ni Va		304	Xx	M8 III A7 D
Canton	3039	C786787-5		Ag Ri		902	Xx	M2 V M2 D
MAKAG	3040	E89AAA9-9		In		122	Xx	G1 V
Apzasha	3131	A528697-A		Ni		903	Xx	M3 V M3 D
451-867	3134	B7A4576-B		Ni		900	Xx	K3 V K2 D
Largap Shigash	3137	C100489-9		Ni Va		703	Xx	K4 V
Gu	3231	C372879-4				400	Xx	K7 V
Konrad's World	3237	E98A210-9		Wa		101	Xx	K0 V

CRUCIS MARGIN SECTOR

SECTOR OVERVIEW

Lying to Rimward-Trailing of the Imperial-dominated areas of the Domain, Crucis Margin is entirely beyond Imperial territory. The K'Kree have some influence in the region, but the nearest major power is the Hive Federation lying to Rimward-Trailing. While the Federation has no worlds in the sector, its trade ships are quite common, particularly in the Delta quadrant. Given the highly manipulative nature of the Hivers, it is difficult to say exactly to what extent any given world in influenced by the Hive Federation.

The sector was sparsely settled during the Rule of Man. The initial colonists were followed up by a second wave as Twilight deepened and the internal troubles of the Ramshackle Empire drove waves of refugees out seeking a better place.

As the Long Night closed in, some worlds in the region retained starflight and managed to send out colonial missions. Most of these colonies went their own way, or were later conquered by the series of interstellar empires that surged up out of the darkness, only to fall back and be forgotten.

By around –200, settlers were moving into the region from Gateway Sector. Some were integrated into existing societies, but most pushed on until they found unoccupied territories to claim for their own. Firm links with the Galian Trade League followed, until the League wielded considerable influence in the Coreward end of the sector. However, no great unifying force arose and the Crucis Margin Sector remains a fragmented region of independent worlds and small polities.

One curious phenomenon in the region is what is now termed as Deadspace. This is an area where Jump drives behave erratically or not at all. Physical and temporal laws seem to be also distorted in the region. The exact region where this occurs is vague, but most reports have originated from a region somewhat to Rimward-Trailing of the point where the four sectors of the Gateway domain meet. Occasional reports from other areas have not been verified, but according to some scientists the area of effect is widening.

CURRENT AFFAIRS

The possible expansion of Deadspace is a major concern to starfarers in the Alpha quadrant, and has provoked a certain amount of scientific interest. Elsewhere in the sector, the cold war between Katowice and the Old Worlds, and the sudden appearance of the Kafoe Dominate, is the major topic for discussion.

In the Beta quadrant, K'Kree influence is increasing, a situation which causes a great deal of alarm to populations in the region. So far, K'Kree ships have come into the quadrant merely to trade and to show the flag, but it seems only to be a matter of time before they seek a base and make their presence permanent.

THE SUBSECTORS OF CRUCIS MARGIN SECTOR

P	*Name*	*Quadrant*
A	Ostermann	Alpha
B	Vandir	Alpha
C	Outrun	Beta
D	Chin Shan	Beta
E	Raidermarch	Alpha
F	NewSun	Alpha
G	Old Worlds	Beta
H	Peril's Edge	Beta
I	Kobe	Gamma
J	Bright Heavens	Gamma
K	Reach	Delta
L	No Return	Delta
M	Syzlin	Gamma
N	Taitin	Gamma
O	Scatter	Delta
P	Kixum	Delta

CRUCIS MARGIN SECTOR: ALPHA QUADRANT

The Spinward-Coreward (Alpha) quadrant of the Crucis Margin sector comprises mainly non-aligned worlds. Imperial trade ships are not uncommon in the region, and recently the Khuur League has sent several trade missions into the quadrant. Ships of the Gateway Trade Consortium are frequent visitors. However, the Deadspace phenomenon and the difficulty of navigating the systems to Coreward of the Alpha Quadrant limits the impact of the Galian Federation.

The major powers of the quadrant are the Raidermarch and the Mische Conglomerate. The Raidermarch seems to be returning to its rapacious founding principles, and is in addition expansionistic. Its vessels range throughout the region. Some demand tolls to act as escorts (which amounts to an interstellar protection racket) while others carry out their missions with arrogant disregard of other vessels. It is possible that some of the pirate attacks in the quadrant are carried out by Raidermarch naval ships.

The Conglomerate is another matter entirely. A peaceful treaty organization, it exists to provide mutual defense and some economic benefits to its members. It does not particularly concern itself with larger events.

Little is known about the two worlds of the Kafoe Dominate, other than the fact that their highly aggressive vessels sometimes attack outposts and trade ships many parsecs from their home ports.

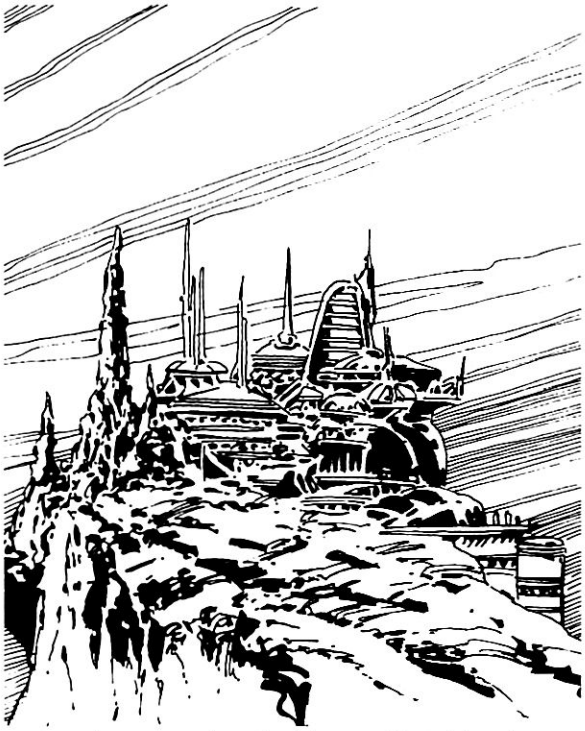
Thus most of local space is wide open, and ships of almost any registry can be encountered. Hiver and K'Kree trade ships are uncommon, but not unheard-of, and traders from the Oytrip of Tubroyllufotyusk have been encountered among the local worlds. Solomani long-range traders used to be fairly common, but have more or less vanished since the war began.

Mains & Clusters

The major stellar grouping of the quadrant is the Trident, which begins at Deeth and extends (with Jump-2 navigable breaks) out to Spinward as three 'prongs', of which the longest is known as the Trident Main and the others as the Middle Spike (further divided into the Greater and Lesser Middle Spike) and

the Rimward Spike.

Spinward of the Rimward Spike is the Raidermarch, a



horseshoe-shaped main of eight worlds taking its current name from the state that rules it. Other small clusters exist, including four worlds of the seven-system Etzina Reach, which extends Spinward into Glimmerdrift Reaches sector.

WORLDS OF THE ALPHA QUADRANT

Three worlds of the Alpha Quadrant are detailed below:

0503 Nashchaug (Independent)

D000353-B As 214 Xx M0 III

An asteroid belt community, Nashchaug was settled in pre-Imperial times by Galastrian Metals, a corporation operating out of Gateway sector, to Coreward. Never much more than a mining outpost, the colony at its peak was home to several hundred thousand workers and their dependents, but never really became a sustainable "world" in its own right.

When the Galian Trade League went into decline, the workers gradually drifted away, though occasionally a big strike by those who remained brought a new influx of belters and miners to seek their fortune in the Nashchaug Belt. The colony eventually settled at its present population (2000 or so permanent residents), and is self-sufficient at that level.

Self-sufficiency is important to Nashchaug since contact with the outside universe is becoming ever more intermittent. The Deadspace Phenomenon is particularly common in the system, meaning that many ships fail to jump into or out of the system, while others arrive with wild tales of Jumpspace phenomena. Two of the wildest tales are worth relating.

In 977, a Heavy Cruiser sized vessel of no known design hurtled out of Jump within the belt, close to a mining outpost. Observers report that she was trailing debris, as if from massive battle damage. The vessel's drive failed while taking evasive action to avoid collision with an ore freighter; passed close to the freighter, which was struck and severely damaged by some of the debris. The cruiser then collided with a large asteroid and was completely destroyed. A few fragments of debris were collected, but nothing useful survived.

However, the ship made one broadcast, on a very unusual band. It has only been partially decoded, but it appears to be an in-clear broadcast made by a human officer (though she is described as looking "somehow odd" by those who have seen the broadcast. Her message has never been properly translated, but appears to be a demand for positional coordinates, made in an extremely archaic form of Oynprith – the Droyne language.

In 986, a scheduled freighter out of Ewa, posted missing ten months previously, came out of Jump close to the main settlement, and maneuvered in to land at the port as if nothing was wrong. However, she made no reply to any signals, and when boarded, had no living crew. Several corpses were found, including members of the crew and others, including a Vargr and two Hivers, who were not registered as being aboard when the ship entered Jump. There was no indication of physical harm to the personnel, and a doctor suggested that they may have "died of terror". Strangely, the ship's chronometers were wildly wrong, and showed that the ship had entered and exited Jump on time, with no indication of the passage of several months outside the vessel.

Today, the colony at Nashchaug is increasingly isolated, and the port is in decline. It seems likely that the merchants and the ore traders will cease to come to the world entirely, and the population will leave or die off over several miserably isolated generations. In the meantime, however, the system is visited by many brave scientists seeking to understand the Deadspace phenomenon. Not all of them survive the experience.

0813 Marada (Independent)

A4847A5-C N Ag Ri 820 Xx K9 V G4 V

An independent world in the Rimward Spike of the Trident, Marada is important in local politics and commerce. A one-world interstellar state, the Principality of Marada maintains several colonies in the outsystem and also has holdings in some of the neighboring systems. These are mainly mining outposts or refuelling stops for patrol ships. Marada does not own any other mainworlds, though it does have some commercial interests situated on other worlds.

Marada is a pleasant, warm world, home to 80 million people ruled by the hereditary ruling house of Cantrell. The current ruler is Prince Olaf Cantrell, a popular and down-to-earth figure enjoying the overwhelming support of the populace.

Marada Highport has extensive military and civil shipyards, and constructs many of the trade ships that ply the local systems. The small but efficient Royal Navy of Marada is also based there, and conducts sweeps through neighboring systems to protect commerce and deter aggression.

The Marada system, as a focus for trade, has something of a problem with piracy, and it is thought that the Raidermarch is responsible for the more effective raids. At present, the Royal Navy is undergoing a period of modest expansion to deal with the problem. A number of small patrol vessels are

under construction, along with a class of "Protected Merchant Vessel" that is really a warship with a small cargo hold.

1514 Kosice (Independent)

A344799-9 Ag 920 Xx K5 V

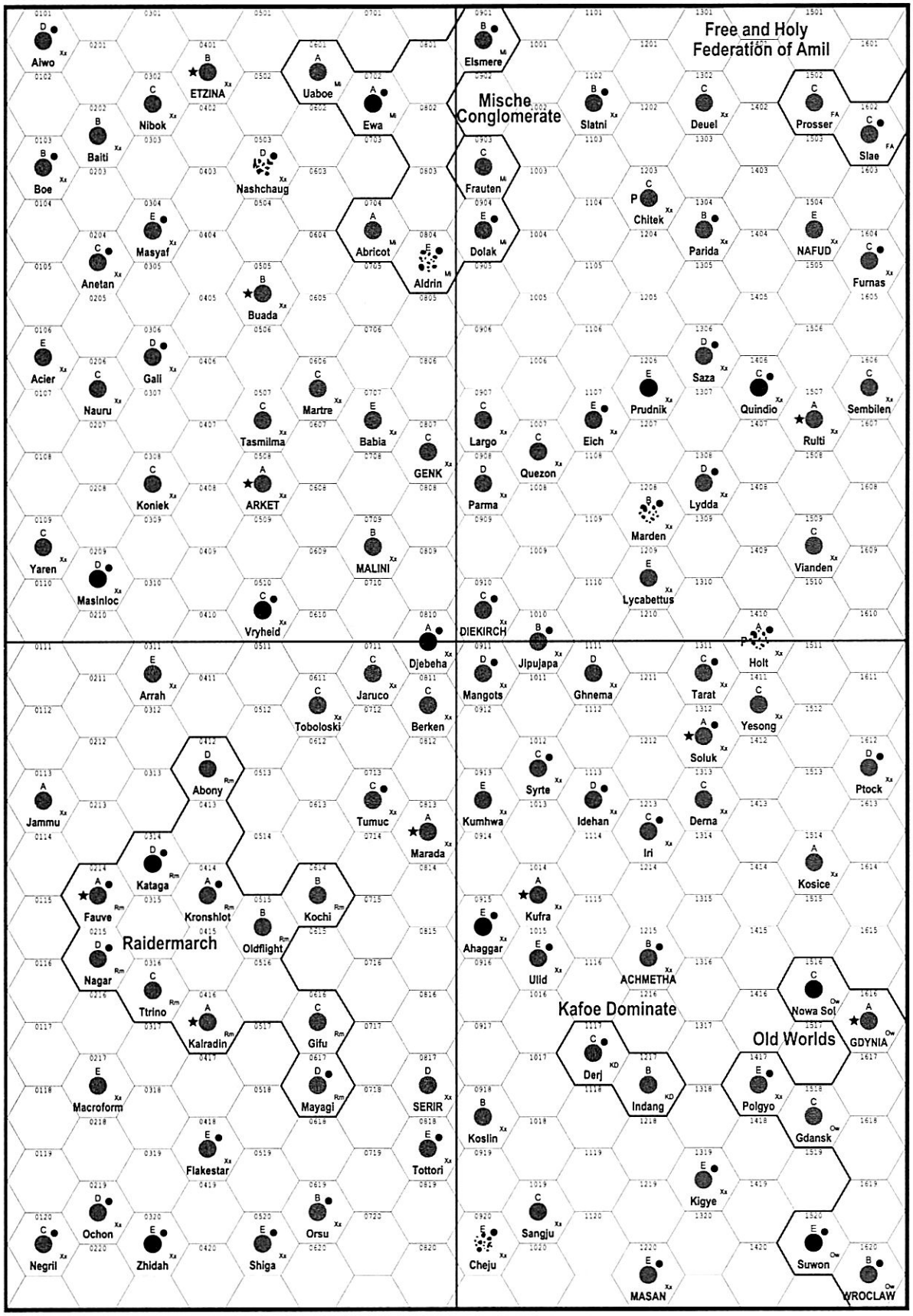
An independent world lying close to both the Old Worlds and the Katowice Conquest, Kosice is in a rather difficult position. Courted by both as an ally, Kosice prefers to remain neutral, but may not have that choice much longer. The system has been hit hard several times by Kafoe raids, and needs the protection of a greater power if it is to avoid further damage.

Home to 90 million people ruled by a rather oppressive and stifling bureaucratic government, Kosice has the resources and the population to become an economic power in the region, but lacks entrepreneurial spirit and the will to change the situation.

The major exports of Kosice are agricultural products and starships, which are built to order in the world's small orbital yards. At present, the yards are working to capacity to replace merchant tonnage destroyed by the Kafoe and to create a more effective escort force to protect these vessels.

Kosice has a fairly large Chirper population; well over 3 million Chirpers live in the wilder areas of Kosice, especially in the temperate uplands. For the most part, the Chirpers avoid contact with humans, and there is little need to interact. There is plenty of land, and the Chirpers' low-tech tribal settlements have little that humans might want to trade for.

Kosice is also the site of several ruins of indeterminate, but considerable, age. These ruins vary from primitive hill-forts to quite advanced cities showing clear signs that gravitic technology was in use. Their builders were apparently upright bipeds of approximately human size. None of the ruins shows signs of any great cataclysm, but clearly something happened to the builders, since there is no sign of them today. Some scientists have suggested that the Chirpers of Kosice once had a technological society, but this suggestion has been discredited; Chirpers lack the intelligence to build high-tech cities and besides, the proportions of artifacts found in the ruins are suited to a creature somewhat larger than the typical Chirper.



A | B | E | F — Beta — Gamma — Delta

QUADRANTS OF A SECTOR

SUBSECTORS

A	Ostermann
B	Vandir
C	Outrun
D	Chin Shan
E	Raidermarch
F	NewSun
G	Old Worlds
H	Peril's Edge
I	Kobe
J	Bright Heavens
K	Reach
L	No Return
M	Syzlin
N	Taitin
O	Scatter
P	Kizum

MAP LEGEND

Starport Type
Bases
Gas Giant
Tertius
World Type
World Name
X-Boat Route
Travel Zone Code (Red)
No Gas Giant
Quintus
border

WORLD CHARACTERISTICS

- No Water Present
- Water Present
- Asteroid Belt

BASES

- Naval Base
- Scout Base
- Naval Depot
- Way Station
- Prison Camp

TRAVEL ZONES

- Amber Zone
- Red Zone

POPULATION

Secundus — under one billion
PRIMUS — over one billion

Crucis Margin Sector Alpha Quadrant

Year 993 Imperial

A) OSTERMANN SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Aiwo	0101	D685740-5		Ag		402	Xx	B9 V F0 V
Boe	0103	B897896-9				101	Xx	K7 V G2 V
Acier	0106	EAC4652-9		Ni		820	Xx	M7 V F9 V
Yaren	0109	C4746B7-8		Ag		510	Xx	M2 V K1 V
Baiti	0202	B475436-C		Ni		620	Xx	G7 V G5 V
Anetan	0204	C663759-9		Ri		903	Xx	M3 V
Nauru	0206	C499454-A		Ni		500	Xx	K4 V F6 D
Masinloc	0209	D520313-4		De		801	Xx	M4 V
Nibok	0302	C354888-B				110	Xx	F5 V
Masyaf	0304	E756432-4		Ni		802	Xx	M3 V
Gali	0306	D797587-9		Ag		603	Xx	A8 V
Koniek	0308	C567782-B		Ag Ri		300	Xx	K6 V
ETZINA	0401	B454979-B	N			210	Xx	M0 V
Nashchaug	0503	D000353-B		As		214	Xx	M0 III
Buada	0505	B232411-B	N	Ni Po		110	Xx	M9 V
Tasmilma	0507	C768654-A		Ag Ri		400	Xx	G6 V F8 V
ARKET	0508	A886989-C	N			220	Xx	G8 V
Vryheid	0510	C400310-9				805	Xx	M8 V G5 V
Uaboe	0601	A965669-A		Ag		110	Mi	M2 V F8 V
Martre	0606	C343689-B		Ni Po		100	Xx	G9 V
Ewa	0702	A200689-D		Va		803	Mi	M7 V F8 D
Abricot	0704	A97A899-C		Wa		700	Mi	M3 V K4 V
Babia	0707	E554203-7		Ni Po		700	Xx	M2 V
MALINI	0709	B86A989-B		Wa		210	Xx	K9 V
Aldrin	0804	E000453-9		As		703	Mi	M6 V
GENK	0807	C66A969-B		Wa		800	Xx	F5 V
Djebeha	0810	A400582-C				915	Xx	A5 V K7 V

B) VANDIR SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Elsmere	0901	B534429-7		Ni		804	Mi	M7 V
Frauten	0903	C767453-B		Ni		300	Mi	K7 V F1 V
Dolak	0904	E575879-9		Ag		504	Mi	K8 V
Largo	0907	C452597-A		Ni Po		700	Xx	M3 V
Parma	0908	DA87313-9		Ni		300	Xx	K4 V K7 V
DIEKIRCH	0910	C998A89-A		In		711	Xx	M1 V
Jipujapa	1002	B786899-A		Ri		714	Xx	M1 V K9 V
Quezon	1007	C76A545-B		Wa		320	Xx	M3 V
Slatni	1102	B685556-B		Ag		802	Xx	A5 V
Eich	1107	EA8A598-9		Wa		901	Xx	G7 V
Chitek	1203	C76A665-A		Wa		220	Xx	G5 V
Prudnik	1206	E200100-0		Va		100	Xx	M4 V
Marden	1208	B000763-C		As		401	Xx	M3 V F3 V
Lycabettus	1209	E563699-9		Po		720	Xx	M1 V
Deuel	1302	CAA8784-9				100	Xx	B6 V
Parida	1304	B378776-C		Ag Ni		125	Xx	K5 V
Saza	1306	D647749-B		Ag		823	Xx	K6 V
Lydda	1308	DAB7544-9		Ni		404	Xx	M8 V
Quindio	1406	C320624-8		De		703	Xx	M7 V
Holt	1410	A000685-9		As		114	Xx	M3 V G2 V
Prosser	1502	C4695A9-A		Ni		400	FA	K6 V
NAFUD	1504	E4549D9-6				500	Xx	F4 V
Rulti	1507	A5586C9-B	N			820	Xx	G7 V
Vianden	1509	C547635-5		Ag		800	Xx	M0 V
Slae	1602	C436688-B		Ni		612	FA	M8 V K4 V
Furnas	1604	C5728A9-A				502	Xx	M3 V G6 V M9 V

Sembilen	1606	C533321-9		Ni Po		810	Xx	M1 V

E) RAIDERMARCH SUBSECTOR

Name	*Hex*	*UWP*	*B*	*Trade Codes*	*TZ*	*PBG*	*All*	*Stellar Data*
Jammu	0113	A75A448-A		Ni Wa		700	Xx	G6 V
Negril	0120	C652593-4		Ni		912	Xx	K4 V
Fauve	0214	A665656-C	N	Ag Ri		803	Rm	B7 V
Nagar	0215	D245522-2		Ni		512	Rm	M7 III
Macroform	0217	E142320-7		Ni Po		400	Xx	G9 V
Ochon	0219	D422530-1		Ni Po		303	Xx	M0 V
Arrah	0311	E4437A8-6		Po		310	Xx	M3 V
Kataga	0314	D330426-A		De		103	Rm	M6 V
Ttrino	0316	C583414-B		Ni		210	Rm	M0 V
Zhidah	0320	E360314-8		De		214	Xx	A3 V
Abony	0412	D544473-9		Ni		700	Rm	K8 V
Kronshlot	0414	A454589-C		Ag		102	Rm	F7 V G0 D
Kalradin	0416	A7878D9-C	N			700	Rm	G4 V F4 V
Flakestar	0418	E325653-8		Na		711	Xx	B1 V
Oldflight	0515	B463655-A		Ni		700	Rm	G8 V F1 V
Shiga	0520	E456443-4		Ni		812	Xx	M3 V K7 D M9 V
Toboloski	0611	C8B8579-9				300	Xx	M6 V F8 V
Kochi	0614	BA898B9-A				300	Rm	M1 V
Gifu	0616	CAA9665-9		Ni		400	Rm	M2 V
Mayagi	0617	D736878-9		Na		701	Rm	M5 V
Orsu	0619	B766555-C		Ag		702	Xx	K4 V
Jaruco	0711	C594766-9		Ag		100	Xx	B8 V
Tumuc	0713	C2345A5-A		Na		803	Xx	M9 V
Berken	0811	C544686-C		Ag		800	Xx	M3 V
Marada	0813	A4847A5-C	N	Ag Ri		820	Xx	K9 V G4 V
SERIR	0817	D649A99-6		In		710	Xx	F5 V F7 V
Tottori	0818	E573224-7		Ni		803	Xx	A4 V G8 V

F) NEWSUN SUBSECTOR

Name	*Hex*	*UWP*	*B*	*Trade Codes*	*TZ*	*PBG*	*All*	*Stellar Data*
Mangots	0911	D769663-B		Ni		201	Xx	G6 V
Kumhwa	0913	E493241-9		Ni		520	Xx	F5 V K2 V
Ahaggar	0915	E240422-5		De		104	Xx	M2 V
Koslin	0918	B557898-9				720	Xx	M1 V K2 D
Cheju	0920	E000367-8		As		602	Xx	M8 V
Syrte	1012	C387739-A		Ag		902	Xx	F9 V G3 D
Kufra	1014	A581799-A	N			600	Xx	A7 V
Ulid	1015	E383757-8				304	Xx	K8 V F1 V
Sangju	1019	C657658-7		Ag		900	Xx	G9 V G1 D
Ghnema	1111	D5736B9-9		Ni		500	Xx	B0 V G4 V
Idehan	1113	D476545-8		Ag		403	Xx	K5 V
Derj	1117	C363748-B		Ni Ri		102	KD	M3 V
Iri	1213	C563486-A		Ni		913	Xx	F9 V M3 V
ACHMETHA	1215	B326A78-C		In		604	Xx	M2 V F7 V
Indang	1217	B868678-D		Ag		100	KD	M2 V K0 V
MASAN	1220	E6559A5-8				413	Xx	B6 V
Tarat	1311	C441455-9		Ni Po		202	Xx	K4 V
Soluk	1312	A5538A9-C		N Po		301	Xx	M1 V
Derna	1313	C684896-A		Ri		920	Xx	G4 V
Kigye	1319	E6B5477-9				511	Xx	M9 V
Yesong	1411	C582656-A		Ni		610	Xx	K5 V
Polgyo	1417	E999236-B		Ni		914	Xx	G5 V F9 V
Kosice	1514	A344799-9		Ag		920	Xx	K5 V
Nowa Sol	1516	C200464-9		Va		200	Ow	A6 V

Gdansk	1518	C241497-B		Ni Po	920	Ow	M2 V F5 V
Suwon	1520	E210457-9		De	503	Ow	M4 V
Ptock	1612	D365856-7		Ri	202	Xx	M3 V
GDYNIA	1616	A523AB8-E	N	In Po	600	Ow	M9 V
WROCLAW	1620	B6A5AC8-C			404	Ow	M2 V

CRUCIS MARGIN SECTOR: BETA QUADRANT

Lying close to the region of space dominated by the K'Kree, the Trailing-Coreward (Beta) quadrant of the Crucis Margin sector feels the influence of the Lords of Thunder. One world is actually occupied by a force landed there in 966 by the Lords of Thunder, and two others have official Client State status, ratified in treaties with the Lords of Thunder.

The largest polity of the region is the Mercantile Concord, a large commercial empire occupying some 35 worlds close to the sector border. The Concord maintains trade links with the Renkard Union and the Megusard Corporate to Coreward, and with the Katowice Conquest to Coreward-Trailing. Relations with the latter are cooling somewhat since the Concord has moved to a more friendly position regarding the Lords of Thunder. Now K'Kree ships are a common sight among the Concord worlds, and the Lords of Thunder increasingly exploit their influence to increase their dominance in the region.

The Katowice Conquest, an offshoot of the Old Worlds, lies to Spinward-Rimward of the Concord, and is not only engaged in a cold war with the Old worlds, but is increasingly active in the non-aligned systems of the region, trying to increase its powerbase. Whether this is to counter the Lords of Thunder or the Old Worlds, or (more likely) both, is unknown. What is certain is that the Conquest is fiercely opposed to the Lords of Thunder, and is determined to keep their influence out of the Crucis Margin sector

The only other multiworld polity in the quadrant is the Free and Holy Federation of Amil, a deeply religious state comprising five worlds close to the Coreward edge of the sector. The Federation is friendly with the Viyard Concourse to Coreward, but is otherwise content to keep to its own affairs.

Mains & Clusters

The Great Crucis Main, home to the Mercantile Concord, dominates the quadrant. Many of its 31 worlds are technologically well developed, creating an excellent trading environment. Other than the "handle" end of the Trident (see Alpha quadrant), there are few major stellar groupings. The Lubon Reach provides a Jump-2 link from the Great Crucis main to the Rimward Spike of the Trident. The Zabrze Cluster is an important part of the Katowice Conquest, and has a Jump-2 link to the Ferrol Chain. The Chain links in turn to the Rota Main, which provides access to the independent worlds to Trailing.

WORLDS OF THE BETA QUADRANT

Three worlds of the Beta Quadrant are detailed below:

1702 Rickamil (Free and Holy Federation of Amil)

B7A7668-D N Ni 714 FA M2 V

Rickamil is the capital of the Free and Holy Federation of Amil. Not the most pleasant of worlds, it boasts an unbreathable high-nitrogen atmosphere which is subject to rather violent weather in general, and particularly electrical storms which pose a hazard to unprotected personnel and light structures. Surface buildings on Rickamil are thus rather sturdy, and most constructions are sunk into the ground at least as deep as they are high.

Rickamil is named for the religious leader Richard Amil, who led his followers out of the Collective (an interstellar state in Gateway sector, to Coreward) to create their own home on five worlds in Crucis Margin. The world is home to some 7 million citizens, ruled by a priesthood/bureaucracy which answers to the religious leaders that reside in the "Holy City", an orbital station accessible only to the most holy.

The people of Rickamil are deeply religious, following the mainstream teachings of the Church of Stellar Divinity. They are also tolerant of outsiders and non-worshippers, and maintain good relations with the distinctly secular citizens of the Viyard Concourse, successor to the Collective.

Visitors to Rickamil are often struck by the reverence accorded to "Saint Rick", who must have been one of the most down-to-earth holy men in history. The multitude of statues to his holiness depict a stocky, curly-haired man with a quirky grin, who apparently wore the work clothes of a dockyard hand (his original calling before he became a saint) even as the spiritual leader of millions and the ruler of worlds. Saint Rick is respected beyond the Federation, and is sometimes referred to as the Patron Saint of Doing The Best You Can.

Rickamil exports small amounts of high-technology goods, mainly to the Viyard Concourse. Vessels from the Mercantile Concord are also common visitors to the extensive port system.

2308 Oita (Independent)

C000554-C As 312 Xx M3 V

Lying on the border of the Mercantile Concord, but not claimed by it, Oita is a Freeport, open to all starfaring vessels of any allegiance. This does make for some friction when ships of rival worlds are in port together, but for the most part a truce exists among those who want to use the port's facilities. Many of the deals that are conducted in the bars and offices of Oita are somewhat dubious; some are downright illegal.

Oita is a place where military weapons and starship components can be found for sale, where mercs can be hired and where agents of several powers conduct a shadowy war while diplomats engage in back-channel communications. It can be a violent place at times, and fistfights are common in the spacers' section of the mercantile quarter. Security is enforced by various private outfits (which are distinctly partisan) and by the Oita Security Force (which is in theory impartial but in practice changes allegiance daily, depending upon who has influenced or bribed its leaders).

The permanent population of Oita is about 300,000, with

perhaps half as many more transients at any one time. The population are mainly concentrated on one large asteroid, with smaller communities situated on outlying planetoids.

The system has a little industry, but for the most part exists as a service economy, living off the ships and their crews that visit the port. The facilities can cater to most tastes or most species, and even quite reputable ships sometimes come through to sample the delights of an uninhibited service economy.

3013 Adour (Independent)

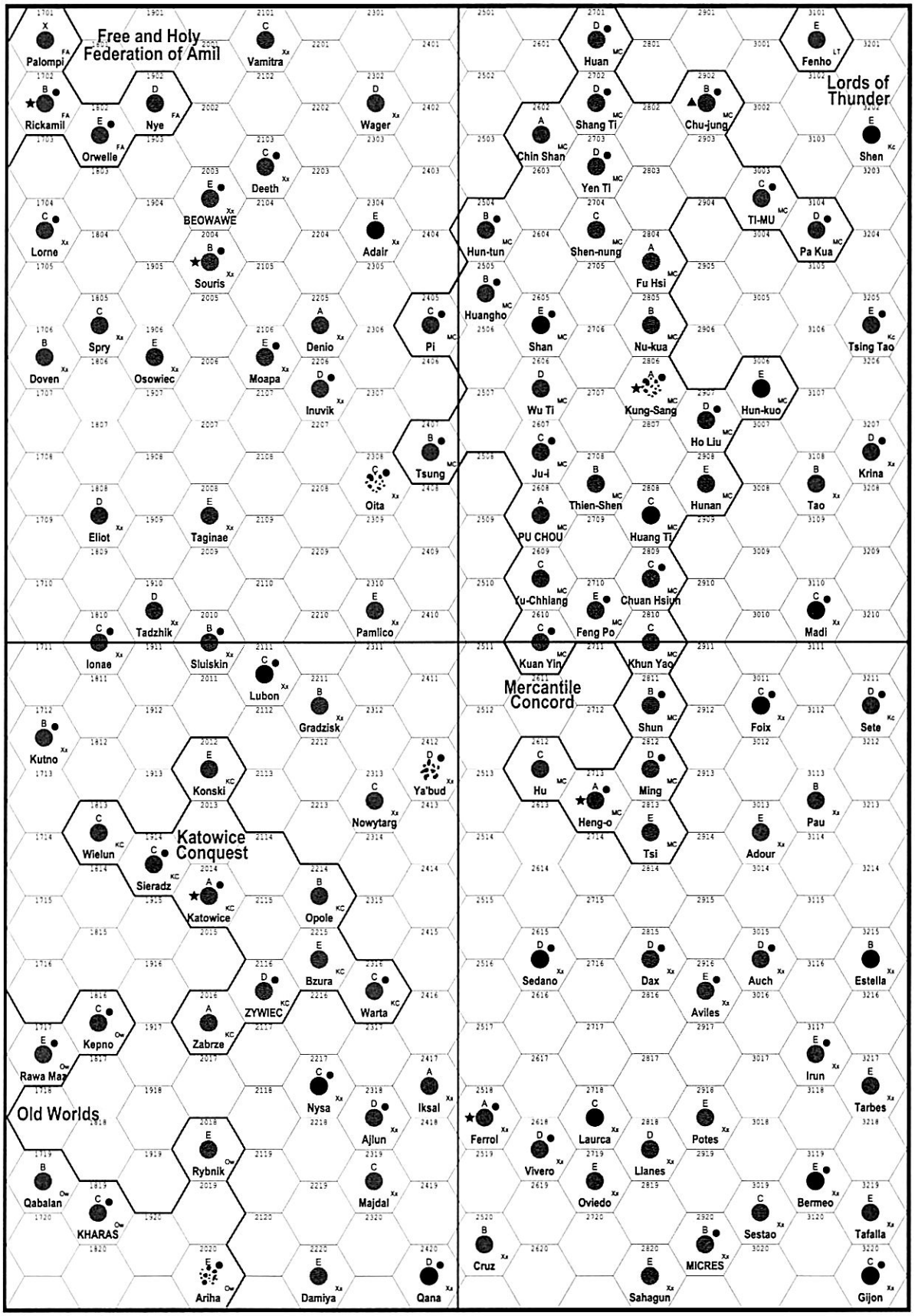
E355511-A Ni 400 Xx G7 V

A backwater world close to the Trailing edge of the sector, Adour is known mainly for its hostility and lawlessness. The world is owned by the Adour Corporation, a planetary exploration and exploitation firm operating out of the Mercantile Concord. Offworlders are not welcome unless they are visiting to conduct business with the company.

The Adour Corporation was set up specifically to make money out of the planet. It has created a colony of some 400,000 people run by company managers and protected by company security forces. From the base settlements, prospecting teams range across the planet seeking out promising resource sites. The extraction teams then move in and conduct fast and brutally efficient strip-mining operations. These operations are conducted with no regard to environmental damage, and no attempts are made to clean up after the exploitation teams.

Matters are made worse by the fact that the world has an indigenous human population. No census has ever been taken, but there are thought to be millions of TL-0 humans living in tribal groups on Adour. Some of these tribes have been co-opted by the Adour Corporation to provide labor and sepoy troops (armed with simple smallarms only) to defend the company's holdings against the remainder of the population. Other tribes have been chased off their lands without mercy by corporate troops.

At present, there is little that the indigenous population can do to the company, other than the occasional ambush of a prospecting party. The company intends to keep it that way by ensuring that no offworlders make contact with the locals and provide them with the means to strike back. Thus visitors can expect to be watched carefully and quite possibly run off at gunpoint.



Crucis Margin Sector
Beta Quadrant

Year 993 Imperial

C) OUTRUN SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Palompi	1701	X101200-0		Va		600	FA	M2 V
Rickamil	1702	B7A7668-D	N	Ni		714	FA	M2 V
Lorne	1704	C696364-A		Ni		403	Xx	M1 V
Doven	1706	B67A665-B		Wa		200	Xx	M1 V G5 D
Orwelle	1802	E472464-6		Ni		402	FA	F9 V F6 D
Spry	1805	C737862-A				210	Xx	M6 V
Eliot	1808	D437676-8		Ni		100	Xx	M6 V
Ionae	1810	C5797B9-9				913	Xx	G5 V K1 V
Nye	1902	D528753-9		Na		500	FA	M9 V
Osowiec	1906	E5415A1-6		Ni Po		300	Xx	B1 V F7 V
Tadzhik	1910	D565410-5		Ni		600	Xx	F7 V F5 V
BEOWAWE	2003	E643953-9		In Po		204	Xx	A1 V G0 D
Souris	2004	B753636-B	N	Ni Po		724	Xx	K6 V
Taginae	2008	E666040-0				600	Xx	M2 V
Sluiskin	2010	B767559-B		Ag		622	Xx	F4 V
Vamitra	2101	C477326-9		Ni		900	Xx	M0 V K6 V
Deeth	2103	C231542-8		Na Po		603	Xx	M3 V G1 V
Moapa	2106	E333574-6		Na Po		903	Xx	A9 V G9 V
Denio	2205	A6695A6-C		Ni		700	Xx	K4 V G7 V
Inuvik	2206	D999865-A				201	Xx	M2 V G9 V
Wager	2302	D566569-9		Ag		110	Xx	B8 V
Adair	2304	E400311-7		Va		500	Xx	M0 V
Oita	2308	C000554-C		As		312	Xx	M3 V
Pamlico	2310	E675206-3		Ni		800	Xx	B3 V
Pi	2405	C876897-9				924	MC	B7 V M2 V
Tsung	2407	B568556-B		Ni		205	MC	G6 V F4 V

D) CHIN SHAN SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Hun-tun	2504	B6487B9-B		Ag		724	MC	K8 V F2 V M7 V
Huangho	2505	B66A620-A		Wa		503	MC	A6 V
Chin Shan	2602	A667657-C		Ag Ri		720	MC	K9 V
Shan	2605	E130359-7		De		324	MC	A6 V
Wu Ti	2606	D779279-7		Ni		600	MC	F7 V F8 V
Ju-i	2607	C5258B8-C				803	MC	M9 V K5 V
PU CHOU	2608	A896969-A		In		710	MC	G5 V G0 D
Yu-Chhiang	2609	C868420-8		Ni		510	MC	G8 V G1 V
Kuan Yin	2610	C636899-9		Na		304	MC	M6 V
Huan	2701	D849779-A		Ni		204	MC	A3 V
Shang Ti	2702	D67A878-C		Wa		312	MC	M0 V F7 V
Yen Ti	2703	D262215-B		Ni		424	MC	B4 V
Shen-nung	2704	C94A746-B		Wa		410	MC	M1 V G2 V
Thien-Shen	2708	B693889-C				200	MC	A5 V G5 V
Feng Po	2710	E684404-A		Ni		204	MC	K8 V
Fu Hsi	2804	A657676-B		Ag		400	MC	M0 V
Nu-kua	2805	B454459-B		Ni		200	MC	K9 V
Kung-Sang	2806	A0008C7-C	N	As		604	MC	M5 V
Huang Ti	2808	C310652-B		De		420	MC	M2 V F0 V
Chuan Hsiun	2809	C656659-C		Ag		911	MC	F9 V K3 V
Khun Yao	2810	C578625-9		Ag		100	MC	G8 V F0 V M1 V
Chu-jung	2902	B85947B-B	S			502	MC	K6 V
Ho Liu	2907	D652756-A		Po		412	MC	G6 V K6 D
Hunan	2908	E9A8737-6				100	MC	B1 V
TI-MU	3003	C366998-B				504	MC	G6 V
Hun-kuo	3006	E410350-0		De		910	MC	M0 V
Fenho	3101	E66A676-9		Wa		710	LT	M0 V G5 V

Pa Kua	3104	D585666-A		Ag	603	MC	M3 V
Tao	3108	B334632-A		Ni	200	Xx	M4 V F9 V
Madi	3110	C310528-A		Ni De	302	Xx	A8 V K4 V
Shen	3202	E410200-0		De	400	Kc	M3 III G3 V
Tsing Tao	3205	E8C9349-A			404	Kc	B2 V
Krina	3207	D658545-9		Ag	503	Xx	G7 V

G) OLD WORLDS SUBSECTOR

Name	*Hex*	*UWP*	*B*	*Trade Codes*	*TZ*	*PBG*	*All*	*Stellar Data*
Kutno	1712	BA98561-C		Ag		903	Xx	B1 V
Rawa Maz	1717	E6657A9-8		Ag Ri		522	Ow	M1 V
Qabalan	1719	B897638-B		Ag		810	Ow	M3 V K2 V
Wielun	1813	C667641-A		Ag		320	KC	A9 V K8 V
Kepno	1816	C531735-A		Na Po		802	Ow	M1 V
KHARAS	1819	C626AC7-B		In		223	Ow	M7 V G0 V
Sieradz	1914	C233422-8		Ni Po		302	KC	M6 V K6 V
Konski	2012	E535400-5		Ni		800	KC	M5 V
Katowice	2014	A8A7868-B	N	Ni		522	KC	M3 V
Zabrze	2016	A464788-A		Ag Ri		600	KC	G8 V F8 V
Rybnik	2018	EAC8444-9				220	Ow	M0 V
Ariha	2020	E000341-C		As		112	Ow	M7 V
Lubon	2111	C300466-9		Va		813	Xx	A6 V
ZYWIEC	2116	D6979C7-B		In		314	KC	M1 V G6 V
Gradzisk	2211	B8476A6-C		Ag		810	Xx	K9 V
Opole	2214	B557568-A		Ag		500	KC	K5 V G5 D
Bzura	2215	E69A644-9		Wa		100	KC	K6 V G6 D
Nysa	2217	C440676-9		De		421	Xx	F9 V
Damiya	2220	E8C6200-9				520	Xx	M6 Ib F9 V
Nowytarg	2313	C658662-B		Ag		500	Xx	M0 V F1 V
Warta	2316	C8CA778-C		Wa		711	KC	B8 V
Ajlun	2318	D7C7663-A				704	Xx	M1 V
Majdal	2319	C546894-9		Ni		800	Xx	A5 V
Ya'bud	2412	D000566-C		As		702	Xx	M5 V K5 V
Iksal	2417	A5548A8-B				300	Xx	K5 V
Qana	2420	D240370-8		De		703	Xx	M0 V

H) PERIL'S EDGE SUBSECTOR

Name	*Hex*	*UWP*	*B*	*Trade Codes*	*TZ*	*PBG*	*All*	*Stellar Data*
Ferrol	2518	A438734-B	N			205	Xx	M6 V
Cruz	2520	B55A859-C		Wa		210	Xx	M0 V
Hu	2612	C795464-8		Ni		900	MC	A0 V
Sedano	2615	D410452-8		De		323	Xx	M4 V
Vivero	2618	D432555-7		Ni Po		213	Xx	M8 V
Heng-o	2713	A748683-E	N	Ag		403	MC	F4 V K8 V
Laurca	2718	C210627-9		De		410	Xx	M2 V F1 D
Oviedo	2719	E6A4220-5		Ni		330	Xx	M6 V
Shun	2811	B586548-A		Ag		612	MC	G5 V F8 V
Ming	2812	D452216-9		Ni Po		711	MC	G6 V G9 V M4 V
Tsi	2813	E756453-9		Ni		420	MC	A1 V K6 V
Dax	2815	D6A6408-5		Ni		502	Xx	M8 V G7 V
Llanes	2818	D57A666-7		Wa		910	Xx	K5 V G4 D
Sahagun	2820	E9B8347-A		Ni		420	Xx	M5 V
Aviles	2916	E94A676-B		Wa		704	Xx	M2 V
Potes	2918	E5765A5-7		Ag		220	Xx	M2 V
MICRES	2920	B77A999-B		In Wa		324	Xx	M3 V
Foix	3011	C200210-A		Ni Va		904	Xx	B9 V
Adour	3013	E355511-A		Ni		400	Xx	G7 V
Auch	3015	D581565-7		Ni		413	Xx	M3 V K1 V

Sestao	3019	C6838A8-9		500	Xx	M0 V
Pau	3113	B677778-C	Ag	500	Xx	M0 V F5 V
Irun	3117	E768787-9	Ag Ri	404	Xx	G5 V
Bermeo	3119	E110432-7	De	303	Xx	M5 V M0 V
Sete	3211	D663868-A		212	Kc	M2 V
Estella	3215	B300416-A	Ni	300	Xx	M3 V
Tarbes	3217	E489342-7	Ni	300	Xx	K4 V
Tafalla	3219	E657865-8		900	Xx	F5 V
Gijon	3220	C480204-9	De	412	Xx	M2 V

CRUCIS MARGIN SECTOR: GAMMA QUADRANT

The Spinward-Rimward (Gamma) quadrant of the Crucis Margin Sector has somewhat lower stellar density towards its Rimward end. Its worlds are frequently visited by Solomani traders (though less often since the war started), while the Old Worlds is a powerful influence in the Trailing-Coreward corner of the quadrant. Hiver ships occasionally visit, but for some reason are not seen so often as in other quadrants.

The major power in the quadrant is the Old Worlds, which sends ships out to trade and to enforce its policies in the nearby systems. Though arrogant and often overbearing, the Old Worlds policy is well-intentioned, and many of the local systems are positively inclined towards the Old worlders.

Second to the Old Worlds in power is the Syzlin Republic, an expansionistic state that has at times dominated the region and at others been reduced to a handful of worlds. Syzlin ships range across the quadrant and beyond, and are increasingly challenging towards Old Worlder vessels. Syzlin "advisors" have been showing up on various worlds, offering military economic and technological assistance to governments or dissident groups that seem likely to align with Syzlin.

The minor states of Greater Osaka and the Corporate Republic of Kobe are very minor players on the cosmic stage, and the alien Karhyri seem content with the status quo, so the majority of worlds in the region are non-aligned (and indeed, many have very little offworld contact).

Mains & Clusters

By far the largest main in the quadrant is the Tsavo Reach, from which the Syzlin and Stefen clusters can be reached. The only other main of any consequence is the Andritch Main, which provides Jump-2 transit to Spinward into the Glimmerdrift Reaches sector.

Like much of the sector, the Gamma quadrant is characterized by single worlds and small clusters separated by a parsec or two of rift space. For this reason the Rimward end of the Gamma and Delta quadrants is often known as the Margin.

WORLDS OF THE GAMMA QUADRANT

Three worlds of the Gamma Quadrant are detailed below

0623 Kure (Independent)

A544658-B N Ni 820 Xx M3 V

Lying at the Spinward end of the Tsavo Reach, Kure is a powerful one-world state, with a population of 8 million or so ruled by a council made up of powerful individuals whose leadership is based upon the control of functions critical to the world's society. Thus the council members are business owners, leaders of technical bureaus such as the Office of Agriculture and the Office of Waste Management. The Council formulates policies and enforces the rule of law, though individual citizens have considerable input into the system; employees of the various bureaus are regularly consulted on important matters, and the Council is required by law to consider the "Citizens' Vote" in all issues.

Kure is primarily an economic power. Its navy is small, operating nothing larger than a destroyer, and exists mainly to protect local commerce. This commerce is the source of much of the world's income, from starship construction and from operating commercial freighters along the Tsavo Reach and across into Glimmerdrift Reaches sector.

Kure is friendly with the Corporate Republic of Kobe, with which it regularly trades. Relations with Greater Osaka are less cordial, however, as a result of long-standing trade disputes.

0838 Madra (Independent)

E496446-5 Ni 710 Xx M0 V G2 V

Madra, a small, dense world, lies close to Kahyri space. Possessed of unusual quantities of heavy elements, the planet has an unpleasantly dense atmosphere which is made even more uncomfortable by the presence of an airborne taint. This comes from the sulphurous emissions of the world's many volcanoes.

The human population, which numbers around 70,000, possesses an early industrial civilization and one of the most ineffectual democracies in known space. The elected representatives who make decisions for the people cannot even agree on where to meet to discuss an issue, and many an important decision has been delayed by wrangling over something as petty as the shape of the conference table and the seating arrangements for the representatives.

However, the government of Madra means well, and society struggles along in a cheerfully ineffectual sort of way. Kahyri visitors are not uncommon, and while they frequently become frustrated by the Madrans' inability to get anything done, they seem to like their human neighbors. Indeed, the system seems to be under some sort of unofficial protection; a Kahyri warship is normally stationed in Madra orbit, and Kahyri ships have at times come to Madra unasked to assist in some disaster or crisis.

Madra is also unusual in that its people have openly accepted psionics, and while there is no formal Institute, there are many home-trained adepts willing to teach worthy students.

For unknown reasons, Madrans demonstrate a tendency towards clairvoyance rather than the other disciplines; more than half the active psions on Madra are clairvoyants. Some of these adepts act as advisors to the government, but since they do not always agree on what they perceive, they usually add more confusion and delay to governmental process, rather than aiding speedy decisions.

1427 Tumu (Independent)

B355522-8 Ag 314 Xx K7 V G4 V M6 V

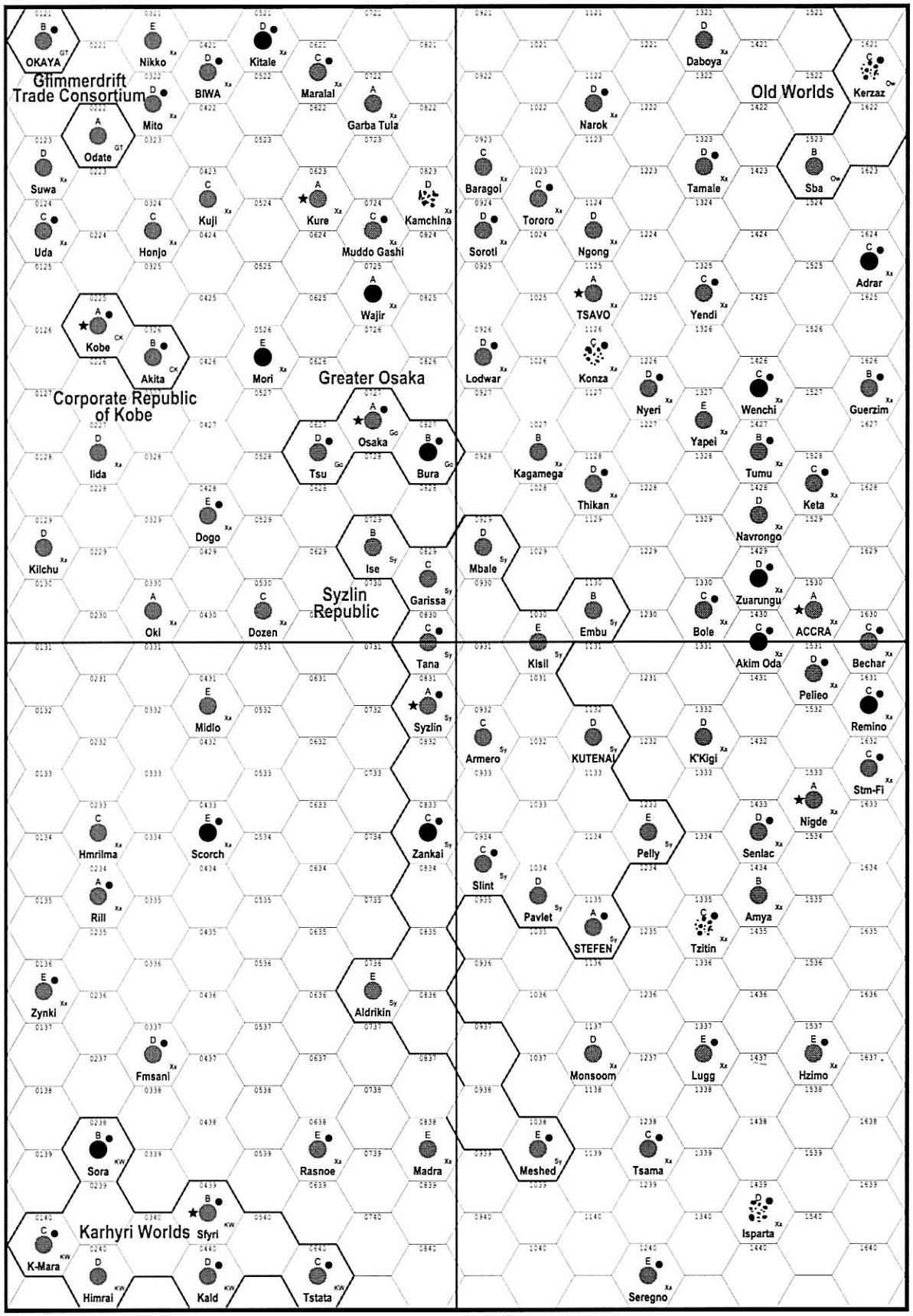
A link on the Tsavo Reach, Tumu is a chilly world whose thin atmosphere cannot retain heat well. Much of the planetary surface is tundra or ice sheet, with the population concentrated near the equator, where conditions are somewhat more clement.

The population, numbering some 300,000, are scattered in small communities around the habitable region, mainly supporting themselves with farming of hardy crops and herding of local meat animals. The only settlement of more than 10,000 population is the capital, which also serves as a Startown to the port.

The communities are run by popular vote, with the decisions of communities referred to the Central Democratic Committee at the capital, which then implements overall policy. On a fairly low-population world like Tumu, such a policy is feasible, though it can be unwieldy.

The port itself is quite large, and caters to a considerable volume of traffic. Highport facilities are minimal, consisting of a small orbital fuelling station and cargo dock; all recreation and commercial facilities are situated at the Downport, which is reached by a free shuttle service. Most vessels that are capable of atmospheric entry proceed directly to the Downport.

The Downport facilities include a number of offices owned by offworld commercial interests. Kobe, the Old Worlds and even companies based in the Hive Federation conduct business here, trading across the sector and beyond.



Alpha Beta Delta

I J M N

QUADRANTS OF A SECTOR

SUBSECTORS

A Ostermann
B Vandir
C Outrun
D Chin Shan
E Raidermarch
F NewSun
G Old Worlds
H Peril's Edge
I Kobe
J Bright Heavens
K Reach
L No Return
M Syzlin
N Taitin
O Scattar
P Kixum

MAP LEGEND

Starport Type
Bases
Gas Giant
Tertius
World Type
World Name
X-Boat Route
Travel Zone Code (Red)
No Gas Giant
Quintus
border

WORLD CHARACTERISTICS

No Water Present
Water Present
Asteroid Belt

BASES

Naval Base
Scout Base
Naval Depot
Way Station
Prison Camp

TRAVEL ZONES

Amber Zone
Red Zone

POPULATION

Secundus — under one billion
PRIMUS — over one billion

Crucis Margin Sector Gamma Quadrant

Year 993 Imperial

I) KOBE SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
OKAYA	0121	B6299D9-A		In		204	GT	M3 V
Suwa	0123	D7C5305-6		Ni		400	Xx	M7 V
Uda	0124	C641312-7		Ni Po		603	Xx	F4 V
Kilchu	0129	D431211-5		Ni Po		600	Xx	M5 V F3 V
Odate	0222	A441543-A		Ni Po		500	GT	M0 V
Kobe	0225	A453519-C	N	Ni Po		801	CK	M1 V M3 V
Iida	0227	D8C4792-3		Ni		100	Xx	M9 V M9 V
Nikko	0321	E764786-9		Ag Ri		820	Xx	M2 V
Mito	0322	D8B9441-8		Ni		114	Xx	M0 V
Honjo	0324	C527503-8		Ni		610	Xx	M6 V G0 V
Akita	0326	B568649-B		Ag Ri		904	CK	M3 V K6 D
Oki	0330	A424799-B		Na Po		500	Xx	M7 V
BIWA	0421	D527A99-7		In		122	Xx	M6 V F9 V
Kuji	0423	C566524-A		Ni		800	Xx	K8 V
Dogo	0428	E2348C6-9				924	Xx	M5 V G8 V M3 D
Kitale	0521	D210467-9		De		114	Xx	M5 V
Mori	0526	E260626-5		De		100	Xx	G9 V
Dozen	0530	C664512-6		Ag		600	Xx	M3 V
Maralal	0621	C564784-A		Ag Ri		104	Xx	K4 V
Kure	0623	A544658-B	N	Ni		820	Xx	M3 V
Tsu	0627	D536557-5		Ni		602	Go	M3 V K1 V
Garba Tula	0722	A696675-B		Ag		600	Xx	F7 V F8 V
Muddo Gashi	0724	C424302-9		Ni		804	Xx	M2 V
Wajir	0725	A310523-8		De		200	Xx	A6 V G1 V
Osaka	0727	A867889-C	N	Ri		813	Go	M1 V
Ise	0729	B641438-9		Ni Po		200	Sy	F5 V
Kamchina	0823	D000360-8		As		600	Xx	M1 V F5 V M4 V
Bura	0827	B310231-A		De		112	Go	B2 V
Garissa	0829	C6A9744-B				600	Sy	M9 V
Tana	0830	C8A7719-A				504	Sy	M2 V

J) BRIGHT HEAVENS SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Baragoi	0923	C896599-B		Ag		900	Xx	K9 V
Soroti	0924	D875455-2		Ni		804	Xx	G6 V
Lodwar	0926	D585869-3				322	Xx	G9 V
Mbale	0929	D786300-7		Ni		520	Sy	M1 V G2 V
Tororo	1023	C566664-B		Ag Ri		505	Xx	M0 V M3 V
Kagamega	1027	B566753-A		Ag Ri		100	Xx	G7 V
Kisil	1030	E366345-8		Ni		210	Sy	K8 V
Narok	1122	D5758A3-6		Ag		103	Xx	G6 V G0 V
Ngong	1124	D578304-7		Ni		700	Xx	M1 V
TSAVO	1125	A474A99-C	N	In		700	Xx	K6 V
Konza	1126	C000759-B		As		113	Xx	B7 V
Thikan	1128	D756671-7		Ag		503	Xx	K4 V F0 V
Embu	1130	B844676-A		Ag		800	Sy	F8 V F2 V
Nyeri	1226	D387524-9		Ag Ri		903	Xx	G5 V G9 V
Daboya	1321	D555853-3				310	Xx	G4 V
Tamale	1323	D687686-0		Ag		923	Xx	G6 V G4 V
Yendi	1325	C273655-9				921	Xx	K9 V F1 V
Yapei	1327	E332591-8		Na Po		400	Xx	M1 V G9 D
Bole	1330	C659676-A		Ni		712	Xx	K6 V
Wenchi	1426	C100775-8		Va		303	Xx	B7 V
Tumu	1427	B355522-8		Ag		314	Xx	K7 V G4 V M6 V
Navrongo	1428	D493854-6				100	Xx	F7 V G4 V
Zuarungu	1429	D200889-9		Va		104	Xx	M5 III G0 V

Akim Oda	1430	C220410-B		De		504	Xx	M8 V F3 V M0 V
Sba	1523	B8788A5-A				800	Ow	G9 V
Keta	1528	C562333-A		Ni		914	Xx	K5 V
ACCRA	1530	A6679C9-D	N			800	Xx	G5 V
Kerzaz	1621	C0005A6-C		As		704	Ow	A7 V G6 D
Adrar	1624	C310527-A		De		513	Xx	M2 V
Guerzim	1626	B756759-B		Ag		902	Xx	M3 V K6 V
Bechar	1630	C353569-9		Ni		612	Xx	K6 V F2 V

M) SYZLIN SUBSECTOR

Name	*Hex*	*UWP*	*B*	*Trade Codes*	*TZ*	*PBG*	*All*	*Stellar Data*
Zynki	0136	E78A471-3		Wa		604	Xx	K7 V
K'Mara	0140	C534887-9		Na		211	KW	M5 V G8 V
Hmrilma	0233	C362412-A		Ni		700	Xx	K6 V
Rill	0234	A879878-C				111	Xx	M1 V F5 V
Sora	0238	B200210-A		Va Po		304	KW	B0 V
Himrai	0240	D6666A9-9		Ag		100	KW	M2 III F0 V
Fmsani	0337	D552635-9		Ni Po		313	Xx	M3 V M1 V
Midlo	0431	E696889-7				100	Xx	F5 V M7 V
Scorch	0433	E220473-3		De		603	Xx	M6 V
Sfyri	0439	B552769-D		N Po		713	KW	K5 V
Kald	0440	D5A68B9-A				605	KW	M5 V F3 V M3 V
Rasnoe	0638	E223314-6		Ni Po		102	Xx	M5 V
Tstata	0640	C455569-A		Ag		613	KW	M2 V
Aldrikin	0736	E656669-5		Ag		810	Sy	K7 V
Syzlin	0831	A645794-C	N	Ag		204	Sy	G9 V
Zankai	0833	C200444-A		Va		303	Sy	M9 V G5 D
Madra	0838	E496446-5		Ni		710	Xx	M0 V G2 V

N) TAITIN SUBSECTOR

Name	*Hex*	*UWP*	*B*	*Trade Codes*	*TZ*	*PBG*	*All*	*Stellar Data*
Armero	0932	C96A501-9		Wa		710	Sy	M3 V
Slint	0934	C572639-9		Ni		701	Sy	A6 V
Pavlet	1034	D776643-4		Ag		210	Sy	G7 V
Meshed	1038	E543779-7		Na		424	Sy	A1 V
KUTENAI	1132	D548989-8		In		700	Sy	F8 V
STEFEN	1135	A547AA9-B		In		702	Sy	G6 V
Monsoom	1137	D65A646-9		Wa		520	Xx	F9 V G2 V
Pelly	1233	E4238C9-6		Po		110	Sy	M8 V F7 V M0 V
Tsama	1238	C563568-9		Ni		721	Xx	M1 V
Seregno	1240	E6A1689-B		Ni		631	Xx	M8 V F4 V M9 V
K'Kigi	1332	D445633-8		Ag		600	Xx	K9 V
Tzitin	1335	C000689-A		As		524	Xx	A2 V
Lugg	1337	E433500-9		Ni Po		604	Xx	M2 V G6 V M1 V
Senlac	1433	DAB6477-9		Ni		313	Xx	M4 V
Amya	1434	B769586-5		Ni		800	Xx	M2 V
Isparta	1439	D000420-A		As		503	Xx	M4 V
Pelieo	1531	D462773-A		Ni		104	Xx	M3 V
Nigde	1533	A738889-C	N			100	Xx	B6 V
Hzimo	1537	E541608-3		Ni Po		923	Xx	B1 V
Remino	1631	C100406-A		Va		102	Xx	M9 V F2 V
Stm-Fi	1632	C95A477-6		Wa		403	Xx	G6 V F4 V

CRUCIS MARGIN SECTOR: DELTA QUADRANT

Like the Gamma quadrant, the Trailing-Rimward (Delta) quadrant of the Crucis Margin sector is characterized by lower stellar density towards the Rimward end. This region is known as the Margin.

The Hive Federation is highly influential in this quadrant, and though no worlds are actually members of the Hive Federation, there are six with full Client status. Hivers and other species of the federation live among the native population of these worlds, and daily affairs are heavily influenced by the Hiver way of life.

The Empire of Olduvai and the Reach are minor human states that exert little influence, while the capability of the Oytrip of Tubroyllufotyusk to influence local affairs is not known. Droyne ships out of the Oytrip are sometimes encountered far from home, but their purposes are unknown. The Old Worlds is highly influential in the Spinward-Coreward end of the quadrant, but for the most part worlds are independent.

Mains & Clusters

The most famous cluster of the quadrant is the Reach, home to the state of that name. To Rimward of it lie the Lahti Main and the Hook, while to Spinward-Coreward are the Tindouf Cluster and a broken main (the Wroclaw Transit) running from Suwon to Sfax.

The Biskra and Jarpen clusters lie on the border of the Beta quadrant, while to Coreward of the Reach is the Mellansel Cluster and to Trailing, the Toijala worlds.

WORLDS OF THE DELTA QUADRANT

Three worlds of the Delta Quadrant are detailed below:

1938 Erywin (Independent)

D773434-2 Ni 702 Xx B8 V

Erywin is about as far off the beaten track as it is possible to be, and consequently receives few visitors. The population, some 70,000 people, dwell in walled communities ruled by an elite descended from the officers of whatever colony ship brought their ancestors to the planet. This vessel may have been part of the mission destined for what became the Old Worlds, but which became detached and crash-landed on a fortunately habitable planet. Society today is stable at medieval levels, with fairly advanced wind and water power available and good metalworking skills, but no transport more advanced than the Horug, a local beast of burden.

Erywin is visited by a handful of ships each year, including traders from Olduvai who seek certain plants native to the world for their pharmaceutical properties, and ships out of the Hive Federation bearing scientific parties. The latter mostly come to study the world's immense volcanic sinkholes, some of which drop several miles through the planetary crust and have live lava fields at the bottom.

Expeditions have been mounted to explore several of these sinkholes and the tunnels found in their sides, though so far the greatest and deepest of them, situated in the center the Great Aludvin Depression far from human habitation, has defied even the best efforts of the Hivers to penetrate its mysteries.

There is a small enclave of Hivers and some humans who work for them on the edge of the Aludvin Depression. This scientific community keeps to itself and does not interact with the local population very often.

Much of the rest of the planet remains unexplored except by orbital mapping. There has simply been no need to conduct ground exploration.

2532 Kheri (Independent)

A797551-C N Ag 603 Xx F6 V F3 V

Kheri lies between the Lahti Main and the Hook. The planet itself is not somewhere a person would choose to live, possessing a dense atmosphere tainted by radioactive dust particles that make it very hazardous to breathe. The dust is fallout from nuclear bombardment some time in the past, probably before the human inhabitants arrived. Several deep craters still exist. All of them are situated in what would otherwise be good locations for a city; it seems obvious that some civilization on Kheri was exterminated in the past 5,000 years. Few traces now remain.

The human inhabitants, numbering some 600,000, dwell in widespread farming communities, working the fields using advanced robotic equipment and the finest machinery TL-C has to offer. The farming communities exist primarily to support an orbital city (which contains a small naval base and highport) inhabited by 25,000 people including the planetary rulers.

The ruling class are descended from the world's original environmental engineers, and maintain their position by controlling the availability of environmental support technology, without which the population would ultimately die off. Entry into this class is fairly open, requiring a period of service in the world's small navy, merchant service or in a junior governmental role.

The Kheri Navy is a small force operating a number of patrol and strike vessels, none of which is larger than a thousand tons. These vessels protect the mercantile vessels operated by the world's government, which are a common sight in the Hook and Lahti Main.

Kheri Is currently allied with the Reach, and is involved in various joint commercial ventures with firms operating out of Turku. The Reach is a major market for Kheri's extensive agricultural exports.

3137 Kmmo-Im (Hiver Client)

B458739-B Ag 602 Hc M1 V

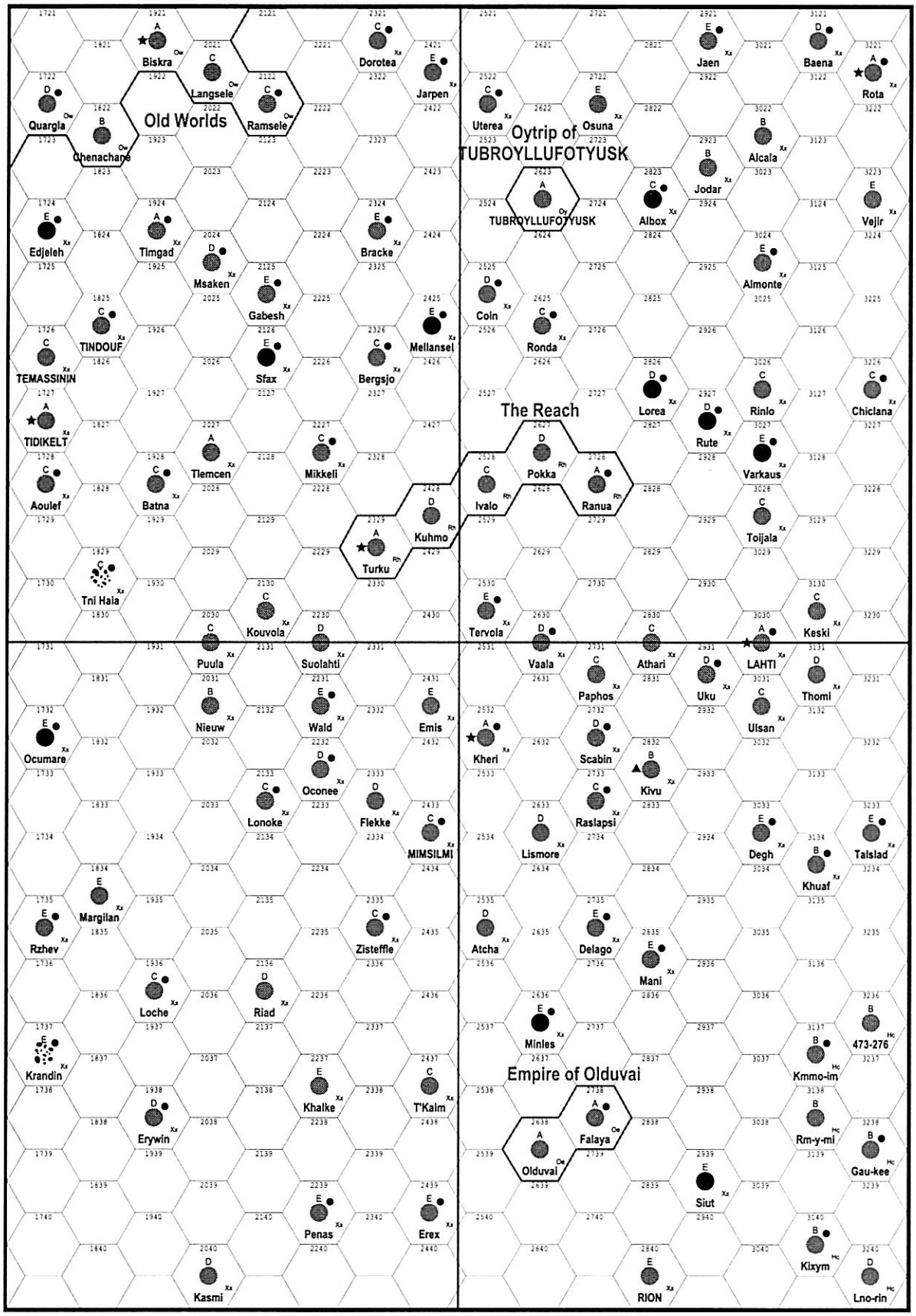
A Hiver Client world, Kmmo-Im is the closest human approximation of what comes out of a Hiver's voder when it describes the world. The planet itself is small but dense, largely covered in shallow seas and close enough to its primary that surface temperatures are somewhat high. This steambath environment provides good growing conditions for the world's agricultural produce, which also includes large amounts of seafood.

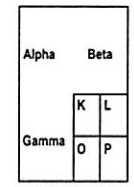
The population, numbering some 60 million, is mostly human, with a sizeable minority of Hivers, Ithklur and other races of the Hive Federation. The world is ruled by a staunchly pro-Hiver government, whose edicts are enforced by a mixed force of Ithklur and human troops, though there is little dissent

among the populace and these forces exist mainly to protect the populace from outside attack.

Society on Kmmo-Im is extremely well integrated, and members of many races live harmoniously alongside one another. This equality is enforced by strict laws, some of which are so specific that they are incomprehensible to outsiders but which deal with interactions between certain races. For the most part "the rules" as they are referred to by most people, are second-nature and followed out of habit rather than any fear of enforcement. Indeed, many citizens find societies less codified and rules-bound to be anarchistic and rather frightening.

Kmmo-Im's central university offers a range of technical and scientific courses to offworld students, who without exception come away praising the high quality of the facilities and the excellence of the teaching faculty. The university also sponsors scientific expeditions of various sorts across the sector, and has in recent years become something of a Mecca for Jumpspace researchers. Some view the Hiver sponsorship of this research with some suspicion, but those who actually take the time to visit the facility come away reassured that the Hivers' motivations are nothing more than their normal curiosity, and absolutely nothing to worry about.

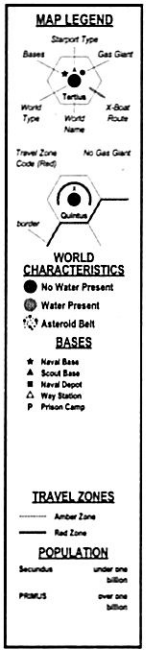




QUADRANTS OF A SECTOR

SUBSECTORS

- A Ostermann
- B Vandir
- C Outrun
- D Chin Shan
- E Raidermarch
- F NewSun
- G Old Worlds
- H Peril's Edge
- I Kobe
- J Bright Heavens
- K Reach
- L No Return
- M Syzlin
- N Taitin
- O Scatter
- P Kitzum



Crucis Margin Sector
Delta Quadrant

Year 993 Imperial

K) REACH SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Quargla	1722	D552759-A				214	Ow	F9 V G0 V
Edjeleh	1724	E100465-8		Va		713	Xx	M2 V
Temassinin	1726	C324B59-B		In		100	Xx	M3 V G4 V
TIDIKELT	1727	A5479C6-B	N	In		410	Xx	M0 V K7 V
Aoulef	1728	C687787-A		Ag Ri		803	Xx	B1 IV
Chenachane	1822	B4347A4-A		Na		100	Ow	M6 V G4 V
TINDOUF	1825	C6A69B9-B				914	Xx	M8 V
Tni Haia	1829	C000200-A		As		601	Xx	B8 V
Biskra	1921	A493876-E	N			210	Ow	M1 V
Timgad	1924	A376845-C				303	Xx	A9 V F8 V
Batna	1928	C547779-B		Ag		605	Xx	M3 V K8 V
Langsele	2021	C877572-B		Ag		810	Ow	G9 V
Msaken	2024	D592341-8		Ni		624	Xx	K5 V M4 V
Tlemcen	2027	A745853-B				420	Xx	M2 V F9 V
Puula	2030	C543413-A		Ni Po		810	Xx	K4 V
Ramsele	2122	C755373-A		Ni		702	Ow	F4 V F8 V
Gabesh	2125	E893888-7				304	Xx	G4 V F6 V
Sfax	2126	E300509-8		Va		614	Xx	M0 III F9 D
Kouvola	2130	C723536-8		Na Po		600	Xx	M6 V G5 D
Mikkeli	2227	C945898-B				403	Xx	F5 V F7 V
Suolahti	2230	D544889-8				400	Xx	M2 V
Dorotea	2321	C887455-A		Ni		505	Xx	M1 V
Bracke	2324	E458337-6		Ni		613	Xx	B9 V G0 V
Bergsjo	2326	C772200-A		Ni		803	Xx	M2 V F3 V
Turku	2329	A442899-C	N	Po		100	Rh	M3 V G2 V
Jarpen	2421	E8A4595-A		Ni		205	Xx	M7 V F1 V
Mellansel	2425	E200485-9		Va		613	Xx	M0 V F2 V
Kuhmo	2428	D8CA885-9		Wa		300	Rh	M4 V

L) NO RETURN SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
Uterea	2522	C659695-8		Ni		410	Xx	K5 V
Coin	2525	D543889-7		Po		304	Xx	G7 V G4 V
Ivalo	2528	C333314-8		Na Po		900	Rh	M8 III
Tervola	2530	E8B8220-6		Ni		905	Xx	M2 III G1 V
TUBROYLLUFOTYUSK	2623	A674A99-E		In		200	Oy	M0 V
Ronda	2625	C855634-A		Ag		104	Xx	G8 V
Pokka	2627	D684886-9		Ag		100	Rh	F8 V F6 V
Vaala	2630	D687775-6		Ag Ri		504	Xx	F4 V G5 V
Osuna	2722	E84A532-7		Wa		300	Xx	B9 V
Ranua	2728	AA69759-B				202	Rh	M2 II
Albox	2823	C220645-4		De		602	Xx	M2 V
Lorea	2826	D330652-6		De		604	Xx	M1 V G6 V
Athari	2830	C879739-9				500	Xx	K5 V
Jaen	2921	E557759-7		Ag		313	Xx	M2 V F5 V
Jodar	2923	B6467A9-B		Ag		100	Xx	A5 V
Rute	2927	D100437-9		Va		613	Xx	M1 V
Alcala	3022	B535444-B		Na		400	Xx	M9 V F3 D
Almonte	3024	E6A7585-8		Ni		902	Xx	M1 V
Rinlo	3026	C131636-B		Ni Po		600	Xx	M2 V
Varkaus	3027	E310433-4		De		303	Xx	M8 V
Toijala	3028	C9CA641-A		Wa		410	Xx	M6 V F8 V
LAHTI	3030	A597AD9-E	N	In		103	Xx	A5 V G7 V
Baena	3121	D584839-6				804	Xx	M0 V F0 D
Keski	3130	C987553-9		Ag		400	Xx	M3 V
Rota	3221	A676886-C	N			302	Xx	M1 V

Vejir	3223	E679400-8		Ni	600	Xx	A2 V
Chiclana	3226	C776767-B		Ag	802	Xx	F9 V

O) SCATTER SUBSECTOR

Name	*Hex*	*UWP*	*B*	*Trade Codes*	*TZ*	*PBG*	*All*	*Stellar Data*
Ocumare	1732	E200599-9		Va		603	Xx	M4 III
Rzhev	1735	E569320-B		Ni		725	Xx	K8 V F3 V
Krandin	1737	E000655-9		As		504	Xx	M1 V
Margilan	1834	E654464-2		Ni		810	Xx	M0 V G9 V
Loche	1936	C766653-7		Ni		612	Xx	K6 V
Erywin	1938	D773434-2		Ni		702	Xx	B8 V
Nieuw	2031	B374777-C		Ag		510	Xx	M0 V
Kasmi	2040	D344418-7		Ni		310	Xx	A5 V K3 V
Lonoke	2133	C878784-9		Ag		612	Xx	M6 III
Riad	2136	D446473-7		Ni		420	Xx	K7 V
Wald	2231	E999597-7		Ni		514	Xx	F6 V
Oconee	2232	D869443-8		Ni		202	Xx	G6 V
Khalke	2237	E888467-3		Ni		900	Xx	A7 V
Penas	2239	E6A4667-7		Ni		623	Xx	M3 V
Flekke	2333	D986446-8		Ni		710	Xx	B5 V
Zisteffle	2335	C656749-9		Ag		814	Xx	F8 V M1 V
Emis	2431	E69A879-B		Wa		220	Xx	G4 V
MIMSILMI	2433	C9989B9-B		In		702	Xx	K8 V
T'Kaim	2437	C787373-8		Ni		400	Xx	G9 V
Erex	2439	E533432-4		Ni Po		813	Xx	M8 V

P) KIXUM SUBSECTOR

Name	*Hex*	*UWP*	*B*	*Trade Codes*	*TZ*	*PBG*	*All*	*Stellar Data*
Kheri	2532	A797551-C	N	Ag		603	Xx	F6 V F3 V
Atcha	2535	D64A370-4		Wa		820	Xx	M0 V M8 V
Lismore	2633	D434486-9		Ni		900	Xx	M9 V
Minles	2636	E300699-8		Va		701	Xx	B0 V
Olduvai	2638	A451677-A		Ni Po		600	Oe	M0 V F8 D
Paphos	2731	C461624-A		Ni		800	Xx	M1 V F0 V
Scabin	2732	D443405-8		Ni Po		513	Xx	G5 V
Raslapsi	2733	C9B6779-9				404	Xx	M0 V
Delago	2735	E799338-7		Ni		304	Xx	A6 V
Falaya	2738	A997866-9				103	Oe	M3 V
Kivu	2832	B784775-B	S	Ag Ri		620	Xx	G8 V
Mani	2835	E6A78B7-6				623	Xx	M6 V G7 V
RION	2840	E478AD9-9		In		430	Xx	M3 V
Uku	2931	D794897-8				605	Xx	B3 V
Siut	2939	E510405-7		De		400	Xx	M4 V G9 V
Ulsan	3031	C567472-8		Ni		610	Xx	B7 V
Degh	3033	EAC9220-9				804	Xx	M4 V
Thom	3131	D96A754-6		Wa		310	Xx	K8 V F5 V
Khuaf	3134	B7A6575-B		Ni		512	Xx	M4 V
Kmmo-im	3137	B458739-B		Ag		602	Hc	M1 V
Rm-y-mi	3138	B534739-C		Na		310	Hc	M2 V F1 V
Kixym	3140	B554585-D		Ag		702	Hc	B2 V F5 D
Talslad	3233	E7AA343-8		Wa		803	Xx	M5 V
473-276	3236	B438673-A		Na		600	Hc	M7 V
Gau-kee	3238	B787879-E		Ni		811	Hc	G4 V G7 V
Lno-rin	3240	D63A654-9		Wa		500	Hc	M8 V F4 V

LIFE AND ADVENTURING IN THE GATEWAY REGION

This chapter examines some aspects of life in the region, with particular reference to how they affect ***Traveller*** games, and suggests some adventuring possibilities.

WORLDS AND PEOPLE OF THE GATEWAY REGION

Each system in the Gateway region is identified by its Mainworld, and normally the UWP code refers to this world. However, the UWP is just the merest beginning, a generalization of the broadest sort. For example, looking at the UWP data, it is obvious that there are many Representative Democracies in the region. Are they all the same? Of course not.

The combination of factors contained in the UWP code – population, tech level, atmosphere and hydrographics, and of course law level – will give an idea of what society might be like on such a world. Referees creating worlds from their UWP code can then use a little imagination to fill in the blanks, creating an interesting and believable world from the raw data.

PLANETS

The Mainworld of a system may not be particularly habitable (indeed, it may be an airless rockball) but it will have been settled for some reason. Perhaps there was a need for a starport at that location to link a main , or perhaps the world had some important resource. It is just as possible that sometime in the past, a minor power settled the world out of pride, just to show they could do it. Or maybe a lost colony ship crashed there. Whatever the reason, the population must be able to support themselves with food, water, light and air, and should have some reason for staying such as industry or commerce.

Naturally, rockball worlds will have little natural life outside the sealed environments, but any planet with some kind of atmosphere is likely to have at least some kind of indigenous life. The less Terra-like the planet is, the stranger this life will be. Worlds with little air and water tend to have less advanced life forms and/or less diversity.

Terran plants and animals have found a home on many worlds, in some cases integrating with the local flora and fauna, and in some cases supplanting it. Many versions of Terran life have adapted to their different environment and changed accordingly. Similarly, human societies have found replacements for Terran animals that are not found on their world. Thus a society using animals for transport might use Terran horses, zebras or camels (or even elephants!) but are just as likely to be mounted on ostritchlike Kian, eight-legged Ponis or other alien beasts of burden.

Even the smallest worlds are very large, and few have uniform conditions across the globe. Even a rockball may have volcanic regions, dust seas, heavily cratered areas and so on. Deserts will have mountains and oases. More habitable worlds have very varied terrain, ranging from arctic and tundra to swamp, forest and plains. It is possible that a terrain type may be so prevalent that a world may be famed for it, e.g. a planet of vast steppes or endless forest, but normally there will be some variation. Even water worlds have varied terrain. There are deeps and shallows, trenches and the occasional island; seamountains and seabed "rivers" dug by fast currents.

Temperature is not indicated a world's UWP. Worlds with very similar UWPs can be very different if one is a little colder on average than the other. Obviously, temperature varies with location, but the high and low temperatures of a world can vary considerably. There is no reason why an apparently Earthlike world might not be in the grip of an ice age, or turned into a swampy steambath by high surface temperature. A desert world can be cold; a rockball may be icy or baked, depending upon its proximity to the star.

Some worlds orbit another body, such as a gas giant planet, rather than the star. This usually means that there will be other gas giant moons close by, and makes navigation somewhat interesting, and often results in the planet being tidally locked. This means that one face of the planet always looks towards whatever body it orbits.

It is possible for a world orbiting a star to be tidally locked. If so, then the "bright face" (i.e. the one always facing the star) will be very hot, while the other will be icy cold. Between the two lies the "twilight zone"; a ring around the planet where conditions are most suitable for life. Settlements are most likely to be created there.

It is of course possible to have settlements on moons, in planetoid belts and on the other worlds of the system. Sometimes these worlds belong to the mainworld government. Sometimes they are independent or even rival powers. Star systems are big, and there is room for a fair amount of activity away from the Mainworld.

SETTLEMENTS AND WILDERNESSES

As a rule, people tend to gather in fairly close proximity, and build towns and cities near to natural resources rather than spreading out evenly across the globe. Patterns of settlement vary. On very inhospitable worlds, settlements tend to be built in sheltered areas, or close to water or other necessary resources. Even on very habitable worlds, the normal pattern is for civilization to be concentrated into several large cities or settlements (depending upon population), with smaller ones in between. There may be several such civilized areas on a planet; normally each such region will have a spaceport. Between and beyond the civilized regions will be backwoods areas and wilderness.

Tech levels are sometimes lower in the "outback" regions, and life can be a little more rough-and ready. It is possible that dangerous animals, rebel groups, or other hazards may lurk here on the fringes of civilization.

Wilderness areas may, at the referee's option, contain tribes or other low-tech societies which are not counted in the world's UWP. These may not necessarily be human; chirpers, apes, dolphins and other creatures – including alien sentient species – may well live apart from humans in their own groups. Sometimes these are included in the UWP data, and sometimes not.

GOVERNANCE AND LAW

Worlds are mostly self-governing in the Gateway region. Even those that are part of a large interstellar state tend to have a certain amount of autonomy, for the simple reason that the state government is at least a week away by starship. Whether a world is ruled by tribal council, electronic democracy or a dictatorial planetary governor imposed by invaders, that ruling body makes its own decisions while following a general policy laid down by the central government. Outside the large powers, worlds are even more varied, using whatever governmental system seems to be appropriate for that world.

Of course, the governmental type does not indicate its competence, level of corruption or who actually holds the power. It is entirely possible that a world with a democratic governmental system is in fact dominated by corporate interests that manipulate the populace through the media they control. A dictator may in fact be a figurehead for a council of advisors – or even for the whims of the mass populace.

Governments and means of governance are great tools for the referee. Local elections and publicity stunts, political compromises and manipulations from "behind the throne" can be used as local color to add depth to an adventure, as red herrings, or may spark adventures as the local government seeks outsiders to blame or to sort out a "delicate" problem.

As with government type, Law level is more than meets the eye. It indicates only the amount of laws that exist, not the way they are enforced. Normally, a world with many laws will have some kind of effective judicial system and police force. But it may be that the laws are enshrined in local culture as "the code" and enforced only by mobs of outraged citizens or a few dedicated lawpersons.

Similarly, low law levels do not mean violent anarchy. It is entirely possible for people to get along without many formal laws, or for a society with no "laws" at all to be respectful, polite and well-integrated. Or a world may have only half a dozen laws, but impose the death penalty for violating them.

Laws play a big part in ***Traveller*** adventures, and in many ways. Characters may be forced to work outside the law to get the job done, which can pose a moral dilemma when the cops arrive if the characters are good guys. They will have to escape without killing anyone. Alternatively, the characters might *be* the law. Perhaps they are deputized to help out in a riot, go undercover to uncover a plot to murder the planetary ruler, or are hired as mercenaries to protect a community from some threat. Trying to enforce the rule of law is every bit as much of a challenge as defying it.

Characters may also fall foul of the law, leading to adventures. Characters who accidentally offend the Holy Elders or get involved in a bar brawl and are arrested may be offered a choice between legal punishment or some kind of mission. This kind of adventure hook works well for Travellers, who will usually manage to get into trouble wherever they go. The referee can use this propensity to lead them into further adventures.

Within the Imperium, worlds enforce their own laws (if they have any), though there are a few High Laws that must be observed by all citizens and governments. Local law enforcement agencies have complete jurisdiction out to 10 diameters from the world. There is then a "shared jurisdiction" zone between 10 and 100 diameters, within which Imperial and local enforcement both can operate, and beyond 100 diameters, only Imperial law applies. A similar system is used by some non-Imperial powers.

This means that it is possible to flee to another world to escape retribution for a crime, since the enforcement personnel of the world where the crime was committed have no jurisdiction off-planet. Indeed, whatever the characters did may not even be a crime on the new world.

However, this is not a foolproof means of escape. If the crime was serious enough, Imperial agents will become involved and the characters will be hunted by the Ministry of Justice. A world may also have extradition agreements, and be willing to turn over wanted criminals even though their crime is not local. Semi- and extra-legal measures may also be taken, such as placing a bounty on the head of the fleeing characters, or sending covert operatives to capture or kill them.

Finally, there is the problem of getting offworld. Many felons believe that they can commit a crime then race for the Starport, since in the Imperium the Starport counts as "off-planet" and therefore lies within Imperial and not local jurisdiction. The authorities are usually ready to intercept such attempts, and even those who succeed are not guaranteed sanctuary. Many port authorities grant a "right of hot pursuit" to local enforcement personnel, often in return for a similar right for Imperial personnel, allowing an arrest to be carried out at the starport. Others will simply apprehend fleeing criminals and hand them over to the local authorities as a courtesy.

The situation is similar in most of the large polities of the region. In the independent worlds, it is usually possible to flee a crime by getting a parsec or two away. However, "bounty lists" are circulated regularly, meaning that felons wanted on one world may encounter bounty hunters or out-of-work mercenaries seeking to make a quick buck. This can make life rather interesting, and can provide both employment and hazards for player-characters.

LANGUAGE AND CULTURE

The Vilani and Solomani who colonized this region have left their stamp on the local culture, and for the most part Galanglic is spoken as the main language or at least as a *lingua franca* among the worlds and peoples of the Gateway. However, dialects and local cultures vary considerably. Some worlds have a culture strongly reminiscent of a historical Terran scciety, for example the Aztecs or Imperial French, while others are very alien, such as a civilization of humans that follows the K'Kree way of life, or who have been heavily influenced by Vargr culture. The opposite is also possible; aliens who have a very Terran outlook due to centuries of cultural pollution.

The spread of various cultures through the galaxy can have interesting consequences. For example, there is a clan of Vargr which has been adopted into the ancient Scots clan MacAllister, and who wear its tartan at formal occasions. Human MacAllisters consider these aliens to be closer kin than many humans. There is also a tribe of uplifted Terran apes who follow traditionalist Vilani culture, complete with caste structure and traditional dress. The Zulu tribe of Africa is represented in the Gateway region, though its members are genetically varied; many tribe members are non-black – some are obviously of oriental extraction, some are Europeans, and

some are Chirpers. All are culturally Zulu.

The referee can use this cultural diversity to make the worlds that Travellers visit unique and interesting; it can also be used to create fascinating NPCs and to create opportunities for characters to put their foot in it. Cultures and societies should always make sense, i.e. be internally consistent, but that doesn't mean that they have to be comprehensible to an outsider.

ALIENS AND ANCIENTS

There are several major and minor alien races in the Gateway region. Indeed, some of the humans of the Domain are more alien than some of the non-humans!

There is of course room for more aliens, though this can be overdone. The Traveller Adventure, the very first "Grand Adventure" for Traveller, detailed an entire subsector in which there were three minor alien races (plus humans and some Vargr). This seems like a sensible upper limit for the number of aliens encountered in a given subsector. It is actually quite difficult to come up with believable aliens and as a rule, a few good ones are better than a heap of cardboard cutouts.

An encounter with a very alien culture can be a frustrating or rewarding experience; it is certainly the stuff of high adventure. As with human cultures, alien society should possess internal consistency, but need not be immediately obvious to the adventurers. Thus not all aliens are there for comic relief or else are members of invading alien hordes. Aliens are every bit as varied and complex in their motivations as humans, and should be presented accordingly.

The ***Traveller*** universe has its share of vanished alien (and human) societies. Some of these are quite ancient, and have left behind only mysterious ruins and artifacts, while others have obviously disappeared quite recently (in historical terms). However, the greatest of all alien mysteries is presented by the Ancients (capital A), who it is thought are the beings who genetically engineered humans and Vargr, and transplanted them across Charted Space for reasons now unknown. The Ancients are now vanished, but some remnants of their civilization survive. It is thought that they destroyed themselves in a huge civil war long ago; what is left is minor outposts too unimportant to be targeted with the really impressive weapons.

Ancient artifacts are enormously valuable (those that work, anyway), and often dangerous. Ancients researchers and artifact hunters scour Charted Space for remnants of their lost technology. Those that possess working Ancient devices are reluctant to allow anyone to even see them.

It is unlikely that the Ancients will play much part in a ***Traveller*** campaign set in Gateway Domain, but they are normally blamed for every strange anomaly, ruin or mystery discovered. Sometimes these assumptions are correct, and it is possible that travellers will occasionally encounter some remnant of these powerful beings, or be propelled into an adventure by the rumor of an Ancients site.

STARPORTS AND SPACEPORTS

Starports are the place where planetary and interstellar cultures meet, and a certain amount of compromise is entered into in most cases. One common custom is the Port Border (known as the Extrality Line in the Imperium) which delineates the port area and differentiates it from the world proper. Within this border, port security has jurisdiction and a certain amount of leeway is given to visitors not familiar with local customs. Beyond the line, visitors are treated like anyone else on the planet. For example, in the Imperium, Starports are considered to be Imperial territory and are often subject to a different set of laws to the planet. A default law level of 3 can be assumed, though some ports are stricter. Beyond the extrality line, all local laws apply.

This "port zone" is often all that visitors see of a world. It is where the warehouses and the brokers' offices, the hotels and the visitors' centers are all located. Many travellers land, conduct their business, go out on the town, stay in a portside hotel and then space out again without ever leaving the port. Indeed, many long-service merchant starfarers are convinced that the entire universe looks like a starport concourse.

In fact, ports are quite varied. Some are extremely rough, some are nothing more than freight terminals, and some are quite unique. What they all have in common is that they exist to serve starships; the people there may not see many ships coming through, but they are not awed by them. On mid-tech worlds in particular, starports may serve more than one purpose; some are airbases for the military, or for commercial airliners. Some are seaports or major rail junctions. Higher-tech ports tend to be dedicated to their function.

A system normally has one major port (the "Starport"), to which all incoming traffic is directed and all ships departing the system leave from. However, there may be several specialized or less important local ports ("Spaceports") which feed the Starport or serve particular needs. For example, a world may have a major starport supplemented by a military port and a freight port serving the main ore processing plant

for the world's industry. The normal procedure is for a starship to proceed to the Starport, then hop over to the spaceport with its cargo or transhipit aboard another vessel.

Ports (of all kinds) are defended in some way. At the very least there will be some kind of security force (see Military Forces, below) to secure the area and protect the facilities. More important ports will have spacecraft based there for defense, and for utility work like repairs, salvage, cargo transfer and the occasional rescue.

Almost all starports practice some kind of traffic control to avoid collisions and other hazards. Traffic control rules are normally enforced with fines or banning from a port, but in some areas it is possible to be fired on by the port or its security vessels for particularly flagrant disregard for the traffic rules.

COMMUNICATIONS AND TRADE

One of the most important factors in the Traveller universe is the speed of information propagation. There is no faster-than-light radio or other device, meaning that the only way to transmit a message over interstellar distances is to send a starship to carry it. This is an expensive undertaking, so backwater systems must rely on passing ships to bring the news. In some regions, this means that it may be weeks between updates, and a lot can happen in a few weeks. This has important implications for those trying to keep ahead of the law, or those striving to catch up with them. It is not always possible to predict when a given piece of information will reach a particular destination.

XBOATS, MAIL SHIPS AND COURIERS

Within the Imperium, communications are greatly assisted by the Express Boat (Xboat) network. Xboats are small vessels capable of Jump but not of sublight maneuver. They rely on tenders for launch and recovery, but permit the rapid transmission of data over long distances. A ready Xboat can Jump out of a system within minutes of an incoming one transmitting its data files, though clearly this requires massive logistics support.

The Xboat network only serves certain worlds. From those, information is disseminated by means of couriers and regular starship services, and is also carried by any wandering free traders or other vessels that happen to be in the region. It is a condition of receiving a commercial starship license in the Imperium that a ship have sufficient spare (and secure) data storage to allow it to carry an Xboat download to its destination. Non-commercial ships do not have this requirement.

Beyond the Imperium, the Xboat network does not exist, though many of the interstellar states of the region have a dedicated courier service which fulfils the same role. Outside the major states, information travels relatively slowly. There is no requirement to carry data (though many ships do it anyway, usually for a small fee), so information is based upon hearsay and whatever information was deemed important enough to send a courier with. Many individuals make a good living as "information agents", travelling between worlds with a data storage unit in their luggage and delivering the latest news, stock prices and criminal warrants to their destination in return for a salary or a flat fee.

Couriers are normally higher-Jump ships (J2 minimum) which specialize in delivering critical information and items on a fee-per-delivery basis. Many worlds retain a courier ship or two in order to have access to the major news at least every couple of weeks, and of course couriers can be hired by anyone wanting to get something or someone to a particular destination.

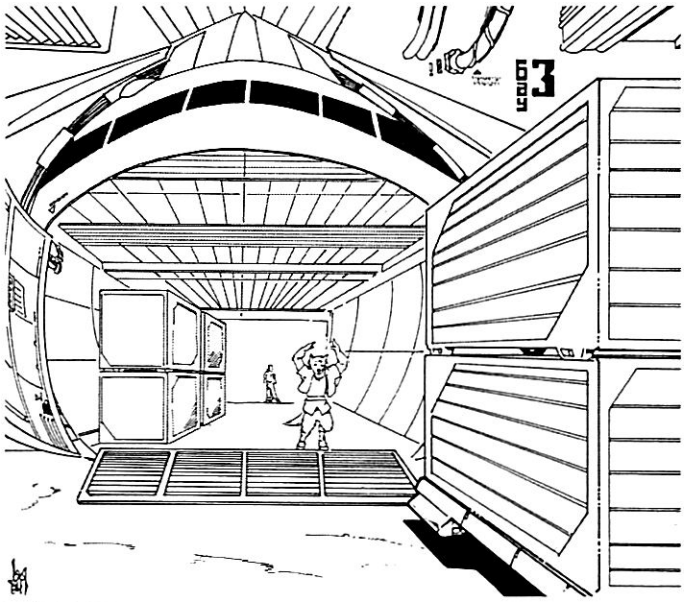
Mail ships are normally merchant vessels fitted to carry physical mail as well as facsimile copies. Mail ships are normally armed and fitted with a secure safe guarded by trained personnel. Within the Imperium, mail licenses are difficult to obtain but serve as a guarantee that a ship is trustworthy. Some mail ships serve a particular route and some are simply tramp freighters that carry whatever mail is available.

Mail ships outside the Imperium are less well regulated, but the same conditions normally apply in terms of armament and a reputation for reliability.

INTERSTELLAR TRADE AND COMMERCE

Most worlds strive to be at least partially self-sufficient in critical goods, but this is not always possible. Even if a world can produce all the goods of all kinds that it needs, it is often the case that it is cheaper to import some of what is needed and target local production on whatever will best benefit the world economy.

For this reason, interstellar commerce is very important. Goods and passengers are constantly moving between worlds aboard large and small merchant starships. Bulky items such as ore and grain are normally moved in enormous bulk freighters, usually operated by a world government or a large merchant line. Such vessels are often chartered or contracted to a route for long periods of time. Service aboard such a vessel tends to be routine and rather dull for the most part, but



the pay is good and the risks low.

Smaller merchant vessels such as liners, freighters and freightliners may also be contracted to a given route. Such large vessels are occasionally privately owned but more often belong to a merchant line. They can only make a profit where there is a strong likelihood of full passenger manifests or cargo holds. Sometimes a world government will subsidize a route, paying ships enough that they can still make a profit even though they space out half-empty, to ensure that there is a regular service on the route.

These large ships carry most of the goods and passengers that move between the major worlds. However, there is room in the system for small ships, even independently owned free traders. These vessels may ply a fixed route, but more often wander wherever their captain feels he or she can make the best profit. They carry the small cargoes that aren't worth the while of the big ships, or that don't fit into a schedule.

Making a living as a free trader is a difficult business. Some captains get around the problem by accepting subsidies. The three most common are mail contracts, set-route subsidies, and Auxiliary Service subsidies. Mail has already been discussed, and there is no difference between a 400t merchant taking a governmental subsidy to ply a set route and a 20,000t freighter accepting one. Naval Auxiliary subsidies have more adventuring possibilities, however.

Naval subsidies are normally available only to vessels operating within the borders of an interstellar state. The Imperium in particular makes considerable use of such ships. Auxiliary subsidy is available to merchant vessels and couriers that mount some kind of armament and are in good working order. Preference is normally given to those whose captain or crew have reserve naval rank or have served in the regular navy. The exact amount of subsidy varies considerably.

A subsidized ship of this type can be called up for naval service at any time. Only the best armed would be put to actual combat duty (and then only as a picket or escort for other merchant ships). Most are simply tasked with delivering supplies and personnel wherever they may be needed. This can occur in peacetime, of course, wherever there is a shortfall in the supply system, but it is normally done to cover the increased logistical needs of a navy at war.

The normal practice when a ship is called for naval service is to retain the current crew, who receive hazard pay, but to put a naval liaison officer aboard unless the captain of the auxiliary has naval rank. This can cause a certain amount of friction between the navy and the auxiliary crew, but usually a working compromise is created.

Note that if a ship in receipt of a naval subsidy is called for service, its captain cannot refuse to serve, and that a vessel cannot cancel its subsidy every time trouble threatens.

CUSTOMS AND CONTRABAND

Where multiworld polities exist, most of their trade is internal, and subject to lesser restrictions than in the case where trade is crossing a border. The Imperium takes considerable care to prevent contraband goods from leaking across the border, and insists upon more stringent customs examinations at border worlds than in most other regions. The majority of states do likewise.

For single-world states, the only way they have to prevent contraband from coming in is to catch it at the starport. Some insist that foreign vessels dock at the highport (orbital port) and transfer their cargo to local shuttles for transport to the surface (some Imperial worlds also do this) while others conduct a customs check in space using boarding parties. Those worlds with low law levels are less concerned with such matters, though anywhere with a Class D or better port will have some form of customs service to enforce whatever laws exist.

Smuggling, Piracy and Commercial Warfare

Smuggling is likely to occur anywhere that there is trade. The temptation to under-declare cargoes, or to slip a few small packages through customs concealed in a special mini-hold, is considerable. Customs parties do board vessels and search for contraband, but the thoroughness of such searches varies considerably.

This kind of minor smuggling is a fairly trivial problem. More serious is the practice of shipping illegal goods into a world disguised as something that is quite legal there. Quite large cargoes can be brought in by this method, though it is generally easier for customs personnel to spot that something is amiss.

In many cases, smugglers of this sort will purchase goods on one world, where they are quite legal, along with a "cover" cargo that they can make a small profit on at the destination, and openly fly into port with their "legal" cargo. If they can deceive customs into inspecting only the cover cargo, they can then deliver the illicit goods. An alternative on this strategy is to use an unsuspecting merchant crew to do the smuggling, by contracting them to deliver a legal cargo but concealing something illicit in the cargo containers. This is one reason why smart crews check out their own cargoes and take care who they accept contracts from. Of course, a ship that's broke may have to take whatever cargo is going.

The most blatant form of smuggling is undertaken by bold crews who try to evade detection and slip onto a world away from the starport, never allowing customs personnel anywhere near the cargo. Such vessels can arrive with a hold blatantly filled with illicit goodies, though most have some form of deception or concealment plan in case they are caught by a customs ship.

Blockade running, where a vessel attempts to penetrate an interdiction squadron to deliver goods or personnel to a world surface, is the most dangerous form of smuggling, since it involves trying to slip past naval vessels on alert for such activity. Some navies will give runners a fair chance to surrender, but most will fire on anyone who tries to flee or shoot it out – and navies have a lot more firepower than a merchant ship!

Note that smuggling is not limited to cargo. People, small items, even data can be smuggled for a profit. Overall, however, smuggling is a low-key problem, a "dark side" to the necessary activity of interstellar commerce. Piracy, on the other hand, is all bad since it involves attacks on merchant craft and the theft of their cargoes.

Piracy is more common in independent systems than in a large state like the Imperium. This is for several reasons, but mainly because such a state can afford more resources to protect commerce and to hunt down pirates. It is necessary for pirates to have a base of some kind, and a large state will

normally act to "correct" any world acting as a pirate haven, or to sweep a system suspected of having a base on its outsystem planets.

There are exceptions, of course. Pirate organizations may exert considerable influence and even more or less control a world's government. In some cases, corporations or even states have been founded on pirate money – and of course, to the Vargr, "Corsair" is an honorable profession with long traditions. As a rule, however, piracy is uncommon in the Imperium and the more powerful states of the Gateway region, except near the borders. In non-aligned space, it is somewhat more common.

There are several kinds of pirate. The first is the so-called "Ethically Challenged Merchant", or ECM. Out on the frontiers, merchant ships are often armed for self-protection. Such vessels are of course able to undertake aggressive action as well as defensive. The ECM-type pirate is a merchant vessel that supplements its income by opportunistic piracy. Such craft will attack only when the odds are heavily in their favor. The typical ECM pirate starts out honest but slips into smuggling as profits from trade drop. As things get worse, a golden opportunity drops in their lap, and the crew crosses the line in a single act of piracy. Successful or not, this is the watershed; having become predators, most such crews continue their piratical career intermittently (when an opportunity presents itself) until caught or killed.

The "career pirate" is somewhat rarer, and such careers are often cut short by the navy. Career pirates may operate merchant ships, and may indeed engage in normal commerce or smuggling, but they are always on the lookout for a mark. Smart pirates (i.e. the ones that last more than a few weeks) choose their targets carefully, and often use deception to get into a position of overwhelming superiority. Contrary to the popular image, most career pirates are non-descript captains of well but not excessively armed merchant ships.

Career pirates make use of a number of factors to ensure their success. They often bribe or influence port workers and officials to feed them information. They take note of where the navy stations its patrols and where merchant ships are most vulnerable. Some strike and move on; others have places to hide, or fade back into the merchant traffic and bluff their way past the antipiracy patrols. All smart pirates ensure that their attacks are dispersed in time and space (i.e. they don't strike repeatedly, and often, in the same small area), and are willing to abort an attack at any point and slip away if the odds don't look too good.

There are a few swashbuckling buccaneers operating in the region. Most have short careers, since they are so blatant that they lose the anonymity of more cautious pirates. Most have heavily modified vessels, or even semi-military ships, giving them a fighting chance against a patrol vessel or at least enough acceleration to run away and enter Jump.

Many such buccaneers deliberately cultivate a reputation to help their activities. The usual stereotype is the "harsh but fair" pirate captain, who will strip a ship bare if it surrenders, but leave passengers and crew who do not resist unharmed. Such captains will go to great lengths to keep their reputation intact, and normally blast ships to pieces if they fight, creating a choice between safe but financially harmful surrender and certain death. So long as the reputation remains intact, such a technique can work.

Larger pirate organizations do exist. Sometimes several ships band together to create a base or to go after more valuable prey. Such organizations often use very varied methods (some of them legal) to remain viable, engaging in commerce, smuggling, cargo theft directly from starports and extortion as well as traditional piracy.

Many pirate outfits work both sides of the line, and will demand protection money not to attack or even hire out as escorts-for-hire if this seems more profitable than attacking commerce – or if it serves some other end.

Pirates normally steal cargo rather than the carrying ship. There are numerous reasons for this. A ship that has resisted and been disabled may not be in a Jump-worthy condition, and may only be fit to be stripped for spares. Bringing in such a ship requires a prize crew, or placing some troops aboard to coerce the crew into taking it to the pirates' safe port. The crew normally have nothing to lose, since they are likely to be killed to prevent them from revealing the location of the pirate base, so coercion is not always successful.

However, pirates do sometimes hijack ships or capture them to break for spares or to sell on the black market. Pirate groups will seek the best profit they can get, wherever it comes from. Some pirate groups also engage in planetary raiding, normally against outposts and worlds unable to adequately defend themselves. Such ships carry a contingent of ground troops and support vehicles. They strike hard, grab what they can, and depart swiftly. Groups specializing in planetary raids sometimes style themselves as "Vikings" rather than pirates; many of them also serve as mercenary units.

Similar to piracy is commerce raiding, or commercial warfare. This is conducted by warships or armed private vessels ("Privateers"), and while cargoes may be taken, the goal is to harass or destroy enemy shipping and thus inflict economic damage. Privateering is illegal in the Imperium (and carries the death penalty, the same as piracy) but commerce raiding by legitimate warships is considered a part of war-fighting, and is accepted.

Commerce raiders tend to be light military ships, well enough armed to destroy merchants and their small escorts, but fast enough to escape powerful navy ships.

To counter the threat of piracy and commerce raiding, many merchant ships are armed, and in dangerous areas "Frontier Trader" type ships are popular. These are hardened merchants that sacrifice some of their cargo space for extra weapons and sensors, or for military fire control systems. Such craft also make pretty good raiders, unfortunately.

Other measures include random and regular naval patrols, inspections of suspicious vessels, sweeps of areas likely to be used as a base, and occasionally measures such as Q-ships; heavily armed vessels disguised as innocent and vulnerable trade ships. These measures are deterrents for the most part, and only rarely make actual contact with a pirate ship. By making piracy difficult or excessively hazardous in a region, these measures cause the pirates to move on. However, coverage is expensive so the level of patrols and other operations is often reduced after the number of pirate attacks diminishes. In time, the pirates come back.

Actually eradicating piracy is a matter for careful intelligence work. Agents find the pirate bases, their supporters

and safe ports, their hardware suppliers and the people who buy the pirates' stolen wares. Then the enforcement arm (which could be special police, army or Navy ground troops) strikes fast and hard. Arrests are made where possible, or in some cases the navy will simply stand off and blast an outsystem base to slag. Facing the death penalty, many pirates will resist vigorously, so anti-piracy strikes can approach the conditions of an all-out battle.

SECURITY AND MILITARY MATTERS

Almost all worlds and societies have some kind of security force, even if it is nothing more than a militia or lynch mob armed with improvised weapons. As a rule, higher-tech and higher-law worlds will have more organized security forces, but this depends very much upon the nature of local society.

Unless a world is very cut off from interstellar trade, some offworld equipment will be available. At the very least this will be sidearms or smallarms for the security forces and the governmental bodyguards, SWAT teams and similar elite formations. Worlds will normally import equipment 1-3 TL higher than their own TL. Anything much more advanced will be impossible to maintain, though this does not rule out the possibility that a world may obtain quantities of very high-tech gear which will provide a big advantage until it breaks down.

The armed forces of any world can be broken down into five basic areas: Naval, System Defense, COACC, Ground Forces and Security.

NAVAL FORCES

Naval forces are the true measure of a world's power, since control of orbital space allows a rival to choke off trade or conduct bombardment at will. However, naval forces are expensive. Powerful worlds and large interstellar states may build cruisers and destroyers, creating a real "star navy", but for most worlds this is simply too expensive. Lesser powers settle for small patrol vessels of limited capability, or second-hand military vessels that may not be in the best of repair and are frequently heavily modified. A range of ingenious conversions of civilian craft are also possible, allowing a minor power to exert some measure of space control or to tackle problems originating beyond their own system.

SYSTEM DEFENSE FORCES

Most worlds that possess TL 9+ will operate some kind of vessels to secure local space and police traffic. These craft are not normally Jump capable, but are in some cases quite large and powerful. Major warships (e.g. cruisers or destroyers) that are close to the end of their useful lives are sometimes gutted of their Jump drives and turned into local defense monitors. Vessels built on asteroid hulls (i.e. a hollowed out asteroid fitted with drives and weapons) are also popular as cheap defense craft. Custom-designed System Defense Boats are often deployed in the defense role. These are 100-1000 ton military craft which operate singly or in squadrons. In theory they can present a credible threat to a major combatant if sufficient numbers exist. Individually they can deal with smugglers, pirates and similar vessels.

Lighter craft such as Free Traders converted to a system patrol role, or fighters, are unable to tackle major enemy vessels (even *en masse*), but can provide a useful deterrent to pirates and similar non-military threat. The primary role for such craft is to provide an "armed presence" to enforce laws and traffic control instructions.

COACC FORCES

COACC (Close Orbit and Airspace Control Command) forces are the last line of defense against orbital attack. Worlds with TL 5+ will usually possess some kind of COACC forces. These can include ground-based weapons ranging from anti-aircraft guns and missiles to powerful PAD (Planetary Aerospace Defense) missiles capable of attacking a ship in orbit, laser batteries and deep-site meson guns. The latter are meson weapons buried deep in a planet's crust. They are difficult for an attacker to locate and take out, and allow an attack equivalent to a battleship or cruiser's spinal mount to be carried out on a ship in orbit.

Aircraft also form part of the COACC forces, from primitive and wholly ineffective biplanes to high-technology interceptors capable of reaching orbit and engaging attackers with laser weapons and missiles. A world's entire air force is normally considered to be part of its COACC forces, but only craft capable of engaging attackers are relevant here. Transports, ground attack planes and so forth have a big part to play in planetary security, but they cannot engage starships.

It should be noted that while many naval fighters and other vessels are capable of entering atmosphere, and many COACC craft can reach orbit, vessels designed to fight in an atmosphere are normally more effective than those that are designed for space.

COACC assets can also include orbital minefields, missile launchers set up on moons or artificial satellites, weapons mounts on the orbital Highport, and even armored orbital fortresses. There is no hard and fast rule about what level of defense is necessary; worlds will create or improvise whatever means they can to fend off an attack.

GROUND FORCES

A world's ground forces (which includes maritime or "wet navy" assets) exist to deal with serious threats (internal and external) that require large applications of force, to provide security for COACC bases, to enforce the government's will, and to respond to crises of all kinds. Some worlds have large ground forces, while others maintain only a small security force. Funding and population, and the perceived needs of the situation, determine what is necessary. It is entirely possible for a powerful world to have a large navy and yet only a tiny militia for home defense – or vice versa. Marines or Naval Infantry are generally considered part of System Defense or Navy forces rather than ground troops proper, since they normally receive special shipboard training.

Some worlds rely on a militia system, sometimes backed up by a body of (professional or otherwise) "warriors" such as bush rangers, retired soldiers and elite police teams, who provide expertise and leadership.

As a rule, however, most worlds will maintain a body of

troops, which can be organized in many ways, and equipped with locally-manufactured equipment. Small elite forces will be recruited from this larger body, and equipped with the best the world can manufacture, augmented by some imported gear of higher tech levels. These elite units will normally be quite specialized; for example air defense troops, assault forces or personnel assigned to defend the starport.

The basic element of any ground forces are infantry; foot soldiers armed with a personal weapon (pike, musket, assault rifle or laser carbine) and backed up by teams equipped with support weapons ranging from bows to machineguns, mortars and fusion guns. Infantry may or may not be equipped with personal protection such as armor.

Unless very isolated, infantry from even the most backward world will know about firearms, and will rarely try to fight in massed lines if there is any chance that automatic weapons are present. Instead, ground troops will skirmish and use cover, fighting like "modern" infantry even though only armed with crossbows. To do otherwise is suicide.

Infantry are also able to undertake specialist roles such as ship's troops (Marines) or underwater combat (divers) that are not suitable for the other combat arms. This versatility ensures that the infantryman remains a feature of the battlefield at all tech levels. His equipment and weaponry becomes more sophisticated, but he remains rather vulnerable and at the same time the only unit type capable of undertaking any task in any environment.

Infantry are supported by artillery and cavalry, and by various support arms such as medical units, logistics, engineers and technical supports. Artillery begins as crude siege engines, progressing through gunpowder cannon to more advanced systems. As with infantry, even fairly primitive worlds will have an idea of the capabilities of modern firearms (which outrange cannon!) and will not try to engage in a stand-up fight. Cannon and primitive siege equipment may be used from emplacements, however. As artillery becomes more advanced and mobile, it is likely to play a greater part in planetary defense; many armed forces decide that it is simply not worth building field guns before about TL 6.

Cavalry, in the form of mounted soldiers fighting with sword and lance, has no chance against firearms, though mounted troops have a part to play even at higher tech levels. Mounts (horses and other beasts) are used for mobility in rough country, with troops dismounting to fight as infantry.

Cavalry is, however, succeeded by troops riding in vehicles and fighting from them. The heavier vehicles (Armored Fighting Vehicles or Tanks) are designed to smash enemy fortifications and formations, destroying other tanks as well as infantry units. They can be considered to be mobile artillery emplacements carrying a powerful weapon to where it can do the most damage, and protecting it and the crew by a combination of mobility, armor, and destruction of threats.

At mid-tech levels, armor (the term applied to tank and AFV forces) is no match for higher-tech antitank weapons, and merely provides large, slow-moving targets. However, once gravitics technology becomes available, it is possible to build heavy but extremely fast armored vehicles, protected by advanced armor and electronic devices. Such "Grav Tanks" are capable of reaching orbit, though they are rather vulnerable and unmaneverable; they tend to stay low and use the ground for cover if there is any real threat. Their weapons can even threaten a starship.

The other cavalry role, that of fast-moving scouts armed for raids and skirmishes, is always viable. The lowest-tech cavalry vehicles are little more than ground cars and trucks with a support weapon such as a machine-gun fitted, usually on a pintle mount. More advanced versions become available at higher tech levels. These vehicles can be armored against smallarms fire, but cannot take a hit from artillery or tank (or antitank) weapons. Instead, they rely upon speed and surprise, making fast slashing attacks and disappearing before retaliation can materialize, or else overwhelming the opposition with volume of fire while using their mobility to avoid being hit.

As technology advances, these light cavalry vehicles never go away. TL 15 forces include light grav tanks and "support sleds" that fulfil the same role as the scout cars of TL 5 and the saber-armed cavalrymen of TL 2.

Some things do change as technology advances. Infantry gain access to combat armor and eventually battle dress, which makes them more robust and at the same time capable of using more powerful weapons. Infantry also become more mobile, having personnel carriers and other means such as individual grav belts at their disposal. Forces making use of gravitic technology are normally distinguished by the use of the word "grav" in their unit title, e.g. Grav Cavalry. The exception is infantry using grav APCs, who are known as Lift Infantry.

More significantly, supporting equipment becomes more advanced. Night vision devices, electronic countermeasures and guided missiles change the nature of the battlefield, requiring specialist units to provide support as the battle moves into the electromagnetic spectrum. Communications advances allow closer control of a battle, allowing more force to be concentrated at a single point. It is hardly surprising, then, that the top three military imports across charted space are: Small Arms, Communications devices, and Night Vision Equipment.

As a rule, if a world has any armed forces at all, it will have a large infantry force backed by light cavalry units using whatever vehicles are most appropriate. Artillery and Armor will normally be considered to be a luxury below about TL 9, at which point they gain at least some capability to threaten high-tech units. This assumes, of course that the perceived threat is offworld invasion, raid etc. If a force expects to fight troops of the same tech level (say on a Balkanized world where there are several rival states) then more balanced forces are likely.

SECURITY FORCES

Some measure of security is considered necessary by most worlds. Sometimes the law is enforced by individuals, such as the Security Chief at a small frontier port, or a retired soldier acting as protector to his neighbors. More often, some kind of security or police force exists.

Police, customs, rescue and bodyguard forces all come under the banner of Security. Rescue forces are not normally armed, and include paramedic, fire, Orbital Rescue, coastguard and similar services intended to mitigate disasters and save lives.

The typical security officer is armed with some kind of sidearm (handgun, baton, sword etc) and has a uniform or other distinguishing feature. Backup in the form of better-armed personnel is often available, and many security or police SWAT units actually have better equipment than that available to the planetary army.

However, security forces are not soldiers; they exist to protect something or uphold the law. Their training is different from combat troops, and their methods differ. One adage has it that "soldiers take casualties, cops take cover". This means that the normal response of security forces is to try to contain the situation and call for backup rather than battling it out with the bad guys. There is nothing cowardly about this; it is a matter of focus. Military forces exist to defeat an enemy. Security and bodyguard units are focussed on keeping their charge alive, protecting the public etc. This determines the nature of their response.

Some units fall somewhere between the two definitions. For example, military troops assigned to provide security at an installation, or police SWAT teams. These units have good weapons and are trained for combat, but have a narrower role than combat infantry.

As a rule, if the security forces cannot deal with a situation, the military is called in. At that point, the gloves come off.

MERCENARIES

Mercenaries are common in Charted Space. Some are individuals who sell their skills as a bodyguard, assassin or technical specialist, while others are members of formed units that range from a squad to a full battalion. The commonest merc units are fairly small, up to platoon size, and equipped as infantry. Such units may have vehicles available for transport.

Equipment can be uniform or come-as-you-are, depending upon the nature of the unit. Similarly, while most mercs have some military experience (or have been properly trained by their unit), some units are little more than armed bands. For this reason, reputation is important in the merc trade, or at least having someone reputable to vouch for you.

Merc units are normally set up to serve a particular segment of the market. Some are very specialized, such as air-defense, combat engineer or medical support units, while others are intended to handle a range of tasks within their field of expertise.

The hiring price of a unit depends upon the unit and the nature of the job. The job is outlined in a document known as a Ticket, which includes pay and conditions, likely hazards and any special considerations that might apply. Tickets vary widely. A six-month cadre assignment to train the planetary militia in basic small-unit tactics will pay less per day than a success-only strike ticket. Similarly, a company-sized unit equipped to TL 7 as light infantry is a lot cheaper to hire than one equipped as Lift Infantry.

Merc units are often set up as self-contained combat formations, with all combat arms (infantry, artillery and cavalry) represented in some form, and at least a skeletal logistics and support structure to ensure adequate integration with local forces. Combined-arms units of this kind are usually termed "Legions".

For example, a TL-9 company-sized Legion may have five platoons. Three are "rifle" platoons of about 30 personnel equipped with small arms, support weapons such as grenade launchers and machine-guns, and light anti-armor weapons. Fourth Platoon is support weapons, including a battery of light mortars and also some teams equipped with shoulder-fired anti-aircraft missiles. Fifth Platoon is the headquarters, which includes a couple of medical personnel, communications equipment and a couple of support sleds (very thinly armored grav vehicles) armed with plasma guns for direct support. Such a unit could style itself "Lift Infantry" if it had grav APC to carry the troops, but since it does not it is considered a mercenary legion.

Mercenaries are available to fulfil almost any requirement for military personnel. Ground troops are the commonest, but fighter and ground-attack aircraft units exist, specialist security units, maritime troops (sometimes with their own vessels) and even mercenary starship crews. By convention, mercenaries that own a ship for transportation, or who operate one as a military (naval) unit-for-hire are referred to as Starmercs.

INTERSTELLAR WARFARE

All-out war between worlds is fortunately very rare. Such wars are mainly naval affairs, since whoever gains uncontested control of orbital space can bombard the defender into oblivion at leisure. Most states are unwilling to do so, however, for several reasons. Not only is massive orbital bombardment (with nuclear weapons or deadfall ordnance ("rocks") devastating to the ecology of the target world, often slaughtering the entire population and rendering the planet useless in the bargain, but this kind of apocalyptic attack is repugnant to most civilized states.

Additionally, there is the fact that a state or world that engages in this kind of warfare – or that uses biological weaponry to cause mass casualties – is likely to alarm its neighbors, who may decide to band together and make sure that it never happens to them. Thus an apocalyptic state may find itself on the receiving end of a massed attack designed to do unto them before they can do unto others.

As a result, wars tend to be subject to a certain amount of restraint, negotiation and brinkmanship. These limited wars always run the risk of escalation, of course, but civilian targets are normally considered off-limits except where they are being deliberately used to shelter military assets – and sometimes even then.

Most wars take the form of skirmishes in space or ground actions to seize outposts and economic targets, with both sides trying to inflict economic damage and bring the opposition to the negotiating table on favorable terms. Massed fleet actions are rare, because losing one can lose the war, and the sheer cost of rebuilding even a victorious fleet can ruin a planetary economy.

Covert actions, raids and similar small-scale military operations are common, sometimes coupled with support for dissident elements in the enemy's society. Sudden attacks by ground forces to seize important targets are occasionally attempted. These are usually followed by a demand for negotiations, which normally results in a peace treaty, some concessions etc. Invasion to occupy and annex a world is only possible where one side has a massive military superiority.

Thus most interstellar wars are characterized by an attitude of "grab what you can and sue for peace", and are fought for limited goals and under restrictive rules of engagement. The occasional war that spills out beyond this restriction is remembered as a horrific business, for generations to come. Normally rival states have more to gain from a favorable treaty and some economic or territorial concessions than obliteration of a neighbor, even if it means a rematch ten years down the line.

Wars of survival and extermination, such as the one that some analysts believe will eventually occur between the K'Kree and the Imperium, are not subject to any rules or restrictions. Such a "Black War" may have caused the destruction of the Ancients and their civilization. Nobody wants to risk such a fate, unless they are sure they can win – or are backed into a corner from which there is no escape. Thus most combatants are careful to ensure that their enemies never become so desperate, and wars remain a mix of economic, diplomatic and military action seeking advantage rather than apocalypse.

IN THE SHADOWS

As well as the more obvious activities – wars, commerce, diplomacy and so on - much occurs in the shadows of the Domain, unseen by the casual observer.

THE PSIONICS INSTITUTES

The term "Psionics Institutes" is a general catch-all for the various groups and individuals that teach the use of mind powers. Some are real institutes, organized as a university or even a corporate training school. Others are hidden, meeting like a witches' coven to practice and share knowledge. And some are individual adepts and masters who take on the odd student from time to time.

The Institutes have no agenda or common cause. Most are discreet (especially in the Imperium, where psionics are banned), and like to maintain their anonymity. A few are in communication or aware of one another, but for the most part each of the Psionics Institutes is an independent entity. Their only common trait is a desire to be left alone to pursue their interests.

This individualism means that the Institutes are not a coherent force. It does not mean that they do not influence events in the region. Some psions actively use their powers to influence politics (some are actual or de facto world rulers), while others serve as advisors, often disguising the nature of their power by acting as intelligence coordinators or political advisors.

It is not uncommon for psions to wander, seeking new secrets or a way to get some basic training. Some such wanderers may get involved in local events – for good or bad reasons – because they have the power to influence matters or because their talent reveals something that others might not see. Such a wandering apprentice or adept psion can do great good or harm (and usually, a bit of both) by his or her actions.

Occasionally a psion will decide to go on a crusade to right some wrong or change the world for the better, to champion justice or to make a fortune from a life of psionic crime. Such individuals draw attention – normally of an unfavorable sort – to the Institutes, and are frowned upon at best. Sometimes it is necessary for an institute to "take measures" to dispose of a crusading psion, even one who is doing good, to avoid a backlash from the local populace.

Thus the world of psionics is not merely a wondrous vista of glorious mental learning, it is a shadowy environment of conflict, politics, rivalry and occasional violence. Player-characters (even non-psis) can find themselves drawn into such a conflict, which may have no clear villains and no heroes at all.

CRIME, ESPIONAGE, AND UNREST

In any society there will be those who are unhappy or underprivileged, and some of those will turn to crime or violence to improve their lot. Some societies address the problem with harsh measures, some with improved conditions, and some simply ignore the problem with the predictable result that it gets worse.

Dissent is normally of a political sort, and may represent dissatisfaction with the local government or one of its policies, or with a wider situation. Some dissenting groups are a sort of "loyal opposition" who vigorously but legally protest certain policies or demand certain actions. Other dissenters are violent mobs or even terrorist groups.

Dissent can create a number of adventure opportunities, and a lot of moral ambiguity. When a legitimate government needs to clamp down on peaceful dissenters whose viewpoint is dangerously stupid, but whose methods are legal, and resorts to excessive force, who is right? Who should the characters side with?

Similarly, there is a fine line between "freedom fighters" and "terrorists". The former are fighting a war by "irregular" means but as soldiers, attacking military and government targets only. The latter use terror and attacks on civilians to get their point across. Terrorism is clearly a bad moral choice, but what of the situation where the cause is just and terrorism is the only way to win?

Any rebel group (and any government) will include some who believe that the ends justify the means. What happens when the characters side with a group of freedom fighters, and find out that they are using terrorism? Or when a legal government resorts to terrorist measures to deal with rebels? Does this make the rebels into good guys? Questions like these can introduce interesting moral ambiguity into a game, and cause endless trouble for the player-characters.

Crime occurs in many forms, from petty theft and pickpocketing to corporate corruption and organized crime. The special case of piracy has already been discussed, but other kinds of crime can be important in a game.

Simple banditry provides many reasons for adventure. Characters may be attacked by bandits, or mistaken for them, or may wander unsuspecting into a town controlled by an outlaw group (transplanting a traditional Western plotline). Characters who can handle themselves may be hired to protect a community from raiders... or may decide to do some raiding of their own.

However, crime can play a part in more subtle ways. Organized crime groups can be very influential, and may have so much influence over local law enforcement or government

that outsiders are needed to penetrate the organization. Organized crime groups make great recurring foes for a character group, or may be useful contacts or employers. This works especially well when the cooperation is unwilling, in the sense that politics makes for strange bedfellows.

Covert operations groups or spy networks are also common Thruout Charted Space. Spying takes many forms, from simply buying local newspapers or routinely reporting observations made by embassy staff to covert infiltration and technological information-gathering.

All manner of groups engage in espionage, from governments and corporations to political parties and psionics institutes. Some collect information to sell on, others for their own use. As a rule, the more critical a piece of information, the greater the efforts a group will make to protect it.

At present, the Gateway region is a hotbed of covert operations. Not only are Solomani and Imperial agents active throughout the region, collecting information, conducting covert operations and thwarting them, but corporate agents are also busy. The various worlds and powers of the region also maintain their own networks of informants and operatives. Shifting alliances and joint operations make the life of a spy even more dangerous than usual.

Characters can become involved in espionage in a variety of ways. They may actually be intelligence agents, or be under surveillance by an agency. They may be duped or coerced into undertaking an operation (knowingly or otherwise) for an intelligence service, or might be used as decoy. The nature of espionage is that once a group is known to one agency, or is being watched by them, others become interested too, if only to find out what is so special about them.

Alternatively, characters may be caught in the middle of espionage-related events. For example, if they are aboard a starship when a covert agent is assassinated by a rival, the characters may investigate and be drawn into a web of deceit. Or they may be carrying an object unaware that it is of interest to one or more intelligence agencies. Or the characters may be caught in the middle of a hostage situation, assassination, bombing or act of sabotage that has nothing to do with them, but if they don't do something about it they'll become victims too.

REFEREES: RUNNING A GAME IN GATEWAY DOMAIN

The preceding sections discuss some aspects of life in the Domain of Gateway, and how they may affect player-characters. A good referee has many ways to get characters involved in adventures. It is a good idea to vary the kind of hook that is used to start an adventure. Another good idea is to try to build adventure hooks into incidents and encounters along the way.

SETTING UP A GAME

Many ***Traveller*** games are one-offs, a short adventure or a minicampaign running for a few sessions. In such adventures, there is little need to worry too much about character advancement, balance of rewards and such like, since the game has a closed end. Similarly, the sort of characters that will be suited to the adventure should be fairly obvious.

These things are more of a concern if the referee plans to run a longer series of adventures, or a full campaign. Rewards and advancement are obviously important factors; characters that become too powerful, too soon, will overbalance the campaign. Conversely, characters insufficient skills and equipment will have a dull (or fatal) time.

There are three simple questions that a referee should answer before beginning a game:

- How powerful should the characters be?
- Should they have a starship?
- Should they have a backer or service to answer to?

As a rule, whatever version of ***Traveller*** is in use, characters generated with the prior history system will be good enough. ***Traveller*** character generation creates people with skills rather than superheroes, so more prior history simply means better skills. This does give an advantage, but the typical party of 26-40 year olds with a mix of backgrounds and specialties, can meet most challenges if they are smart.

For ***Traveller*** characters, the real measure of power is political and economic. Anyone, in all versions of the game, is vulnerable to a shotgun at close range. There are no invulnerable combat-monsters. Characters who are good at fighting have some advantages, but they are not overpowering ones.

On the other hand, characters with a noble title or a great deal of money can cause problems for a campaign game, since they can often circumvent many difficulties that a less influential party would have to think their way through. The referee may wish to limit the power of such characters by tying up their funds in investment, or use the character's position as an adventure hook by creating obligations or drawbacks such as enemies at court.

The question of whether a group should have access to a starship is a difficult one. Many ***Traveller*** groups get by well enough without a ship of their own. They may be loaned one for a time, or charter a vessel for a specific task. There are plenty of commercial vessels, and the need to find passage aboard a vessel gives the referee a tool to limit the characters' mobility, and prevents them from shooting up the local free traders for the fun of it.

Starships free a group to wander about the game universe at random, and this freedom can result in characters wandering out of an adventure. On the other hand, a ship can be the cause of many adventures, especially if it is old and a little unreliable. The need to find spares or to raise funds for a refit should, keep the characters moving.

A player-character ship should be appropriate to the campaign. A scout/courier, small merchant ship or a lab ship would normally be most appropriate. Military vessels cannot pay their way through trade, requiring that characters have large amounts of money or a backer to support their ship. Larger vessels like mercenary cruisers or liners are not good PC ships since they require large NPC crews to operate.

Backers are another important issue. ***Traveller*** refers to someone the characters are currently working for as a patron, but backers are slightly different. A backer is someone the

characters answer to all the time. Possible backers might be a merchant line, a minor noble, an Imperial service or some other powerful individual. Backers can provide equipment and funds to the characters as needed, but again, provide a means to control what the characters have access to.

Whether the character should have a backer or be freelancers really depends upon the sort of game to be run. A backer can be used to impose adventures on the characters, but in some ways limits their freedom to develop and to roam as the players wish.

ADVENTURES

Adventures come in various kinds, from great epics that might take months or years of real time to play out, to quick one-offs. Normally, an epic adventure will be broken into segments, and between those segments are minor adventures, which may have nothing to do with the overall plot. It is possible for the characters to be involved in two or more adventure plotlines at once, never realising it. Information uncovered during a minor aside may shed light on one of the main plotlines, while enemies made during a major adventure may impede another plotline that they actually have no connection with.

Getting characters involved in adventures can be done several ways. A few examples include:

- A patron approaches the party with an offer of employment or cash in return for a job, mercenary ticket, charter or similar.
- The characters are caught in the middle of a disaster, firefight, riots, planetary invasion or similar catastrophe and must deal with the situation in order to survive.
- Something the characters need is stolen from them.
- The characters hear rumors that may lead to something valuable, such as an Ancients site, wrecked starship or more information they need.
- The characters run foul of the law and are offered a dangerous job as an alternative to prison.
- Someone who has something the characters need (e.g. a starship component, letter of credit, or access to a person or information) wants something from them before he will release it.
- Being decent people, the characters feel obliged to help someone in need.
- Someone the characters meet dies or disappears, bequeathing them an object or information of value.
- The characters keep coming under attack. They may need to escape, or to find out why someone wants them dead.
- Professional pride; a rival group has recently been spectacularly successful, and the characters feel the need to outdo them.
- Obligations; a relative, friend or service buddy turns up and requests assistance.
- Bargaining Chips; the characters want out of a contract or obligation, and offer to perform a job or service in return for release.
- Making a Name; a character who wants to gain a noble title, create a mercenary unit or similarly attain a position of responsibility needs to create a reputation, so becomes a troubleshooter or freelance hero.
- Redemption; the characters are ashamed of something they have done, or want to clear their name of a false charge.

Once the characters are involved, the adventure can play out in almost any way imaginable. A group of slick traders will approach a problem differently to a band of mercs, and a party of academics will take a rather different approach to a noble's retinue or a band of rogues. A party that contains a mix of character types has many options available to it, and it is wise for the referee to allow for this. Adventures should not have one set solution; it should be possible for smart players to win in a variety of ways.

Unless the needs of the game call for it, it is a good idea to limit the characters' access to military hardware. Possession of battle dress and fusion guns allows players to bludgeon their way through many problems, and takes away many opportunities for roleplaying and problem solving. Also, a fight involving handguns and the odd SMG is often more exciting than one where the invulnerable characters incinerate the opposition and move on.

If milspec hardware is necessary to the adventure, then it can be made a source of interest rather than just a tool for success. Battle dress needs careful maintenance and specialist spare parts. Military electronics can go wrong or develop incompatibilities. Keeping their gear working can be a powerful motivator for characters to go in harm's way and have more adventures.

Adventures need not be carefully "play balanced". The ***Traveller*** system is such that most threats can be dealt with by smallarms fire, if it comes to combat. Smart players can succeed with relatively little risk if they use misdirection, stealth, information gathering and other activities to gain an advantage.

And just like in the real world, some threats are too big to meet head-on. If there are too many guards, then the characters will have to find a way to reduce the numbers or sneak past. Don't worry about "balancing" the adventure, set up as many guards as the situation would merit. Idiots that charge right in will get shot to ribbons. Smart adventurers will find another way. Note that ***Traveller*** does not award experience for winning fights and killing things; it rewards succeeding in the adventure by whatever means.

25 ADVENTURE THEMES

The adventure ideas that follow are intended to spark the referee's imagination, and can be expanded as much or as little as necessary. Some may feel reminiscent of classic Traveller adventures, or of movies or novels that the referee has read. However, there is absolutely no need to follow any such precedent. We present here a starting point, and where it will lead is subject to the interactions of players, referee, and game universe.

1. The Disaster Movie

The characters are going about their business, conducting trade, finishing up an adventure, or just seeing the sights, when disaster strikes. Sealed environments are good settings for such an adventure, such as arcologies and orbital ports, creating a pressure-cooker environment. The nature of

the disaster can be almost anything – fire, flood, volcano,

earthquake, starship crash or anything else that upsets the natural order of things. As law and order break down, as it becomes obvious that the authorities can't cope, then it is time for heroes to step forward, leading the desperate citizens to safety or just saving their own skins....

2. Seven Kung-Fu Starfarers at Rourke's Drift

These people need help. The enemy (it might be a horde of dumb "monsters", an invading army, outlaws or whatever) is at the gates and there is nowhere to run to. Each for his or her own reasons, a band of adventurers agrees to help the desperate victims. Whether by teaching them to fight, escorting them to safety or defending the gates to the last man, the adventurers strive to turn back the tide and defend their helpless (or not-so-helpless?) charges.

3. The Big Score

A band of adventurers hears of a fabulous treasure, and goes after it. The job might be entirely illegal, such as a bank or train robbery, or might be illegal but morally acceptable, such as the liberation of a hoard of gold bullion from a corrupt planetary dictator. Direct guns-blazing assaults will not work, especially since the characters have to get away with the loot. A more subtle approach involving information gathering, misdirection and perhaps a spectacular escape plan involving ground cars and winding mountain roads is in order.

4. Hostage Situation

Terrorists or desperate criminals have taken a number of hostages (perhaps including the characters). Negotiations are breaking down and time is running out. This one can play out in many ways. PCs might form a rescue team, or try to negotiate a solution. Or they may be among the hostages when a lunatic cop in a ripped vest starts taking out the terrorists....

5. Merc Job

The characters are part of or associated with a mercenary unit hired for what seems like a straightforward job. However, things are not what they seem. Perhaps the mercs' backer pulls out and leaves them in hostile territory. Perhaps some of the mercs go rogue, or perhaps it becomes obvious that the mercs have chosen the wrong side, and are acting as bully-boys for a corrupt government. Getting out of the situation with their skin and reputation intact will be quite a challenge.

6. The Horror Movie

The characters are in a confined area, such as a frontier outpost or a starship in deep space, when bizarre and unexplained events begin to occur. This being a hard-science game, the characters are predisposed to believe that there is a rational (if strange) explanation for it all. Perhaps there is, but the rational can be terrifying. Perhaps a mad crewman, or a dangerous alien animal is stalking the ship. Perhaps the ship's security system is malfunctioning. Or perhaps there is something more strange going on. Psionic ghosts, Jumpspace entities and even supernatural beings are a possibility, though once such things have entered a campaign, they are always possible. Whatever the actual threat is, this kind of scenario is best played for tension, suspense and doubt on the part of the players. The "horror" movie may turn out to be a detective story, with the horror elements as a red herring. Or vice versa...

7. At Court

Successful adventurers are summoned to the court of a powerful noble, who wishes to speak with them, offer them a job, or just have them at one of his parties as a sort of curiosity/ornament. The characters become involved in the intrigue of the noble court and its activities – dinners, parties, hunting, politics and intrigue. They meet interesting people, gain new opportunities, and confront problems that they simply cannot shoot their way past. And then the noble tells them what he'd like them to do, leading into a new adventure.

8. Into the Unknown

The characters are part of an exploration or scientific expedition heading out into unknown territory. Perhaps they are investigating ancient temples in the deep jungle or a frontier world, or trying to plumb the mysteries of Deadspace. Perhaps they will have to dive deep under a world's oceans or seek information in seedy frontier starports. The characters will face a range of threats, and they'll have to take with them everything they need to meet those threats. This adventure can lead into one of the others, or to some very strange places far from the bright lights of interstellar civilization.

9. The Rescue

The characters receive a GK (distress) signal. It may come from a community threatened by natural disaster, a crippled free trader, a starport under pirate attack, or a lone person lost in the wilderness. The characters are the only ones near enough, skilled enough or properly equipped to affect a rescue. This may mean a descent into a gas giant to haul a trader crew out, landing a Free Trader atop a burning oil platform to take off the survivors, or other heroic actions. Solutions to such

adventures are often a combination of smarts, innovative use of handy materials, and desperate bravery. The more horrifically dangerous the conditions, the better.

10. Overland

The characters need to get from A to B overland, with limited resources. Perhaps they have a mission to complete requiring they drive a long way in an ATV, or perhaps they are marooned and trying to reach help. Matters can be complicated by limiting the equipment available to the characters and/or giving them wounded or helpless companions to look after. Crossing 600 miles of hostile wilderness in a well equipped ATV is one thing. Getting back with a dozen civilians (including some children) in tow, with little food and one handgun (with three rounds left) between the entire team is rather more of a challenge. Overland treks can lead the characters into incidents and adventures along the way. They may find ruins, people who need help, natural hazards, hostile animals (or people)... the list is endless.

11. In The Emperor's Name

The characters discover events unfolding that will be very bad for the people of the region or the entire Imperium. As ex-military personnel, Scouts, nobles or just decent people, they find that they are the only chance to stop things before they go too far. So, in the Emperor's Name, they take up their old calling and step into the breach. This may mean that the characters have to do some morally dubious or outright illegal things in order to do what they think is right. This kind of gray-area adventuring can lead to some deep soul-searching. Do the ends really justify the means? If innocents must suffer or die for the greater good, is this right? Do the characters have any choice?

12. In Service

The characters are working for a company, noble house or the Imperial armed services, when they get saddled with a peculiar or distasteful job. As the mission proceeds, they may come to question the morality or even the sanity of what they are doing, or they may find that they have been sent on a suicide mission "for the greater good". Or they may be tempted to betray their employer by his enemies. This kind of adventure requires the characters to question their personally integrity and motives, and occasionally come up with clever solutions to allow them to get the job done and keep their honour intact. Alternatively, an interesting scenario may result when loyal minions are pushed too far and decide to betray or take revenge upon their employer.

13. The Big Mystery or The Search

Mystery adventures can run for a long time in the background, with the characters collecting odd snippets of information as they do other things, finally leading to a big revelation. Sometimes, mysteries can be the focus or the trigger for an adventure. For example, nobody knew what happened to the merchant ship *Northwind* until the characters pieced together some clues and found a likely location. The *Northwind* was carrying a valuable cargo – perhaps it is still waiting for an intrepid team to find and salvage it? Finding the answer to a mystery can also spark new adventures as the characters rush to stop whatever they have uncovered from happening – or to invest in it before the stock market gets wind of it!

14. The Tournament

A tournament or competition can provide adventure opportunities. The most blatant example is the deathmatch, wherein teams or individuals hunt one another down. Another common idea is the race or hunting competition run by a noble, in which everybody naturally cheats for all they are worth. However, competitions and tourneys can be more subtle than this. Sometimes a tourney can be the backdrop to an adventure, with the characters involved as tech crews or spectators rather than out there trying to win a prize. Alternatively, the characters may be involved in the competition, but with an ulterior motive. They may be trying to uncover the identity of an assassin while participating in the All-Domain Team Ice Dance contest, or some similarly bizarre situation.

15. License to Conduct Mission Implausible

Espionage and covert operations are common adventure themes. Inter-state and corporate espionage goes on all the time in Gateway, and characters may become involved as spies, spycatchers or just peripherally as contacts, transports or security. The high levels of technology available in Traveller allow some interesting gadgets to come into play, and since the opposition has access to high technology too, good planning and careful execution are required; brute force is a good way to get a spy killed.

16. Trade and Speculation

Adventurers can always engage in a little trading – indeed, this is the focus of many games. But not all trading is a matter of buying and selling in comfortable starport offices. Characters may get a great price on a certain cargo and a lead to a solid market, only to find it's in the middle of a war zone. Or they may load up with speculative goods and head off into the unknown in search of new markets. Alternatively, an entirely routine cargo mission can lead into a new adventure either at the far end or somewhere along the way.

17. The Race

Traveller characters often need to be somewhere before someone else. This might be a formal race (in starships, ATVs or by any other form of transport) or a personal challenge. Or it might be a time-critical delivery, an attempt to get news to the Archduke before a crisis blows up, or any other high-pressure high-speed adventure. Races often just happen in *Traveller* games, as the characters try to get back to their ship and offworld using steamships, railroads or ground cars, after upsetting the locals. A race can involve various related and unrelated adventures along the way, which become all the more urgent as they present delays.

18. Diplomacy and Troubleshooting

Border incidents and other forms of diplomatic incident provide the backdrop to many adventures. The scale can be quite grand (the Imperium and the 2000 Worlds stand on the brink of war) or quite minor (a labor dispute in the local starport). Either way, the problem must be resolved through negotiation, interaction and diplomacy. Not every situation is what it seems.

For example, the characters arrive on a frontier mining outpost to troubleshoot a labor dispute. Perhaps it is more than a minor disagreement over working conditions. Perhaps someone is embezzling funds or cutting corners on safety, and will kill to hide his secret. Or perhaps the miners found something that should have stayed buried....

19. Misjump!
Not every journey goes as planned. Starships Misjump and spacecraft go off course. Adventurers may find themselves trapped aboard a starship as the crew go mad from Jump Sickness. Or they may come out with dead engines, on a collision course with something. Or in an entirely unknown area of space, requiring that they find out where they are and attempt to return home.

20. War and Insurrection
Military situations make a good backdrop to adventures, or can be the focus for a group with that inclination. Characters serving as mercenaries or military personnel can be expected to go in harm's way from time to time. War scenarios are rarely straight firefights, however. Greater depth and complication can be added by having the characters bound by rules of engagement, political considerations or a need to protect a group or place. While the occasional out-and-out violence-fest can be fun, the most interesting "war" scenarios are those where the characters have wholly inadequate resources, or where a straight fight is an option but there's a way to avoid open war... this requires players to think and to apply violence in a studious fashion rather than plunging straight in.

21. Three Men, a Woman, two Vargr... and a Baby
Occasionally, travellers will be stuck with a precious but fragile object. For example, during a hurried evacuation of an orbital station, the characters find themselves sharing an escape pod with a six-month-old baby. Its parents have been assigned the wrong capsule. As events unfold and the plot plays out, the characters are forced to look after the child and keep it safe, while trying to return it to its family. Similar ideas are possible, involving inanimate objects such as a priceless vase belonging to the sector Duke. Trying to get the precious object to its owner through a crisis can be comic or grimly difficult, depending on the players. But it's certainly different.

22. Vengeance
Always a favorite in fiction, Vengeance can be a self-fuelling adventure plot; i.e. one that the players will undertake for themselves, with no thought to reward. Reasons for wanting vengeance normally come out of earlier game sessions, though the referee can set up the classic "you killed my father/brother/goldfish; prepare to die" character background with most characters. Vengeance can also be combined with a mystery or search plot – find out what happened to your missing sister, and if necessary avenge her.

23. Security
Adventurers may find themselves hired or otherwise obligated to protect someone or something. The classic bodyguard scenario involves a subject who just WILL NOT take sensible precautions, but there are all manner of variations possible. Security personnel may find themselves trying to uncover an assassination plot, or to discover who is siphoning funds out of the company accounts, often while undertaking some other activity such as a journey.

24. Smuggling and Courier Duty
Adventurers will often take things from place to place. It might be a person, a contraband item or a piece of information. Such adventures require interaction and some subtlety, especially if the characters don't know who (if anyone) may try to stop them. For example, the characters are required to smuggle a young couple off-planet and away from their families so that they can marry, or to get a case full of pharmaceutical samples to the patents office a subsector away. The characters won't even know if someone is trying to stop them until an attempt is made.

25. Combinations and Crossovers
These ideas can be combined, of course. A larger adventure can be built out of the various themes. For example, the Linkworlds Campaign available from QLI as a free download uses a Rescue to give some information to the characters. Translating this information requires finding a speaker of the native dialect it is recorded in – a Search. This leads to the location of a large prize, though the characters will need specialist equipment to reach it. Obtaining that equipment is an adventure in itself.

Another idea is to run a one-off *Traveller* game, which creates certain expectations in the players' minds, but in fact to do a crossover with another genre. *Traveller* has enough worlds and settings that the odd Western, Fantasy or Napoleonic adventure is easy enough to stage, but in a one-off game it is possible to do something really unusual. Perhaps the ship's Astrogator is a Vampire, or the deserted outpost has Things Man Was Not Meant To Gaze Upon crawling around its ventilation ducts. Throwing the odd curveball like this can have interesting results, and afterward it's easy enough to tell the players that it was a one-off and the *Traveller* universe isn't really like this. Not that they'll completely believe it, of course, and this doubt can make "straight" *Traveller* adventures more intriguing since the characters don't quite know whether to discount the wilder tales – or to run for the hills.

CHARACTER MOTIVATIONS

Characters should not have to be forced into adventures, or lured there with the promise of riches. It is of course up to any given group to play the game the way they like it, but as a rule *Traveller* works best when the characters are heroes. Reluctant heroes, dark heroes or flawed heroes, maybe, but heroes. A game in which the characters are motivated only by experience points and credits is severely limited, since the referee must contrive ways to get the characters involved, and the options are limited. The patron with a handful of credits becomes clichéd very quickly, and characters who shrug and walk away from the desperate villagers – or take time out for a quick pillage and slaughter – make for a poor game experience.

On the other hand, if the referee can rely on the characters to (perhaps grudgingly) do what they think is the right thing; he can drop them into all manner of adventures for little gain. But why

should the players comply? For one thing, it makes for a better and deeper game if the characters have some form of motivation. For another, play balance is better preserved if the characters don't obtain thousands of credits for everything they do. And is the acquisition of credits any real measure of success anyway? This is an imaginary game experience – players don't get to take their winnings home! It is the adventure that makes the game fun, not the fact that you gained X credits.

The referee can do a certain amount to encourage player cooperation with this ideal. The most obvious character rewards (other than cash, gear and skill advancement) are medals and similar accolades from authority, but there are other ways for a referee to reward heroism in-game. Examples of hero-rewards include the characters seeing themselves on TV, or being invited to discuss their adventures on a chat show. Meeting people who recognise and respect them as heroes is also a powerful reward.

"Good guys" should get the occasional lucky break, like help from a rival band of adventurers or local security forces who're impressed by their reputation for good deeds. Even little things like being given a priority docking slot at the starport, or an invitation to dinner with a local personality or the captain of a Navy ship, will serve to remind heroic adventurers that they are someone special. When the characters buy a burger, and get free action figures of themselves, they'll know they've really arrived!

Overall, then, *Traveller* works best if the players choose to play heroes rather than cynical advancement-machines. A smart referee encourages this by rewarding heroes... and the greatest reward of all is to be TREATED as a hero. Not everywhere, perhaps, but from time to time something should happen to make it all worthwhile.

And when just afterward, another situation erupts... no real hero could possibly refuse the call to adventure!

CREATING ATMOSPHERE

The ***Traveller*** universe is enormous, and the background is very deep. Players can easily get lost in the minutiae of the setting. The referee must act as an information filter, supplying information that the players can use and that will develop a feeling for the setting, without overwhelming their senses.

When establishing a setting, use the familiar as a peg on which to hang the wondrous. A portacomp is not very different to a laptop; a personal comm is a mobile phone with a few extra gadgets. Mundane parallels allow players to get a handle on everyday items in the game universe, so the referee can concentrate on the more unusual aspects – the comm isn't very wondrous, but it's on the wrist of a female Vargr in the uniform of a Tukera Lines security guard armed with a gauss pistol.

Tech level and local environment are important in creating a setting. Are the locals wearing filter masks and dust goggles or fashionable Vilani-style clothing? Do they ride beasts of burden or travel on automated slideways? Are the buildings rough frontier prefab units or impressive spires? A mix of technologies can make the setting more memorable too; an air/raft lands in the dusty "wild west town" street, making the locals' horses shy.

Remember that characters have five senses, and make use of them. Sight and sound will be most obvious, but a foreign place will also have new smells, tastes and textures. The occasional sneezing fit due to local (and harmless) pollen, or indigestion from local beer or food, will serve to remind travellers that they are far from home.

Casual references are another useful tool. Referring to the planetary president by name, or dropping the occasional brand name into descriptions, makes the game universe so much deeper and richer. Thus when the characters leap into an air/raft, they notice that it's an ultra-reliable Ling Standard products Venture 600; a handgun dropped by a fleeing enemy isn't a snub revolver, it's a Reliant 10mm from Envirotech. Gradually, the wealth of company and place names used in the game will build up, creating a feeling of reality in the game universe (and sparking the odd argument as to whether LSP ATVs are better than those made by General Products!).

What is most important is to ensure that each new place the characters visit IS new, not just a cookie-cutter starport and "Standard Wilderness Area Number 4: Grassy Plains". Otherwise, why travel if you never get to go anywhere new?

THE IDEAL ADVENTURE

There really isn't any such thing as a perfect adventure. Players have different tastes. However, certain rules do apply. A good adventure should include a mix of challenges, requiring diplomacy, sneakiness, interaction with NPCs, and (sometimes) the use of force. Adventures should also include some kind of risk, and obviously the chance of gain.

Not all gain is experience and money. If the referee has done good job of creating a living game universe, then the cheers and praise of bystanders, plus a few seconds on the evening news, can be reward enough (SOMETIMES!). Some adventures simply provide opportunities to continue adventuring; the "reward" at the end of one adventure may be nothing more than the rumor of a wrecked naval transport filled with riches. Now, if only the characters could find out more, they could go looking for it...

Other adventures have clear-cut rewards and a neat ending. A mix of rewards can be used to keep adventurers "hungry" while giving them enough to whet their appetites. Thus characters should be encouraged to have long-term goals. These can be almost anything, from finding the legendary Twilight's Peak to forming a merc regiment or getting a noble title. These are not things that can be casually handed out at the end of an adventure, and many players will be satisfied if all they get out of an adventure is some slight progress towards their goal. Others will want hard cash and new gadgets, so a balance has to be found.

Opposition and risk need not be all blazing guns and slashing fangs. Some threats are insidious, such as slow death by gas narcosis as the ship's life support fails, or the risk that a powerful enemy will finally succeed in having the characters packed off to a prison planet. The risk in an adventure can be provided by oblique threats, such as the worry that the bank will foreclose on the ship's mortgage, or that it will be condemned as a hazard to navigation if it can't pass its next inspection. Alternatively, very real and immediate threats can be presented by environmental hazards such as depressurisation, fire, falling rocks and hurricanes. These cannot be fought with guns and blades, and must sometimes be thought around rather than fought through.

Good adventures normally have a distinctive and interesting setting, a mix of challenges and events, interaction with NPCs, changes of pace, moments of extreme pressure, some light relief, quiet moments for planning and recuperation, the odd disaster or fluke, increasing tension and finally a climax and epilogue.

But in reality the ideal adventure is one in which everyone has a good time. That's all there is to it, and that's why the game has a referee – because gaming is an art, not a precise science.

So; this is Gateway Domain. Make of it what you will, and have fun doing it.

IMPERIAL TRADE CLUSTER

The Imperial Trade Cluster is a mini-game setting within the Domain of Gateway. This pocket of stars within the larger setting gives the referee a more developed starting area for their players.

AN OVERVIEW

The Imperial Trade Cluster or ITC is a small group of 12 worlds within Jump-1 of one another, located in the middle of the Diamond-Prince Subsector of Ley Sector's Delta Quadrant on the trailing frontier border of the Imperium. Most Jump-2 traffic into or out of the cluster occurs at one of three worlds: Annapabar on the Coreward edge of the cluster; Dikam on the trailing edge of the cluster, and Glen Murdoch on the Spinward edge.

Jump-2 trade directly into Annapabar must travel by way of Kam, which is at present a backwater system. Until the system is considerably developed this will not be practicable, so for now most ships come in across the cluster. Longer legged ships (Jump-3 and better) often take the short cut used by the IISS Xboat system arriving into Annapabar via Sikali rather than taking the longer route down the Serpent Main to Shusknuu or Dalganar and then on into Glen Murdoch.

Ironically, while located on the Trailing-most frontier border of the Imperium, this small cluster of worlds hold the seat of power for one of the most powerful men in the Imperium, the Archduke of Gateway. This however is a recent event occurring shortly after the unexpected sacking of Archduke Nells by the Emperor in 990 and his subsequent appointment of businessman Marcus Aaron Erechs to the Archducal Throne of Gateway.

All worlds within the cluster, with the exception of Mamikha, are full members of the Imperium. The population is predominantly (95%) human, and of those over 80% are of Solomani heritage. Trade traffic through the cluster has always been reasonably brisk, with more than the normal proportion of smugglers and pirates among those plying its lanes. With the shift of the domain capital to the cluster cargo and passenger traffic has nearly tripled, while the levels of smuggling and piracy in the region has dropped noticeably (but the problem has not been completely eliminated).

Xboat stops have been established at Glen Murdoch and Dikam on either end of the cluster as well as a larger Xboat facility at the newly established Imperial Scout Base at Annapabar.

HISTORY OF THE CLUSTER

With few exceptions, until recently the worlds of the cluster have merited little more than a footnote in the pages of history.

PREHISTORY

Archeological evidence uncovered on Saanshakase indicate that a non-human race inhabited the world over 500,000 years ago, predating even the civilization of the Ancients. This civilization developed and thrived for nearly 10,000 years, eventually reaching a modest technological level of 4 or 5 before being destroyed by environmental catastrophe. A further continuing gradual warming of their world's star ultimately doomed this early race to the annals of history.

Indeed, it appears that this pre-Ancients civilization even earned the interest of the Ancients themselves who seem to have established some form of research outpost on planet nearly 200,000 years later, bringing with them the ancestors of the humans that are native to the world today. This theory is based on the Saanshakase natives' own oral histories and traditions that appear to go as far back as 50,000 years as well the obvious genetic manipulation of the race to better adapt to the conditions on their homeworld.

With the disappearance of the Ancients from events in the cluster, with the exception of the humans on Saanshakase, no other sentient life is known to have existed for the next 100,000 years. It was about this time it is believed that the Igikur first began to develop as a civilization on their homeworld. Very little is known about the history of this extremely xenophobic race of aliens. What information exists is based on speculation and conjecture. It does appear that much of the current culture is heavily influenced by some event in their history approximately 5000 years ago.

THE ZIRU SIRKA (-4045 TO -2204)

This region remained a backwater during throughout the period of the Ziru Sirka or First Imperium. Beyond the occasional scout vessel, it appears that the Vilani had little interest in worlds so far from their established borders. There is no known evidence of any Vilani settlements or outposts having ever been constructed in the cluster.

THE RULE OF MAN (-2204 TO –1776)

The cluster was not finally settled until Solomani colonists first established their home on Dikam in the year -1852. Over the next 200 years before the fall of the Ramshackle Empire in –2204, Solomani colonies had sprung up on Dadegadi, Ur, Mamikha, and Zuge. Adding fuel to the fire of growth were discoveries of vast mineral deposits on Mamikha that caused an economic and population boom. By the time of the fall and the beginning of the Long Night, Mamikha boasted a healthy population of over a half a billion (mostly Solomani) citizens and a thriving TL7 industrial base supplying much of the material needs of the rest of the cluster.

THE LONG NIGHT (-1776 TO 0)

Even with the decline and eventual failure of outside trade into the cluster as the Long Night deepened the worlds of what was at the time known as the Far End Cluster managed to hang on better than most. With Mamikha's industrial capacity and available manpower combined with the food and agricultural needs provided by Zuge (and to a lesser extend the other colony worlds), the cluster was able to maintain a handful of Jump-1 capable ships long after most worlds had died off or reverted to barbarism. But fall they eventually did. By –1200 the last of the interstellar ships available in the cluster had failed and there we no longer the technologies or spares needed to repair them.

The lights of interstellar civilization did not begin to flicker on again for nearly 1000 years. In the 8th year before the founding of the Third Imperium, Sylean Scouts finally recontacted the citizens of Mamikha after having learned of the colony from other recently contacted worlds nearby. From Mamikha, recontact with the remaining worlds in the cluster was swift. Rebuilding from the ruins wasn't quite as fast however.

In addition to Mamikha, Zuge, Ur, and Dadegadi managed to survive the Long Night and retain at least some form of civilization. The exact fate of the original colony on Dikam remains a mystery to this day. All records and evidence of habitation ceased abruptly sometime around the year -650. No remains of any inhabitants can be found from after this period, yet up until that time Dikam appeared to still have a viable and surviving population of nearly 3 million.

Zuge, never heavily populated to begin with, probably survived the fall with the least overall impact. With a mostly rural population, abundant food supply and breathable atmosphere, the loss of high technology did not have a massive impact. By the time of recontact, the population of Zuge had actually grown by a small amount, and still managed to hold onto a reasonable TL3 civilization. The return of interstellar contact was more important economically than in any other way.

Ur, like Zuge, had a fairly small population and was able to fairly easily support its own population through local agricultural resources. Unlike Zuge however, the agricultural industry was much more dependent upon technology to support much larger farming areas than would normally be possible on such an arid world. The transition from high to low technology farming and irrigation solutions was fortunately tempered by the slow decline of interstellar trade and technology, which allowed Ur to survive without much real hardship. Even so, its overall population had declined to only a quarter of its pre-collapse population by the time of recontact.

For the people of Dadegadi, recontact meant the survival of their culture and people. From a once high population of nearly 25 million, a small scattering of settlements around what was once the old starport, housing fewer than 25,000, people remained. What was left was a primitive (TL0) culture that worshipped technology and was led by technician/priests responsible for maintaining the remaining air filtration systems/ holding the demons of the air at bay. The power and influence of these tech/priests was so strong on the survivors and their descendants, that even today many phrases, gestures, and other symbolic rituals among the inhabitants can be traced back to this period in their history.

Mamikha, if only by fact of sheer numbers, suffered the greatest decline of the surviving worlds. Without the technological resources to support a population of over a billion inhabitants, Mamikha was forced to rely on its neighboring worlds for enough food to feed its people. When the means to transport that food began to fail the riots and demonstrations began among the people eventually eroding into a splintering of factions each determined and declaring that it would ensure that those who supported them would be fed. The final spark that lit the detonation was the loss of the last food transport used to import the food stocks from Zuge and Ur. With the prospect of an offworld food supply gone seemingly forever, the factions began to fight among themselves for the last areas of viable farmland on the planet. When finally recontacted, the descendants of these factions were still fighting among themselves to support a still large population of over 100 million people.

THE THIRD IMPERIUM (0 TO PRESENT)

The Gateway region was not involved in the early Imperial Pacification Campaigns and in fact had little direct Imperial contact other than the occasional merchant during the first half of the millennium. During the first Imperial-Sydymic war, the worlds of the cluster remained neutral, siding with neither party and providing access to facilities to both sides as needed. With the annexation of the Outreaumer Subsector in the year 500 though it became quite evident that it would not be long before the Imperium would begin to consider expansion into the Diamond-Prince subsector and the Far End Cluster.

During the period of the second Imperial-Sydymic war (640-675), fought in the neighboring subsectors, some of the worlds in the cluster chose to side with the Sydites. Most notable of the worlds in support of the Sydymic Empire was Mamikha, who became a major supplier of non-combat related Sydite equipment and goods during the wars. It was the hope of the Mamikhans that the Sydites would be able to put a halt to Imperial expansion into the region, which if left unchecked meant almost certain assimilation for all the worlds in the cluster. It was not to be of course, for once the might of the Imperium was able to regroup from the Civil Wars and turn on the Sydites their downfall was inevitable.

With the end of the war, Imperial attention in the region waned, and it wasn't until 800 the worlds of the cluster were finally officially (and peacefully) absorbed by the ever-creeping borders of the Imperium. The one exception was the world of Mamikha, which broke down into a worldwide civil war over the issue of Imperial membership. The war lasted 34 years and still has serious repercussions in regional events to this day.

Saanshakase was interdicted in 824 as part of the Psionic Suppression campaign being waged by the Imperium. Anti-psionic sentiment was very high among Imperial citizens at the time, due in part to the numerous conflicts with the psionically capable Zhodani Consulate along the Spinward borders of the Imperium. It is believed that at the time of the Suppressions one of the largest of the Psionic Institutes in the Domain was located on Saanshakase studying the local native humans as well as the relics left behind by the Ancients and the original alien inhabitants.

RECENT EVENTS

The cluster, indeed the entire Domain was shaken up when during what was expected to be a routine visit by the Emperor, Archduke Nells was unceremoniously sacked and his outspoken business and political rival, a commoner, Marcus Aaron Erechs placed upon the throne instead. Upon his ascension, Erechs ordered the domain capital moved from it ancestral place on Dukh to what up until then had been an uninhabited rockball on the edge of Imperial space known as Annapabar. Before the transfer of the domain capital, what is now known as the ITC was listed in IISS files as the Far End Cluster. Many old-timers in the region and locals still often refer to it as that, though the more Imperial minded have quickly adopted the new official moniker.

The move was made for number of reasons. Politically,

Erechs moved the capital in an attempt to help break the power and influence of entrenched 'old guard' in domain politics. Economically, the Far End Cluster was a drain on Imperial trade and commerce across the sector due to the frequent piracy and unstable political situations in the region. By moving the capital it would both invigorate investment and development of the region and allow him to tackle the problem of piracy and politics 'on the scene' rather than from four subsectors away. Trade that was once being stifled through piracy, graft, and incompetence is now once again beginning to flow more freely and has begun to significantly impact the economy of the entire domain.

TIMELINE

Year	Event
-500,000	Saanshakase alien civilization arose
-490,000	Saanshakase mainworld shifts its axial tilt destroying civilization
-480,000	Last of Saanshakase people die out as local star enters a warming phase.
-300,000	Ancients establish base on Saanshakase bringing the altered Saanshakase humans with them. As quickly as they appear they vanish.
-100,000	Igikur civilization first appears
-50,000	First Saanshakase oral histories are established.
-4000	The Igikur 'Terror' occurs
-1882	Dikam settled
-1876	Mamikha first settled
-1857	Dadegadi settled, colonists originally bound for Glen Murdoch
-1828	Ur settled
-1812	Zuge settled
-1776	Fall of the Rule of Man, beginning of the Long Night
-1500	Mamikha world government collapses
-1200	Last Jump capable ship in the cluster is lost
-650	The population of Dikam disappears without record or a trace of what happened.
-8	Sylean scouts contact the Mamikhans
0	Third Imperium established
243	Dikam recolonized by Mamikha
500	Outreaumer Subsector annexed by the Imperium
620	The gengineered Jonkeereen first developed by the Imperium, believed to be based on the Saanshakase humans
640	Second Imperial-Sydymic War begins
675	Second Imperial-Sydymic War ends
778	Khuur League formed
798	Mamikhan Civil War begins over Imperial membership
800	Diamond-Prince subsector annexed by the Imperium. Mamikha and Dikam not included.
	Psionic Suppressions begin.
824	Saanshakase interdicted. Believed to have been home to one of the largest psionics institutes in the domain, studying the natural abilities of the natives, and the relics left behind by the Ancients as well as the original Saanshakase aliens.
826	Psionic Suppressions end.
812	Dikam is annexed and established as a protectorate by the Imperium.
830	Ur quarantined due to plague brought by refugees from the Mamikhan Civil War
832	Mamikhan Civil War ends.
870	Quarantine on Ur lifted
988	Extensive lanthanum deposits discovered on a small rocky planet in the Angel system.
989	Imperial Emperor Styryx abdicates in favor of his eldest son Gavin.
990	Solomani Rim War begins
992	Marcus Aaron Erechs installed as Archduke
	Gateway Domain capital moved to Annapabar.
	The supercorporation Planetscapes establishes an experimental terraforming colony on Niin.
	Armed Imperial intervention on Lepanto.
993	Ecoterrorist group calling itself Status Quo begins attacks on Planetscapes installations and personnel on Niin.
	Present

MILITARY FACTIONS

IMPERIAL NAVAL PRESENCE

Imperial Naval vessels of all shape, size, and purpose can and will be encountered along the primary Jump and Xboat routes in and out of the cluster. In most cases they will continue on about their business and not bother any nearby traffic unless intervention is warranted. Within the cluster the navy leaves patrolling to the ITCA. Of course training exercises are quite common and close encounters with quite major Naval vessels are a regular event. This may be part of a 'fierce face' deterrence policy. If Imperial ships encounter a firefight in progress, they will usually intervene (threatening both sides with destruction if they do not cease) and try to deal with the problem.

Annapabar is the new home of the 14th Fleet. The 14th is one of the few regular fleets in the sector that have not (yet) been called to serve against the Solomani down in the Solomani Rim War. The 14th Colonial Fleet has also been activated and is operational, unlike most other colonial forces in the sector.

To support these fleets the Imperial Navy is currently in the process of constructing a rather large naval installation in the Annapabar system. The installation is nearly complete and already operational. When finished sometime in 994, the base will be the second largest Imperial Naval installation in the Domain, second only in size to the Fleet Depot at Ugiirkidan (1420 Gaudix Drift). An additional frontier base is being constructed simultaneously at Rukirligi, situated on the border and just outside the cluster to trailing.

Like most subsector fleets in the quadrant, the 14th (Regular and Colonial) Fleet is over-strength to support Imperial Client State worlds to trailing in the Outworld subsector and beyond. A typical force mix is listed below, though variations over time are possible.

Fleet Elements	*Qty*	*Size*
Cruisers	6	10-40 kilotons
Lt. Carriers	2-3	10-40 kilotons
Destroyers	7-8	1000-10,000 tons
Escorts	8-10	1000-10,000 tons
Patrol Craft	16-20	100-1000 tons
Support Vessels	25-28	varies

IMPERIAL TRADE CLUSTER AUTHORITY

The ITCA is a recently established organization, created by the Archduke in 992 and tasked with bringing piracy, smuggling, and trade under control within the Delta quadrant of Ley sector, with particular emphasis in the Far End star cluster of the Diamond-Prince subsector. While independent of the Imperial Navy, the ITCA nevertheless works very closely with its naval counterparts to relieve them to deal with problems elsewhere in the region.

Most worlds within the Imperial Trade Cluster have at least one ITCA Customs ship assigned to their world, with various support personnel on station at the starport. Worlds with a Class A starport will have at least two customs vessels assigned, though Annapabar is an exception due to its high traffic and has four vessels assigned to customs patrol. Mamikha as an independent world is 'legal' not under the authority of the ITCA, but this has not stopped the ITCA from running occasional sweeps through the system.

Until recently the ITCA has restricted its activity to the Far End star cluster, now know as the Imperial Trade Cluster. In the past year however the ITCA has conducted some rather high-profile raids on smuggling and piracy operations on worlds outside the cluster with dramatic results. A recent raid on a slave ring operating out of Mamikha garnered so much attention that it has been made into a holodrama for distribution throughout the Imperium. The political repercussions of that raid are still being felt and will likely taint future relations with Mamikha.

The ITCA is commanded by Commodore Ridley Bislernin, a former Commander in the Imperial navy of Vilani descent.

ITCA Elements	*Qty*	*Size*
Escorts	3	1000-5000 tons
Patrol Craft	6	200-1000 tons
Customs Tender	3	1000 tons
Customs Ships	18	100 tons
Support Vessels	15	varies

ARCHDUKE'S HUSCARLES

As Archduke, Erechs is allowed to raise and maintain a small private armed forced that is under his direct authority and control and outside of all other Imperial military chains of command. Most of the senior personnel were originally recruited from the MAE Lines security department as well as the Imperial Navy. The current Huscarle commander, Colonel Khergii Mindi was formerly the head of security for MAE Lines before being tapped by his former employer the Archduke for his present position.

Not surprisingly, given the Archduke's mercantile business roots and the current situation in the quadrant, his Huscarles are light on ground combat forces and heavy on space forces. The Huscarles are primarily tasked with in-system security as well as planetary security on the Domain capital at Annapabar. The reach of the Archduke and his Huscarles is not limited to the Annapabar system however. The Huscarles can field a reinforced brigade of heavy infantry when needed, and can call on a number of smaller capital ships for power projection.

LOYAL SECTOR GUARD

The LSG is an unofficial military organization whose stated reason for existence is the defense of "The Imperium, her Citizens, and the Emperor" against all threats. Technically illegal, the LSG is tolerated because it currently is filling a gap in Imperial security in the sector due to the draw-down of naval units for transfer far to the war-front in the Solomani Rim, not to mention the fact that it has several rather influential individuals among its ranks.

Current Imperial Intelligence estimates place the LSG's ground forces in the ITC region at around a single division of Lift Infantry, those most of these forces exist as smaller mercenary bands spread out on various duties. Space forces are also significant, though mostly consisting of smaller armed traders and patrol craft. Intelligence also suggests that the LSG is in the process of reactivating and refurbishing older obsolete cruiser-class vessels, though no hard evidence of this has yet to surface.

Officially, the LSG is headed by 'Colonel' Arthur L. Fellows, a recently retired Imperial Naval Captain and veteran of the Third Frontier War. It is speculated that Col. Fellows is merely a figurehead answerable to his own as, yet unidentified, superiors. Support among the general population for the LSG is high, its units having performed some rather high-profile missions that the Imperium itself was either unwilling or unable to undertake.

POLITICAL STRUCTURE

Until the recent move of the Domain capital to Annapabar in 992 the subsector was ruled by the Stolzheins of Jutland, an appointment established when the subsector was finally incorporated into the Imperium in 800. The Stolzhein family was among the first and leading Mamikhan colonists to the world in 724. Unfortunately the Stolzheins were also a family of conmen and smugglers who were intimately tied with the underworld back on Mamikha and numerous connections to the underworld in nearby systems. Under their leadership piracy, smuggling, confidence schemes, extortion, and a list

of other problems and issues flourished, in most cases under the direct knowledge and support of the Duke in return for a suitable percentage off the top.

One of the first actions the Archduke took when he moved the Domain capital to the cluster was to strip Duke (now merely Governor) Stolzhein of his Ducal titles. Currently the Archduke himself holds the subsector Ducal title in trust. While is it well known that Marquis Wallace of Glen Murdoch is campaigning for the title, rumor has it that it is being offered as an incentive for the Mamikhans to finally accept Imperial rule. Much of the governmental authority that was once the realm of the Duke is now under the control of the ITCA, leaving the title with little more than a token of its original power and authority. It is a significant incitement nonetheless, since even token Ducal powers are quite considerable.

Landed Hereditary Imperial Titles in the Cluster

Location	*Title*	*Holder*
Third Imperium	Emperor	Gavin
Gateway Domain	Archduke	Erechs
Ley Sector	Duke	Marshal Nells
Diamond-Prince Subsector	Duke	Vacant
Imperial Trade Cluster	Count	Vacant
Glen Murdoch	Marquis	Sean Wallace
Jutland	Baron	Jakob Stolzhein
Ur	Baron	Taylor Mikes
Zuge	Baron	Chance Wayne
Dadegadi	Baron	Sebastian Cooper
Annapabar	Baron	Vacant

Other Notable Positions of Power in the Cluster

Location	*Title*	*Holder*
Dikam	Knight	Gargish Zuukam
Angel	Knight	Njanu Amari
Niin	Director	Petr Verikophski
Mamikha	Ambassador	Jack Forbin
2000 Worlds	Consul	T'tkeng!kirr
Lords of Thunder	Consul	Hk!!agh't
Hive Federation	Trade Consul	M. Talent
Khuur League	Ambassador	Sorl Krnn

Sean Wallace: With the downfall of Duke Stolzhein, the Marquis of Glen Murdoch is the ranking Imperial noble in the subsector outside of the Archduke himself, and has oversight and responsibility over two other red-zoned worlds in the cluster Igikur and Saanshakase. Wallace has been not so subtlety campaigning for the Ducal title to be awarded to him, though so far the Archduke hasn't seen fit to comment on his campaign yet one way or the other.

Wallace is the son of an Academic, from a long line of scholars and researchers some of whom were the original colonists on Glen Murdoch back in 758. Wallace is a rather uninspired leader, more qualified to hold authority over a research department than the governing of an entire subsector though he obviously feels otherwise. He tends to spend too much time researching problems brought to him as the Marquis and his rulings and dealings, while on the surface appear to be reasoned and logical solutions often cause more problems than they solve in the long run. Wallace has little feel for the nuances of politics and business, tending to apply historical data and trends to situations where they may not be applicable or even sensible.

His bid does have the support of the Loyal Sector Guard and a number of other prominent nobles and business men in the sector, who are constantly pressuring the Archduke to make a formal announcement concerning the leadership of the subsector one way or another. Even the former Duke has given his tacit and perhaps dubious support to Wallace's claim to the title, often pointing to the fact that the Archduke has yet to give the title to some other qualified Solomani such as Wallace.

Chance Wayne: The Baron of Zuge is also one of that world's leading ranch owners, holding control over the fourth largest ranch on planet. The Baron is a long time supporter of the Archduke, the two having become friends during the early years of Erech's adulthood as he was building MAE Lines. MAE Lines was and remains the exclusive shipping firm for Chance Ranch beef. Chance prefers to remain away from the politics of the subsector and spends most of his time overseeing the operation of his ranch when not obligated to his duties as the Baron. He tends to his baronial duties as his does his company, diligently and efficiently, but without the same enthusiasm.

Jack Forbin: Jack is the official Ambassador of Mamikha to the Imperium, and given its industrial power and the current Imperial push for Mamikhan client state status the ambassador tends to wield a fair bit of political influence in the region. Jack and the Archduke have formed a fairly close relationship despite the fact that Jack personally opposes the attempts of the Imperium to impose client state status on his world. He is a rare breed, an honest politician, and while opposed to the idea represents the wishes of his world fairly and without personal prejudice. The ambassador is well liked by most in the cluster though there is open hostility between himself and former Duke, Jakob Stolzhein, whom he once publicly called the son of a prostitute and a street thug.

There is speculation that Jack Forbin is to be named as the next President of the Unified World Council on Mamikha. His widespread popularity with the average Mamikhan, despite their national allegiance, is likely to help improve support of the UWC among those nations currently unaligned. While the Imperium would like to see a consolidation of power for the UWC, they do not want to see it happen under an administration run by Forbin. He is an outspoken opponent of annexation of his homeworld and would likely erode Imperial support among the Mamikhan populace quite drastically.

Gargish Zuukan: Gargish is a 'native' of Dikam, recently appointed to the Governorship by the Archduke little over a year ago. His predecessor quickly retired before the Archduke's accountants and investigators could begin probing too deeply in the Governor's affairs. Gargish is a businessman first and politician second, just the type of man the Archduke wants and needs to revitalize the local economy. The governor is also a member of the Archduke's Mamikhan policy team, advising him on the best methods and tactics to use to bring the Mamikhan system into the Imperial fold once and for all.

Jakob Stolzhein: Governor Stolzhein of Jutland is also the former Duke of Diamond-Prince, a title his family held since their appointment to the title in 800. Recently stripped of his titles by the Archduke for reasons of malfeasance and criminal

negligence, he remains Imperial governor mostly by virtue of being planetary head of state. The Imperial Ministry of Justice is believed to still be investigating the situation and many think criminal charges will be forthcoming very soon.

To make matters worse, the Governor seems intent on stirring up unrest among supporters of the Solomani cause through casual insinuations of anti-Solomani prejudice as the real reason behind the loss of the Ducal title. Anti-war demonstrations and incidents of hate crimes against non-Solomani are rising dramatically on Jutland, and some in the Intelligence community are beginning to suspect possible SolSec involvement.

Sebastian Cooper: Sebastian comes from a long line of politicians on Dadegadi, and is the third member of his lineage to hold the position of Imperial Governor for the system, though it has been nearly four centuries since the last of his line held the office. Sebastian owes his appointment to the sweeping changes to the 'old boy' network that existed in the region before Archduke Erechs took office in 992. The former governor was sacked without warning and Sebastian appointed without any warning and little choice in the matter, not that he would have refused. Sebastian takes his position quite seriously and works diligently at improving the lives and future of his fellow citizens on Dadegadi.

Taylor Mikes: Governor Mikes of Ur is the grandson of Doctor Mallory Mikes, appointed by the Archduke back in 830 and charged with quarantining the world and finding a cure for the plague that was ravaging Ur. The Taylor Mikes, is also a physician, but unlike his grandfather, is more interested in trying to help the world recover economically and industrially now that the quarantine has been lifted. However many say that Taylor, if possible, is even more dedicated to the 'health' of Ur than his grandfather.

Taylor has earned a reputation as a firebrand at the Archducal court, but appears to be respected by the Archduke even if they don't always see eye to eye. He has a head for business and can be ruthless at times, but also has the heart and dedication of a physician. He is strongly pro-Imperial and is supportive of the war effort against the Solomani, though as a physician his support for the war is, not surprisingly, somewhat tempered.

Petr Verikophski: Petr is the Colony Director for the colonization and terraforming project on Niin that is being conducted by the Planetscapes supercorporation. Petr is under considerable pressure from the Board of Directors back on Dukh to ensure that the project proceeds on time and on budget. Niin is planned as the future home headquarters of Planetscapes and is to be the ultimate showcase of the company's capabilities.

Njanu Amari: Governor Amari has his hands full dealing with the mining boom currently raging on Angel since the discovery of vast Lanthanum deposits in 988. This backwater ball of rock went from a sleepy population of a couple of hundred miners and starport personnel to over 3 million inhabitants in less than five years.

NEIGHBORING POWERS

Given the nature of the cluster and its position as the primary gateway into the Imperium for this region, ships of many polities and civilizations can be found traveling among its worlds. Some of the closer and more commonly encountered groups are given below.

GALIAN FEDERATION

The Galian Federation is a dominant power in the Gateway Sector to Trailing of the cluster. Its trade ships are not an uncommon site in the cluster, carrying Imperial goods back to eager markets in Gateway Sector. Currently relations between the Imperium and the Federation are good, but this has not always been the case. During the last Imperial-Sydite conflict, the former Galian Trade League openly supported the Sydymic Empire in its bid for expansion. This is due in part to the rather large Sydite expatriate population of the former League and now Federation worlds.

GLIMMERDRIFT TRADE CONSORTIUM

The Glimmerdrift Trade Consortium is a loose alliance of 13 worlds located in the Glimmerdrift-Reaches sector to Rimward of the ITC. It is not a homogenous entity, with some of its member worlds scattered throughout the Beta Quadrant of the sector. Its capital, Fal (3111) is located along the Coreward edge of the Tasman subsector.

Until recently, the most likely GTC vessels to be seen in the ITC would have been an occasional CP-CK (commerce protection-corsair killer) detachment on an anti-piracy mission. With the arrival of the Imperial Trade Cluster Authority and the significant drop in piracy stemming from the ITC region, the GTC has begun to aggressively establish markets for themselves hoping to capitalize on the revitalization of the cluster. Because of this the GTC has a vested interest in seeing that the current stabilization continues on course. No one wants to see the return of the pirate fleets that were occasionally based out of what was then the Far End cluster.

FEDERATE REPUBLIC

The worlds of the Federate Republic lies in the Glimmerdrift-Reaches sector some seven parsecs to Trailing and Rimward of the ITC along a Jump-2 route. While close in proximity to the ITC, Federate ships are not commonly encountered in the cluster tending to instead trade with their neighbors in the Reaches. A small consulate office is maintained at the Domain capital on Annapabar, but sees little activity.

MISCHE CONGLOMERATE

The small 7-world polity known as the Mische Conglomerate lies trailing of the cluster, located in the Alpha Quadrant of the Crucis Margin Sector. Trade ships from the Conglomerate are infrequently encountered in the cluster, but Conglomerate citizens are often found working as pilots and navigators on ships in and outbound from Crucis Margin.

THE HIVE

The Hivers have recently established a trade mission on the formerly uninhabited world of Gashuki, a mere 4 parsecs coreward of Dikam just outside the Imperial border. Most of the considerable trade that has sprung up between Gashuki and the ITC is carried by Imperially registered ships, though the occasional Hiver trade ship or diplomatic courier calling on

the worlds of the cluster is not an uncommon event.

The Hiver embassy, formerly located on the sector capital Dukh, has recently been abandoned with the ambassador holding residence at Gashuki until the new facilities on Annapabar are completed in early 994.

KHUUR LEAGUE

The Khuur League is a Sydite dominated trade federation located one subsector to coreward and trailing of the ITC, built from the ashes of the former Sydymic Empire. The League is actively recruiting for Mamikha to join as its first non-Sydite member world. With a non-Sydite member world of the status of Mamikha in the region, the political viability of the League will be greatly enhanced. For the Mamikhans it would mean retaining a larger portion of their independence and allow them to take an active role in the fight against Imperial hegemony in the region.

League ships and Sydites in general are very common sites within the cluster and the League embassy has recently relocated from Dukh to Annapabar. Many of the Sydites in the cluster are transient workers who have been hired for the heavy labor needed for the recent construction on Annapabar and elsewhere. Some are even full Imperial citizens having forsaken their ties to the former empire turned League and embraced the advantages of Imperial citizenship.

The League Ambassador to the Domain is one Carln Tolst. While a surprisingly small man for a Sydite, Carln is nevertheless a firebrand at the Archducal court on Annapabar where he vigorously represents his government's interests in regional affairs.

THE K'KREE

K'kree ships while a rare site in the cluster, do appear from time to time. These are usually ships of the Lords of Thunder rather than those of the 2000 Worlds, though both governments maintain consular offices at the Domain capital of Annapabar. The arrival of a ship from the Lords of Thunder is not usually a welcome event. Most ports restrict their crews to their ship and often all leaves are canceled for Port Authority security personal for the duration of their visit in an attempt to avoid the almost guaranteed brawls that will erupt between the K'kree crews and those they consider to be G'naak (meat-eating vermin).

THE OUTWORLDS

While the Outworlds subsector (to Trailing of the cluster) lies completely outside the official borders of the Imperium, Imperial influence among the settled worlds is very strong. Nine of the thirty-one worlds in the subsector are already official Imperial Client States, with the remaining 22 worlds heavily influenced by Imperial policy even if not already well down the road to client status.

OTHER POWERS: ORGANIZATIONS AND CORPORATIONS

PIRACY AND SMUGGLING IN THE CLUSTER

Piracy, not 5 years ago, was rampant in the region and not uncommon within the cluster. Today, a pirate taking the risk of preying upon shipping in the cluster is more likely than not to be caught if not destroyed fairly quickly. It does happen, but has become quite rare in the last two years due to the vigilance of the Imperial Trade Cluster Authority, and with more than a little help from the Imperial Naval presence at Annapabar. Outside the cluster itself, within the subsector and quadrant in general, piracy and commerce raiding events are quite a bit more common though both the Navy and the ITCA are working on the problem.

Smuggling on the other hand is still quite common, as the cluster remains a vital highway into and out of the heart of the Imperium itself. Thus many a shady merchant will try their hand at slipping valuable but illegal cargos past the watchful eye of the ITCA. It has become more difficult under their scrutiny but not impossible, and the rewards of success still remain as lucrative as before.

OPPOSITION GROUPS AND TERRORISTS

There are a number of groups at large within the cluster that are at odds with Imperial development in the region. Some follow the path of peaceful resistance, while others prefer a more violent approach to get their message across. Some of the more active of these groups in the cluster are detailed below.

Status Quo

A radical branch of the Church of Stellar Divinity, this sect not only are the stars the physical manifestations of the gods but the planetary bodies orbiting a star are the divine children of the stellar god. Any attempts to alter the perfection that are the god's children is considered heresy and should be stopped. Until their recent attacks on Planetscapes facilities in the Niin system, this group was considered one of the more harmless splinter groups of the Church. Most Church branches have publicly and quite vocally condemned the actions of Status Quo.

Free People's Alliance

The FPA is quite active in its campaign to keep Mamikha out of the Imperium and to impede Imperial development in the cluster. It operates openly on Mamikha acting as a broker for Mamikhan arms, equipment and munitions to anti-Imperial insurgents across the sector and beyond. The various Mamikhan governments publicly disavow any support for the FPA, and have even permitted Imperial raids against FPA operations on planet but so far none of these raids as accomplished much. The FPA cells seem to magically melt away just before Imperial agents can arrive.

Matarishan Freedom Movement

The MFM maintains a constant presence on Annapabar pressing the Archduke for autonomy and possible independence for the worlds of the former Matarishan Federation. It is also believed that the MFM is actively counseling the governments of Mamikha on how best to thwart the efforts of the Imperium to annex their world. The more militant (and disavowed) wing of the MFM, the Matarishan Liberation Army, recently claimed responsibility for a number of acts of sabotage at the Imperial Naval Base under construction at Annapabar.

SUPERCORPORATIONS

Supercorporation is a label given to a company that has extensive holdings throughout one or more sectors of the Imperium, but does not qualify as a megacorporation. The following supercorporations are currently doing business in the cluster:

Glenn-DeHaviland Works

Glenn-DeHaviland Works is an up and coming player in the Domain business world, with extensive holdings in a diversified range of endeavors ranging from large scale construction projects, to starship design and construction, to electronics research and development, to holovid production and distribution, to soft drink production. Currently the company holds the primary contracts for the construction of the Imperial Naval Base and the Orbital starport facilities at Annapabar.

Planetscapes

Planetscapes is a growing, sector-wide supercorporation in the business of terraforming planets. In its brief 200 year history, Planetscapes has managed to bring over a dozen worlds under contract for its services, and is considered one of the industry leaders in research and advancement in terraforming techniques. In a recent bold (some call suicidal) move, the company has undertaken an experimental project solely under their own resources, establishing a proto-colony on the mainworld of Niin in the Diamond-Prince subsector.

MAE Lines

MAE Lines is a regional powerhouse among the cargo and passenger lines in the Domain, but like its original owner and founder the company is considered to be a bit of an upstart to the more established firms. MAE Lines, is named for its founder Marcus Aaron Erechs (MAE) who was recently appointed Archduke of the Domain in a surprising move by the Emperor Gavin during a visit to the sector in 992. Upon his appointment as Archduke, Erechs sold his interests in the company to the current owner, a Vargr by the name of Kfellrak Takhs.

Captain Takhs was for many years Archduke Erech's co-pilot and the two remained close friends during the early years of the growth and development of MAE Lines. It was Kfellrak to whom Erechs handed the reigns of the company to when he ascended to the Archducal throne. The years under Erech's command must have rubbed off, for MAE Lines has not missed a beat economically since Erechs departed. Many a competitor has underestimated the wily Vargr, perhaps because of blind prejudice, and has been left looking the fool after the Vargr walked away with the better end of the deal. Due to the nature of their previous relationship and Erech's previous ownership of the company, both Erechs and Kfellrak have gone out of their way to ensure there is no hint of favoritism in any business dealings they have had since the split.

MAE Line ships can be found plying the trade and passenger lanes across all four sectors of the Domain, though mainly within the Imperium.

MEGACORPORATIONS (IMPERIUM-WIDE)

Until the shift of the Domain capital to the trade cluster, the region had been pretty much ignored by most of the Imperial megacorporations who considered the region an undeveloped backwater. Interstellarms, through its Portcullis Defense subsidiary has been a fixture in the cluster for over a century, opening a branch office shortly after the incorporation of the subsector into the Imperium in 800. The only other megacorporation to have any significant presence in the region until the move of the capital was SuSAG who was active in the research for a treatment for the plagues ravaging Mamikha and Ur during the late 7th and early 8th century.

The other megacorporations only became interested in the region two years ago when the new Archduke announce his intention to move the Domain capital. Unfortunately for them they ran head-long into one of the new Archduke's new policies, to give first preference for jobs, contracts, and other favors or services to local Domain based corporations rather than the monolithic Imperial megacorporations. This of course has not stopped them from moving into the cluster and doing business anyway. In most cases they openly seem to abide by the Domain first policy, but more than a few have tried to circumvent these restrictions through a number of shell corporations and subsidiaries.

Delgado

Delgado is a collection of huge firms and business interests forming a Business Group. It is not yet rated as a Megacorporation, though Megacorp status seems likely in the next few years. Delgado's interests include military equipment and minerals, plus general trading. The corporation operates a fleet of large freighters and is notorious for its employment policies, which favor a small number of employees at the expense of the majority.

Delgado is currently active in both the Annapabar system where it holds a number of contracts related to the construction of the naval base there and in the Angel system where is involved in extensive exploration and exploitation of the recently discovered lanthanum deposits.

General Products

Specializing in starship and vehicle design and construction, General Products maintains a large submersible manufacturing and design facility on Glen Murdoch in conjunction with the Imperial Army's training station there and the local University. Beyond this facility, GP has no other assets currently in the region. There is some resentment of GP by the University and its research partner GsbAG who were not happy when the Imperial Army awarded the company a significant number of the more lucrative production contracts.

Geschichtkreis Sternsciffbau AG

GsbAG is primarily a shipbuilding firm that operates a number of yards throughout Ley Sector. The firm also operates a number of specialized research institutes throughout the sector, and has been a partner with the University of Glen Murdoch for a number of years in the area of submersible design and research.

Hortalez et Cie

Hortalez deals in finance, providing capital and financial services to other businesses. Its operations in Gateway Domain are currently based at Dukh, but a move to the new

Domain capital, Annapabar, is likely. In the meantime the company maintains a small satellite office on Annapabar to oversee the upcoming transition and to handle current needs in the region. Hortalez is not directly involved in any of the financial aspects of the new capital's construction, but is providing financing to a number of the corporations that do hold direct contracts for work or service.

Instellarms
Instellarms deals in weaponry and trained mercenary personnel. It has enjoyed a long and profitable history in the region supplying arms, equipment, and mercenaries to many of the participants in the various Mamikhan border wars that have flared over the past two centuries since the civil war there. An 'arrangement' with the former Subsector Duke Jakob Stolzhein, pretty much ensured that Interstellarms enjoyed a near monopoly in the regional arms market. In addition to supplying local combatants, the Interstellarms office on Jutland was a central clearing house and recruiting office for many armies and navies located outside of Imperial borders.

With the sacking of the Sector Duke and the establishment of the ITCA in the cluster, Interstellarms has suffered a severe downturn in sales both locally and abroad as the Archduke has begun to clamp down on arms sales. The company suffered a further loss of both money and reputation when auditors for the Archduke revealed last year that the company had illegally obtained valuable contracts for work on the new capital on Annapabar through a series of false fronts. The contracts were immediately canceled and the company fined MCr50.

Ling Standard Products
LSP is active in the fields of mining, vehicles, weaponry and high-technology equipment. The firm not only manufactures equipment but in some cases operates it; LSP has outsystem mining operations in several areas of Gateway.

Makhidkarun
A general electronics giant, Makhidkarun produces a wide range of consumer products and is also a major defense contractor, supplying electronic systems to the Imperial armed forces.

Naasirka
Another electronics firm, Naasirka deals mainly in computer equipment and robotics. The firm maintains a major research and development facility in Ley Sector, and has manufacturing plants on several worlds. Naasirka is one of the most active Megacorporations outside the Imperium.

Schunamann und Sohn, AG
SuSAG is the market leader in chemicals and pharmaceuticals. The firm's facilities are widespread throughout Gateway Domain, and sponsored medical facilities can be found on many low-tech worlds. During the series of plagues on Mamikha and Ur during the 7th and 8th centuries, SuSAG earned an excellent reputation for itself in the cluster for its important (and donated) assistance in the work of Dr. Mallory Mikes to find a cure. The megacorporation is one of the few that is not actively discouraged from accepting Imperial government contracts in the subsector.

SuSAG is still quite active on both Mamikha and Ur in the medical industry. It has held the contract to maintain the quarantine over Mamikha since its interdiction by IN medical authorities. Anyone headed to or from the surface of the mainworld must pass through the SuSAG orbital facilities first. This facility is guarded by a company of Imperial Marines and includes the system wide support of no few than a dozen system defense boats to enforce the interdiction.

Sharushid
Sharushid is in business to do business. The firm engages in trade rather than manufacturing, and offers a brokerage service at most large starports. Sharushid factors can be encountered anywhere where there is money to be made from business.

Sternmetal Horizons LIC
Sternmetal is most famous for its mining equipment and operations, but is also active in the fields of power generation and manufacturing. Sternmetal does not do things by halves – if the firm moves into a region, it will bring in a whole colony of workers and their families, and support them while they get the job done.

Tukera
Tukera is the most famous of all shipping lines. Its vessels are encountered on major shipping lanes, conducting regular services rather than speculative trading. Tukera trains its people well and rewards loyalty. Vessels are well protected by their own armament and security personnel.

Zirunkariish
Zirunkariish is an investment firm, which mainly funds the development of mid-tech worlds and starports on major routes. The firm owns and runs several ports in Ley Sector as subsidiaries.

PEOPLE OF THE CLUSTER

The cluster has a total population of roughly 6.136 billion, with most of those inhabitants being humans, more specifically Solomani, and living on Mamikha. The highest technology is available at Annapabar (TL14), which also serves as both the subsector and domain capitals. There is one known existing alien race native to the cluster, and one known extinct native race. On Igikur, a red-zoned world are found an intelligent but highly xenophobic race of aquatic native vaguely similar to the Terran octopus, while the remains of a civilization that may predate that of the Ancients lies under the shifting sands of Saanshakase.

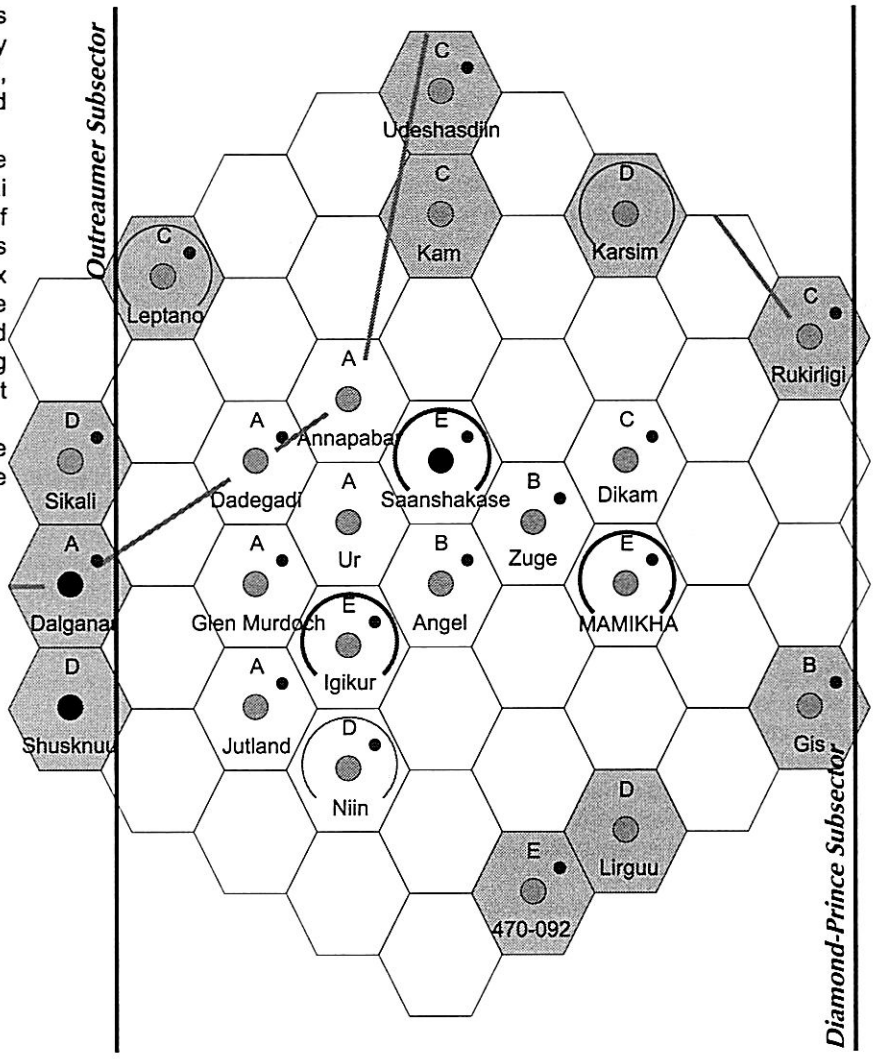
The remaining populations in the cluster are primarily humans of Vilani descent, some descended from the few Vilani families that settled in the region during the Rule of Man or those who have recently immigrated to the cluster under the Archduke's new colonization initiatives for the region.

While there are surprisingly few non-humans among the local population, the region is a hub of interstellar trade and commerce not only among the local worlds but between the Imperium and the worlds beyond its borders and with the interstellar empires of the K'kree and Hivers. Thus at any

given time a number of different alien races might be encountered. Mostly commonly encountered are the Sydites, Vargr, Luriani, and any number of other minor alien and human races.

Culturally, the worlds of the cluster are fairly homogenized and distinctly Solomani in flavor having been settled by waves of colonists from Terra during the waning years of the Rule of Man. A heavy and steady influx of new immigration and colonization in the cluster since the domain capital was moved here has begun to somewhat dilute the strong Solomani influence, but not to any great degree. There is some resentment on

With the exception of Mamikha, all of the worlds of the Imperial Trade Cluster are members of the Imperium.



Name	Hex	UWP	Bases	Trade Class	TZ	PBG	All	Stellar Data
Dadegadi	1836	A443745-C		Po		104	Im	F3 V
Glen Murdoch	1837	A54A742-B		Wa		102	Im	K9 V
Jutland	1838	A336744-A		Ni		703	Im	K1 V
Annapabar	1936	A4367A9-D	B	Ag		210	Im	K3 V
Ur	1937	A652678-9		Po Ni		200	Im	G1 V
Igikur	1938	E37358A-7		Ni	R	413	Im	F3 V G4 D
Niin	1939	D332465-7		Ni Po	A	503	Im	K3 V
Saanshakase	2036	E550589-4		De Ni Po	R	514	Im	G9 V
Angel	2037	C201643-8		Ic Ni Va		301	Im	M3 V K0 D
Zuge	2137	B676533-A		Ag Ni		524	Im	G7 V A4 D
Dikam	2236	C466765-7		Ni		202	Im	G1 V M4 D
MAMIKHA	2237	E84897A-6		In	R	602	Xx	G2 V A9 D A4 D

WORLDS OF THE IMPERIAL TRADE CLUSTER

Three of the worlds within the ITC are detailed below:

1837 Glen Murdoch (Imperial)

A54A742-B Wa 102 Im K9 V

Glen Murdoch has no continents and surprisingly few islands with those being a small chain of volcanic islands located in the eastern hemisphere along the equator. These islands are mostly bare volcanic rock with small patches of rudimentary vegetation clinging to life in the shade provided by outcroppings or crevasses in the rock. The radiation levels the planet is exposed to during its daylight hours manages to pretty much kill off anyone or anything that spends more than a few minutes directly exposed to the sun.

A thin, but breathable atmosphere clings to the mainworld but heavily tainted by ash and various gases released by the worlds rather active volcanic system. It is recommended that anyone on the surface where a protective filter mask as continued exposure to the atmosphere is known to cause serious lung damage in most races. It is a fairly warm world with average daytime temperatures around 15° C, but falling to almost zero at night as the thin atmosphere loses the heat of day's sun. The convection caused by the tidal forces and constant heating and cooling of the atmosphere spawns fierce currents in the world spanning oceans. It takes a talented pilot to navigate these tides and currents without being swept away and destroyed.

Surprisingly the primary import is food, despite the abundance of native life in the waters surrounding the colony, none of which is suitable for human consumption without considerable preparation to avoid poisoning. There is a small export market for some of the more exotic sea life by Vilani gourmet chefs who are used to dealing with the proper preparation of meals from such poisonous sources.

Most, if not all of Glen Murdoch's 10 million residents live in Antalis a large arcology anchored to the sea floor near the equator. The arcology is located near a region of very active volcanic vents that provide much of the heat for the arcology along with rare materials for its industry. The region also teams with exotic deep-sea lifeforms that are under constant study by both local and visiting biologists.

Despite being colonized originally by Mamikhans, the population by and large is very pro-Imperial in attitude. The facts of a prosperous economy, reasonable (if glacially slow) government, and perhaps the influence of a fairly sizable Imperial Army training facility on planet help to contribute to the pro-Imperial attitude of the people. Of course even in the most satisfied of societies there will always be some malcontents and Glen Murdoch is not without its small share.

Ostensibly a representative democratic government, only a rather small portion of the population is allowed to vote. Suffrage is bestowed only on those with a doctorate degree from an accredited Imperial university. The non-voting populace is represented by appointed Councilmen who, while encouraged to listen to the needs of their constituents, may vote as they see fit. This of course is a holdover from the early days of the colony when it was little more than a research station run by a group of scientists. As the colony grew with an influx of colonists fleeing the looming war on Mamikha, the scientists developed this system of government to ensure that the operation of the colony would remain the domain of the 'learned' rather than the masses.

The University of Glen Murdoch is renown throughout the sector as a leading institute for aquatic studies and technological development. Even the Imperial Army maintains a submersible vehicle training and development facility here in cooperation with the University. Most of the industry on the planet is similarly gear towards the underwater environment that dominates life here. Heavy industry is primarily in the development and construction of submersible vehicles for both domestic use and export, while lighter industries provide many of the necessities needed for life underwater and the production of luxuries created from the bounty gained from such an environment.

A starport for most commercial shipping in maintained on the larger moon, Demin, but does have a well-provided class B downport located on the floor of the ocean. Piloting through the oceans of the planet requires the skills of a pilot familiar with the patterns and dealing with the dangerous seas. This does not mean that access to the planetside starport is restricted, just not recommended unless one is familiar with dealing with the local conditions. The ocean floor of Glen Murdoch is littered with the wrecks of those who thought they could handle it but didn't.

1938 Igikur (Imperial)

E37358A-7 Ni R 413 Im F3 V, G4 D

Igikur is fairly dry, though capable of supporting life. However, there is little life on land due to a poisonous atmospheric taint. There is some evidence that the land was once quite widely populated by exotic animal and plant life. Some experts believe that the atmospheric taint was acquired long after life developed on land, and is responsible for the mass extinction of almost all life.

The surface of the planet shows some curious anomalies. Deep radioactive pits have been detected in the bedrock at various points around the globe, but every one has been filled with loose rock and covered over with soil to create a convincing landscape. Were it not for high-technology densitometers, these craters would never have been detected. All the craters are formed in groups which resemble orbital bombardment bracket patters, as if during some ancient war an attacker had chosen to obliterate cities and defense sites. Not even the Vilani have ever indulged in this level of overkill, however.

In the depths of the small oceans (which have a fair amount of life) lives an octopus-like race known by the same name as their homeworld. They are long-lived (500-1000 years) and have a stable TL 7 society. The Igikur are xenophobic and suspicious of visitors, so little is known about them.

It has been discerned that Igikur religion includes a God and a Destructor, neither of which seem to be shaped anything like an Igikur. No statues or images of either being have ever been shown to Imperial scientists, but the first-contact team reported gaining the distinct impression that the Destructor was humanoid or even Human, and that the Igikur were terrified of them.

The outsystem includes a number of rockball worlds and gas giant moons, some of which show signs of bombardment with nuclear explosives and kinetic-energy weapons. There is

no sign of who or what was bombarded or who carried out the attacks for that matter, but the destruction was awesomely thorough. One moon of the small gas giant Irka was apparently cracked in half by the bombardment. The missing half is thought to have fallen into the gas giant's atmosphere and burned up, but it is possible that it was hurled out into deep space. If it could be located, perhaps clues might be found as to what happened here.

Although claimed as Imperial territory, Igikur is not an Imperial Member world.

2036 Saanshakase (Imperial)

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Saanshakase is believed to have once had a considerably denser atmosphere than it currently enjoys. Dramatic climatic changes due to the warming of the local star has destroyed the ecosystem that once kept the denser atmosphere replenished and has allowed much of it to bleed off into space, leaving the much thinner atmosphere encountered today.

One of the biggest problems facing anyone on Saanshakase is the fact that the planet has an extremely strong electromagnetic field that plays havoc with anything but the most heavily shielded electronic equipment. Heavily shield shuttles must be used to ferry material, equipment and personnel between the surface of the planet and ships arriving and departing in orbit.

Once planetside, things do not get much better. The planet is a dry, relatively barren world with no standing water to be found anywhere on its surface. The warming sun has long since evaporated it off, leaving an extremely dry and barren world surface, much of it covered with constantly shifting sands. There is ample archeological and fossil evidence of a much more hospitable climate hundreds of thousands of years ago, but it is evident that the ancients peoples that once inhabited world understood that their world was changing and tried to adapt. Huge underground cisterns, some still functional and supplied were built to conserve the planet's water. These of course failed to stop the eventual demise of those ancient peoples, yet even today they serve to help the current nomadic inhabitants survive in the wasted environments of the world.

Saanshakase has a total population of 500,000, about 90% of whom are native to the world. They are desert nomads who wander the planet in small tribal groups and have a TL 3 or so society. The nomads have an intense dislike of offworlders and shun contact whenever possible. They occasionally trade, but most attempts to set up any kind of deal end in violence. There is some evidence of natural psionic ability among the native population, and those seen with such abilities appear to be among the priestly class of the various tribes. Exactly how well developed these abilities are is unknown. The natives are naturally adapted to their environment, though they appear to be evolved from an earlier branch of Humaniti than the Vilani and other transplanted human groups elsewhere in the Imperium. There own historical records (verbal and oral) seem to indicate that indeed the presence of this branch of Humanti has been on Saanshakase for at least 50,000 years and likely much longer. Some speculate that the natives are an early experiment by the Ancients to study the possible use of Humans in future projects. It is also believed that the Imperium used the natives as a prototype for the Jonkeereen, a genetically enhanced race created by the Imperium in 620 for survival in the harsh climates of a desert environment.

The nearest thing to a world government is provided by roughly 50,000 semi-permanent personnel working on-planet. Of these, some are employed at one of a number of long-term archaeological digs, some by a variety of private research companies and a branch of the University of Dukh, and the remainder in various supporting industries (Including water extraction from artesian basins).

The various offworld groups are subject to a bureaucratic control exerted by the University, which in turn answers to strict guidelines imposed by the Domain government through the Scout Service personnel on-planet. Local conditions are pretty basic, and only TL4 equipment can be constructed on-planet, though the researchers have access to standard Imperial goods through regular supply runs.

A small refueling station orbits the innermost of the gas giants, Paltra. The station is run by Scout personnel and exists for two reasons; to keep passing vessels away from the mainworld and to provide a place where Scout personnel can conduct R&R.

COLD FUZION
A TRAVELLER[20] Adventure

INTRODUCTION

This is a complete adventure for **Traveller[20]**, *Cold Fuzion*, draws the PCs unwittingly into a plot involving drugs, politics, powerplays, and tragedy on a world subverted by pirates and led by a madman.

The Referee should read through this entire adventure before starting play become familiar with the plots, ideas, and concepts behind the story.

Required Materials: This adventure uses the basic **Traveller[20]** rules (the Traveller's Handbook).

NOTES ON THE EPIC ADVENTURE FORMAT

This adventure is presented in the EPIC format. It is divided into four main parts: the Adventure, the Cast of Characters, Library Data, and the EPIC checklist.

There are four Acts in this adventure, each Act consisting of one or more Scenes. Each Act is usually run in the given sequence, but Scenes may occur in any order. When all Scenes within an Act are completed, play may continue with a Scene from the next Act. The end of the last Scene in the last Act will set the stage for the Climax, which will resolve the adventure. In many EPIC adventures, an Epilogue will follow the Climax with information that may be useful for an ongoing campaign.

Each scene is a small scenario in which the characters may encounter and interact with NPCs, learn some valuable clue or fact, become involved in a conflict, or encounter any other circumstance that will ultimately lead them to the resolution of the adventure. Each Scene will be presented to the Referee as a short synopsis, with reference to any related Library Data that might be useful in running the Scene or need to be presented to the characters during the Scene. The Referee may of course include extra scenes as red herrings, asides, or expansions in response to player actions.

What is not presented in each scene is any narration or color text that is to be read aloud to the players. Instead the Referee is encouraged to use her own imagination and role-play the scene using the information that is available. Referees new to role-playing may find this difficult to handle at first, but this system encourages the Referee to employ creativity and imagination to create a richer and more enjoyable game; the results are worth the effort!

ACT AND SCENE FORMAT

Each Act begins with an overview and comments for the Referee, then proceeds to the details of the Scenes within that Act.

Each Scene begins with a section for the Referee, which will contain some or all of the following entries:

- **Situation:** The brief text gives a synopsis of what the PCs will likely see, hear, or otherwise notice upon the start of the scene. This information is not meant to be read directly to the players; rather the Referee should use it as a guideline to describe the scene in his own words.
- **Referee's Information**: This may include Characters, Tactics, Data Points, Library Data Links and other supporting information.
- **Tactics:** If combat of some type is expected in this scene, this section will give tips and suggestions on how the NPCs will handle themselves in the event combat does occur.
- **Data Points:** These are bits of information and clues that the PCs might acquire in the course of the given scene. The circumstances required to obtain this information will usually be listed as well. In situations where no circumstance for acquiring the information is given, assume the data if freely and easily obtainable. Data Points marked with a bullet may be given out in any order desired, unless a specific circumstance is specified. Data Points marked with a numeral should be given out in numerical order, as more information is warranted.
- **Library Data Links:** These are references to extra supporting material and information found in the *Library Data* section of this adventure that the Referee might find useful in running the scene.

STANDARDS AND ASSUMPTIONS

As with all published adventures for **Traveller[20]**, the dates, characters, places, and events are written as part of the *OTU* (Official ***Traveller*** Universe) for purposes of continuity with previously published material. The Referee is free (and encouraged) to adapt part or all of these factors to better fit their own campaigns.

Dates: The beginning date for this adventure is 107-994, according to the standard Imperial calendar. 107 refers the current day; i.e. the 107th day of the standard 365-day year, while 994 is the current year of the Third Imperium. As the Referee of course, you are free to set the date for this adventure to any that suit your personal campaign needs.

Place: This adventure begins on Shamuus (2133) but is set primarily on 750-857 (1732) also known to the locals as Hansen's World, both located in the Diamond Prince subsector of Ley Sector in the Gateway Domain of the Imperium. Hansen's World is little more than a backwater atmospheric mining colony run by a local quadrant-wide company known as Pharmacom that specializes in biological and medical research and development. As with the dates, as referee you are free to rename and relocate the world within your own **Traveller** universe as you see fit.

REFEREE'S BACKGROUND

A new drug in the subsector known as Fuzion, has become fairly popular over the past year, but a spotlight has been put on its use due to a number of rather high-profile events recently. In dozens of cases over almost as many worlds, some users of the drug have suffered severe and violent psychotic breaks with reality resulting in the loss of a number of lives including their own.

The drug is being produced secretly by a division of the

Pharmacom Corporation on a planet known as Hansen's World, under the authorization of the local managing director, Trenton Persus. The drugs are being smuggled out and distributed by a band of pirates known as the High Raiders. and led by a Sydite known as Arzdric Corvos. This partnership came about after the local company director found himself with a rather sizable gambling debt that he was unable to pay off. Between blackmail and the director's use of his own drug, the pirates have manage to effectively take control of the company's operations on planet, diverting much of its assets and funds to their own purposes.

One of those purposes was to construct a small refining and processing lab located halfway around the world, built into the side of a mountain valley and concealed from overhead view by a large outcropping of rock. In all, a perfect spot for the High Raiders pirate gang to set up their base, produce their drug, and get it distributed off-planet without the authorities any the wiser.

In a bid to further consolidate his control over the company and its assets, Arzdric arranged for Director Persus to have him appointed the new Director of Security about six months ago and has since been hiring many of his own men as Company Security forces under the guise of augmenting the forces to better protect company personnel and property given the rioting and violence that has been breaking out in recent years. By the time of this adventure, Arzdric has managed to bring enough of his own men into the security force or bribe enough of the original force members that nearly 60% of the force is directly loyal to him.

Of course the diversion of these assets and funds are having repercussions on the local colony, as the company is required by the terms of the original charter to maintain the infrastructure of the colony and to cover any shortfalls in the yearly colony budget. Clashes over these problems have occasionally developed into open conflict between local colonists and company workers and security personnel, though so far no one has been killed.

As the colony is wracked by turmoil and pirates are plundering the company's assets, the local director has become lost in delusions fueled by his increasing use of his own vile concoction. This is about the time the PCs become involved in events on Hansen's World. Their arrival coincides with a rather violent riot by the colonists and company workers both and doesn't get much better from there. The clues to what is really going on are there to be found, and in some cases almost literally dropped into their laps. If the PCs are wily enough they should be able to put the pieces together before it is too late.

ADVENTURE SUMMARY

Below is a summary of each act in this adventure.

Act I: The PCs are unwittingly embroiled in dealings with the underworld drug trade by a Vargr smuggler by the name of Gvrrzo Uszugou while on Shamuus. After getting arrested for involvement in his schemes the PCs manage to track him down only to find him dead, apparently killed by a rival drug gang. The only clue to his connection with the Fuzion drug trade is a starship that recently left bound for Hansen's World that the Vargr had booked passage on.

Act II: The PCs arrive at Hansen's World only to be thrust right into the middle of a riot in progress. In the process they literally run into a mysterious woman who later in the Act turns up dead and, if they think to recover it, a sample of the drug Fuzion stolen from Pharmacom's own labs.

Act III: This act is something akin to the lull before the storm. Nothing particularly spectacular occurs directly related to the adventure, yet it does offer the PCs a break from the colony itself and a chance for adventure in the outback of the planet for awhile.

Act IV: The final act of this adventure sees the PCs rescue a downed cargo shuttle in distress, learn about the 'monsters' on Hansen's World, eventually to return to a colony in chaos. Everything that can go wrong has and it is up to the PCs to stop the colony from being destroyed and solving the problem of the Fuzion drug once and for all.

THE DRUG

Fuzion has seen a surge in use since its appearance on the black market about a year ago, but until recently has not been seen as a real problem. The effects of the drug on the user, while hallucinogenic and a stimulant, were fairly mild and wore off without any appreciable side-effects. Recent tragic events on a number of worlds have changed this opinion. A long-term side effect has appeared among users of the drug. It seems the drug builds up in the fatty tissues of the body. Even after a user quits using the drug, it remains in the system. If use of the drug continues, regardless of the interval between uses, the drug will eventually reach toxic levels within the body at which point the user will begin to show signs of paranoia that slowly grow more intense, eventually suffering a psychotic break with reality. Once this break with reality has occurred, the victim will ultimately succumb to a massive stroke within a few short hours.

The drug was discovered by a Pharmacom research biochemist while investigating various new possible applications that could be developed from materials that were currently being stockpiled as waste. Given its strong hallucinogenic properties, it was briefly studied for any possible military or psychological application, but was quickly dropped and filed away. Because the drug is made from waste byproducts produced during the atmospheric refining processing on planet that would otherwise be destroyed or released back into the atmosphere, it can be produced without affecting the stockpiles of other materials the company would normally inventory and track.

Referee's Data: Normally either taken orally or via injection, the drug is usually distributed and sold as an oily reddish-brown liquid in a small vial. If taken orally, the entire contents of the vial are taken at once. If injected, only a quarter dose is taken. The effects of the drug take about 20 minutes to begin and will usually last 3-6 hours.

A user begins with a resistance equal to their CON score. For every twenty uses of the drug, their resistance drops by 1 point. Once their resistance drops to 0 or lower, the user must make a WILL save (DC15) after each additional 10 uses of the drug. If they fail their save, they permanently lose 1 point of WIS. If a point of WIS is lost, the user must immediately make another WILL save (DC15) or begin to suffer extreme Paranoia and Psychosis.

These effects are due to the fact the when a user's resistance is reduced to 0, they suddenly develop the ability to hear the thoughts of those around them. This ability is limited however and has serious drawbacks. The

victim hears mostly murmurs with the occasional word or sentence fragment here and there. The victim also has no control over this ability whatsoever. It is always in effect and the only possible way to suppress it would be to wear a psionic shield. The more people in the vicinity of the victim the more compound the effects.

CAST OF CHARACTERS

This section of the appendix provides further details on the key NPCs that may be encountered while the PCs take part in this adventure.

Horace Bertran is a dedicated Security Lieutenant for the Pharmacom Corporation. He is a heavy-worlder (from a world with a high gravity) and former Imperial Marine of 3 terms service, who spent most of his tour of duty as a Military Police specialist. The move into security work as a civilian was a natural one for many in his position. His plan was to put some time in the commercial sector in order to save some money before applying for a position with the Ministry of Justice.

He does not take his job lightly and strives to maintain an air of professionalism at all times. His loyalty to his employer is beyond question, but this does not mean that he will turn a blind eye to crimes committed on his watch, even if it is the company or one of his superiors found to be the perpetrator.

This attitude tends to put him at odds with his new boss, who Bertran believes is nothing more than a common thug and up to no good. He unfortunately does not have the clout needed to directly confront Arzdric, so is doing what he can to quietly build a case against him to present to the Colonial Police.

He was approached by Daria Radison a few months ago who revealed her official identity to him and solicited his aid in her investigation. Figuring it couldn't hurt his own future plans to join the MoJ and given his own growing concerns over the influx of what he considered to be rather unreliable and unsavory into the company's Security Force, Bertran agreed. He has since been feeding her various bit and pieces of company data at her request and on occasion has arranged for her to have clandestine access to restricted areas of the Pharmacom facilities.

Bertran is quite concerned over Daria's disappearance, and is doing everything he can to find out what happened and track her down. He suspects that Azdrik had something to do with it, but has so far not been able to come up with any leads.

Human Male; Marine 4/Mercenary 2; Init +2 (+2 Dex); AC 16 (+2 Dex, +4 armor); AR 4; Spd 9m; St/Lb 64/19; Atks +6 (+8 w/auto pistol or cutlass); Wpns: Auto pistol (1d10), Baton (1d6+2); SV Fort +9, Ref +4, Will +3; SZ M; Str 15, Dex 14, Con 18, Int 10, Edu 15, Wis 10, Cha 15, Soc 13

Skills: Leader +9, Spot+5, Gather Information+5 (+7), Liaison +4

Feats: Armor Proficiency (Light, Medium, Vac Suit), Alertness, Command Presence, Brawling, Toughness, Weapon Focus (Auto pistol), Weapon Focus (Cutlass), Weapon Proficiency (Marksman, Combat Rifleman, Swordsman), Carousing, First Aid, Natural Born Leader

Equipment: Flak jacket, auto pistol

Arzdric Corvos is the Leader of the pirate/smuggling band known as the High Raiders and is currently posing as the head of Pharmacom Security on Hansen's World. Arzdric fits about every conceivable stereotype imaginable when it comes to Sydites. He is big, strong, brutal, and sadistic, gleefully adapted to the life of a bully and pirate. However he is not stupid; this is one stereotype that does not apply to Arzdric. While among those who are not members of his gang, he plays the part of an 'above-average' but still not so bright Sydite, but among his own compatriots, his intelligence, guile and cunning are clearly evident.

His gang is sponsored out of the Khuur League and had been raiding Imperial commerce until Arzdric met up with Director Persus. Seeing a chance to both fulfill his sponsor's mission and to line his own pockets in a safer manner, Arzdric jumped at the deal to distribute Fuzion for Persus. Over the past year, as he has come to know Persus, Arzdric has learned how to manipulate and control the director allowing him to slowly worm his way into control of the company's operation on the planet.

Arzdric was aware of Agent Radison's poking into the company's ties to the Fuzion trade, but wasn't aware of her true identity, and in fact assumed she was as reporter. When he received word that she had been spotted breaking into one of the research labs, he ordered those company Security Teams made up of his own men to immediately hit the streets and to apprehend her. They were to get her off the streets as quietly as possible and get her back to the company's starport where she would be ferried over to the Fuzion Lab site for safekeeping and further questioning.

Sydite Male; Rogue 12; Init +2 (+2 Dex); AC 18 (+2 Dex, +6 armor); AR 6; Spd 9m; St/Lb 74/15; Atks +11/+6; Wpns Auto pistol (1d10), Baton (1d6+3); SV Fort +6, Ref +10, Will +4; SZ M; Str 17, Dex 14, Con 14, Int 12, Edu 8, Wis 11, Cha 10, Soc 10

Skills: Sense Motive +15, Gather Information +10, Intimidate +5, Bluff +5 Pilot +5, Listen +5, Spot +5, Bribery +5, Forgery +6/+7, Gambling +5, Search +7, Hide +5

Feats: Armor Proficiency (Light and Medium), Weapon Proficiencies (Swordsman and Marksman), Dumb Luck, Fence Stolen Goods, Smuggling, Fast Talk, Sixth Sense, Vessel/Grav, Vessel/Starship, Vessel/Small Craft, Toughness

Equipment: Cloth armor, auto pistol, police baton, short-range radio.

Leo Farnold is the Colonial Police Commissioner on Hansen's world. He is an ex-imperial marine is known for his fierce looks and his fiercer loyalties to his men and his job. He is honest and upholds the law on Hansen's world with a stern hand. Leo takes his job seriously and has been known to go on patrols with his men and knock a few heads together to make a point.

He is tough, but fair and issues justice with a cold logic that some consider machine like. His mercenary company *Farnold's Eagles*, currently employed as the colonial police force on Hansen's World, is highly disciplined and well respected due mostly to the standards set by their leader. He rules them with the guidance of a father, but still as their leader. He watches over them like the eagle of his mercenary company's namesake.

A big man and is imposing when he decides to take up space, he is also capable of letting his subordinates do their job when it's needed. Leo can be seen roaming the colony looking in on shopkeepers and men at their posts and always with his trademark cigar that he always seems to be chewing on, but never lights up (he does not even own a lighter). If someone asks him if he smokes, he'll reply, "Nope, don't smoke, gave it up years ago! Bad for the wind you know!"

Farnold is an armchair historian, with an affinity for the ancient Solomani empire known as Rome. He is enamored with two emperors from this period, Julius Caesar and Constantine, and is quite capable of waxing philosophical on their strengths AND weaknesses for hours. He has also been known to quote from ancient and esoteric histories based on those leaders and the histories that have been written about them.

Human Male; Marine 6/Mercenary 6; Init +1 (+1 Dex); AC 17 (+1 Dex, +6 armor); AR 6; Spd 9m; St/Lb 44/14; Atks +13 (+14 w/cutlass, auto pistol, or gauss rifle); Wpn Auto pistol (1d10+2); SV Fort +11, Ref +6, Will +8; SZ M; Str 12, Dex12, Con13, Int 10, Wis 10, Cha10, Edu 10, Soc 10

Skills: Spot +11, Demolitions +6, Pilot +5, Forward Observer +5, Survival +4, Driving +10, Listen +5, K/Law Enforcement +9, K/Terran (Roman) History +6

Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, swordsman, high energy), Weapon focus (cutlass, gauss rifle), Brawling, Zero-G Combat, Second Wind, Toughness, High Morale, Vessel (Wheeled), Evasion, Carousing, Alertness, Quick Draw, Defensive Roll, Weapon Focus (Auto Pistol), Weapon Specialization (Auto Pistol)

Equipment: Cloth armor, medium range communicator, cigar stub).

Hasen Martin is the former chief director of research and development and is also the second largest shareholder in the Pharmacom Corporation. Hasen is a former Scout who 'discovered' Hansen's World so to speak. It is no coincidence that the name of the world resembles his own. When the colony was chartered a name still had not been chosen for the system and so it was quickly decided to name it after Hasen who discovered this bounty for the company. Only when the charter was registered, someone in the Scout Service who thought it was a typo in the name 'corrected' it. Hence it was officially filed as Hansen's World and remains so to this day. Hasen himself thought it a good joke.

During his tour of duty with the Scout Service, Hasen was assigned as part of a team to survey the planet. The son of a biochemist, Hasen quickly realized the potential of the world and its atmosphere and at the end of his tour mustered out of the Scout Service. Once out he began looking for a source of capital to finance his plans of exploiting the resources of the planet and its atmosphere.

Currently he is semi-retired to a personal research station located in the Outback on Hansen's World. He rarely ventures far from his lab and most of his supplies are brought in by one of the miners that works the region. He takes little active interest in the events in the colony itself and is unaware of the current situation.

Human Male; Scout 2/Professional 6/Academic 6; Init +0; AC 10; AR 0; Spd 9m; St/Lb 41/13; Atks +3 (+4 w/auto pistol); Wpns Auto pistol (1d10); SV Fort +4, Ref +7, Will +10; SZ M; Str 13, Dex 12, Con 14, Int 17, Edu 14, Wis 14, Cha 12, Soc 14

Skills: P/Survey +12, Survival +12, P/Administration +21, Leader +16, Liaison +13, Gather Information +11, P/Biochemistry +19, K/Biology +23, K/Chemistry +23, Driving +12, T/Computer +19, K/Medicine +16

Feats: Armor Proficiency (Light, Vac Suit), Weapon Proficiency (Marksman), Geological Survey, Negotiator, Credit Line, Connections (Biotechnology), Trustworthy, Skill Focus (K/Biology), Research, Skill Focus (K/Chemistry), Academic Lecture, Advanced Knowledge (K/Biology), Advanced Research, Xeno-Medicine, Vessel/Grav, Zero-G or Low Gravity Adaptation, Weapon Focus (Auto Pistol), Iron Will, Medical Specialization (Neurology)

Gvarrk Ouzushush, also known as *Gvrrzo Uszugoul*, is a Vargr smuggler on Shamuus with a heavy hand in the Fuzion trade there and elsewhere in this subsector. He had arranged for a shipment of Fuzion to be delivered to a nearby world (2033-Udeshasdiin) but something went wrong and the Imperial authorities caught wind of the operation their. The drop was made as scheduled, but before it could be recovered by the local operation the Ministry of Justice broke the ring. Gvarrk learned of the operation a bit over a week ago and has been looking for someone to try to recover the shipment who has no ties to his own operation. This eventually leads him to the PCs.

The dead-drop used by Gvarrk was discovered during the interrogation of the local cartel and was placed under surveillance by the ITCA at the request of the MoJ. Two SDBs were stationed nearby to lay in wait for anyone returning to recover it. Before the PCs can get back to Shamuus to extract their revenge on the alien Vargr he ends up dead at the hands of a rival drug cartel as an 'example'.

Trenton Persus is the Pharmacom Managing Director on Hansen's World, and through this position also is the current President of the Colony's Executive Council. The son of a large investor in the company, Persus gained his position through sheer nepotism with no regard to ability or qualification. For most of his tenure as director he has left the actual running of the company's assets on planet to his subordinates, preferring instead to live the life of a wealthy dilettante. He would spend weeks off-world competing in various solar yachting regattas, often wagering large sums on his own prowess at the helm of his prized personal yacht (built with company funds, and actually listed as a company asset).

In heavy debt due to a love of gambling (but no appreciable skill) and extravagant lifestyle, Persus was desperate to find a way to cover his losses and avoid the unwanted 'special' attention of his bookie's 'associates'. He had already had to have one of the Pharmacom accountants 'dealt with' when the poor fellow happened to begin to question some of the expenses that he had been authorizing, and realized that he couldn't embezzle much more out of the company without becoming totally obvious. He had to come up with something new.

While looking for a promising line of research he might be able to sell to a competing firm, he came across the file on Fuzion in the research database and realized that this hallucinogenic drug might have potential on the black market. Using his bookie as an initial contact, Persus managed to connect with a small band of smugglers and pirates that could handle distributing as much of the drug as Persus could supply them. His problems seemingly solved, Persus quickly returned to his dilettante lifestyle and the habits that got him into the situation in the first place.

One of his first, and the worst mistakes, he made was to dabble in his own drug. Always one to 'fit-in', Persus was quite willing to join in among those of his yachting companions who thought it fashionable to keep up with the latest 'party drug', and unaware of its long-term side effects, Persus took to sampling his own and quickly became hooked. His new 'partners' encouraged his use of the drug and his return to his former lifestyle. In the meantime they would ensure his work on planet was taken care of and that he was 'briefed' periodically on the situation, usually when they pirates needed his authorization for something.

Lately however, the long-term effects of the drug use have begun to manifest themselves in Persus's personality; he has become increasingly paranoid and moody, with a growing streak of megalomania. Raised to believe in a form of ancestor worship, he has recently begun hearing his own ancestors speaking to him in riddles that he cannot fathom out. He believes that if he can just solve these riddles he will be rewarded with all the wisdom and enlightenment of his ancestors, and have his ultimate destiny of glory revealed to him.

Human Male, Academic 8; Init +0; AC 14 (+4 armor); AR 4; Spd 9m; St/Lb: 21/11; Atks: –2; Wpns Auto pistol (1d10); SV Fort +2, Ref +4, Will +3; SZ M; Str 12, Dex 11, Con 11, Int 14, Edu 14, Wis 8, Cha 12, Soc 14.

Skills: K/Solar Yachting +19, Pilot +13, P/Administration +6, K/Business Management +12, T/Computer +10, T/Astrogation +13, T/Mechanical +8, Liaison +6, Bribery +9, Appraise +9, Intimidate +5, Bluff +4, Speak Language (Vilani)

Feats: Vessel/Grav, Research, Skill Focus (K/Business Management), Naval Architect, Skill Focus (K/Solar Yachting), Advanced Knowledge (K/Solar Yachting), Pseudo-Eidetic Memory, Hobby (K/Solar Yachting), Carousing, Ship's Tactics, Vessel/Small Craft.

Equipment: Flak Jacket, Auto pistol

Daria Radison is an Imperial Ministry of Justice agent gone rogue. About 8 months ago the son of a close relative was killed while working on Hansen's World. The official cause of death was list as atmospheric exposure, but the autopsy report gave the grisly truth as to how the boy had died. At the behest of the father of the boy Radison cashed in her accumulated leave time and came to Hansen's World to see what she could find out for herself.

Over the months she has spent on the planet she had come to believe that Pharmacom was somehow distributing the drug Fuzion to their workers and among the colonists, and then writing off anyone who 'fuzes-out' as the results of atmospheric exposure. Even given the fact that she nothing even remotely resembling proof to her suspicions, and the fact that atmospheric exposure can cause effect similar to a 'fuze-out', nothing could dissuade her from her beliefs. She had recently begun confiding in Lt. Bertran of Pharmacom Security over her concerns before she was kidnapped by company Security Officers under orders from Arzdric.

Daria is currently being held as one of the slave-laborers at the Fuzion Lab site. She is now quite aware that she was on the wrong track with her original investigation and has managed to put together a general overview of the real operation, though she is lacking in many specific details.

KNOWN FACTIONS

The following are the different groups or factions that are involved in this adventure in one form or another. Some of the NPCs detailed previously may belong to one or more of the groups, or the PCs may end up interacting with lower level members of the groups.

The Colonial Police are the local law enforcement authorities on Hansen's World and have jurisdiction over all areas of the colony that is not owned by the company itself (although it does have jurisdiction over all company personnel). The force is in fact a mercenary unit hired and paid for by both the company and the colony to keep impartial law and order between the two sides. Led by Commissioner (Captain) Leo Farnold, the mercenary unit turned police force has a sterling reputation for honesty and integrity and has done nothing so far on Hansen's World to tarnish that reputation.

As the colony has grown over the years, the unit has begun to recruit new officers from the local colonial population. This caused a few problems at first as few newly appointed colonials got a little power happy and tried to use their newfound authority for personal gain. These officers were quickly spotted, culled, discharged, and then arrested by their own former brethren in uniform. The extremely few cases of rogue officers since have been dealt with just as quickly, and it might be added, publicly.

Crime is low in the colony, though with the recent unrest it would be hard to tell. The Colonial Police have had a hard time dealing with the riots recently given the relatively small numbers of the unit, and have frequently had to call on Pharmacom Security teams as backup which only lends fuel to the fire in many cases. A recruiting drive for new force members is underway, but many potential candidates must be disqualified for bias given the current political climate, and even those found must be trained which takes time and money.

Human; Army 6/Mercenary 3; Init +1 (+1 Dex); AC 20 (+1 Dex, +7 armor); AR 7; Spd 6m; St/Lb 49/12; Atks: +11/+6; Wpns Snub SMG (1d10), Baton (1d6); SV Fort +4, Ref +7, Will +3; SZ M; Str 11, Dex 12, Con 12, Int 10, Wis 11, Cha 10, Edu 11, Soc 10

Skills: Pilot +10, T/Sensors +9, Spot +9, Gunnery +9, Forward Observer, Demolitions+7, K/Law Enforcement +6.

Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, field artillery, high energy, heavy weapons, lasers), Weapon Focus (gauss rifle and pgmp-12 or snub smg), Skill Focus (K/Law Enforcement), Brawling, Sniper

Equipment: Combat Armor (TL12), Snub SMG.

The Colonists, representing most all of the independent miners and businessmen in the colony along with some of the company workers themselves, are furious with the budget cuts, decreased payouts, and general foolishness that has been perpetrated by Director Persus over the past 12 months. This has resulted in recent rioting and vandalism against company assets and grows increasingly more violent as the situation deteriorates under Persus' management.

Company Security is the security force Pharmacom maintains on Hansen's World to handle patrols and rules enforcement within company facilities, but all detainees must be turned over to the Colonial police for trial and punishment. In certain situations, company security personnel do have jurisdiction outside of company property, most particularly when pursuing a suspect. When operating out of company territory they are under the same rules of enforcement as the Colonial Police and are subject to arrest themselves should they violate a colonist's rights.

The security force has slowly been enlarged and seeded with men from the pirate group, hired under the authorization of the Director over the past 12 months. At the time of the adventure, about one-half of the force are men loyal to the pirates. Currently, the company security force is lead by a Sydite known as Arzdric Corvos, appointed by Director Persus to the position when the former commander was killed while trying to subdue a victim of atmospheric exposure. The Sydite is an offworlder, one of the 'new men' that were brought in over the past year. His appointment over longer standing veterans of the force, not to mention his rather brutal and sadistic methods of leadership, have caused a lot of resentment among the original security force members, a number of whom have since resigned from the force.

Human; Mercenary 6; Init +1 (+1 Dex); AC 15 (+1 Dex, +4 armor); AR 4; Spd 9m; St/Lb 33/11; Atks: +7/+2; Wpns Baton (1d6+1), Auto-pistol (+1, 1d10+2), Riot Gun (3d6/2d6/1d6), Fist (+1, 1d4+1); SV Fort +5, Ref +3, Will +3; SZ M; Str 12, Dex12, Con11, Int 10, Wis 10, Cha10, Edu 10, Soc 10

Skills: Driving +10, Listen +11, Spot +11

Feats: Vessel (wheeled), Armor (light, medium, vac suit), Weapon (marksman, combat rifleman, armsman), Evasion, Brawling, Alertness, Quick Draw, Defensive Roll, Weapon Focus: auto pistol, Weapon Specialization; auto pistol

Equipment: Flak jacket, auto-pistol, baton, (access to Riot gun).

The High Raiders are a small band of smugglers and pirates. They showed up in the region about two years ago with a bit of a splash from a couple of high profile attacks, but reports of activity by them have dropped of significantly in recent months, leading some authorities to believe the band may have disintegrated. If fact the High Raiders and their Sydite leader Arzdric Corvos have struck a deal and are working with Director Persus on Hansen's World under the guise of 'Company Security'.

Human; Traveller 6; Init +1 (+1 Dex); AC 15 (+1 Dex, +4 armor); AR 4; Spd 9m; St/Lb 21/10; Atks: +4; Wpns Auto-pistol (1d10); SV Fort +2, Ref +4, Will +3; SZ M; Str 9, Dex 13, Con 10, Int 10, Wis 10, Cha10, Edu 11, Soc 10, Pre 3

Skills: Pilot +10, Gunnery +9, Gambling +9, T/Computer +9, T/Mechanical +9, T/Electronics +9

Feats: Vessel (grav, starship, ship's boat), Weapon (marksman, laser, ship's weapons), Armor (light, medium, vac suit)

Equipment: Auto pistol, flak jacket, short range communicator

Pharmacom is of course involved, but as a company only peripherally. The company itself is not aware of the actions of its current director on Hansen's World, but has begun getting an indication of looming problems back on their most lucrative asset. If the PCs inquire at the company headquarters on Jutland about events on Hansen's World, it is quite likely that Pharmacom will offer to hire them to investigate the situation.

The Red Talent is a rather far reaching drug smuggling operation said to be run by a family owned world somewhere beyond the Imperial borders in the Crucis Margin sector. They control most of the drug trade in Ley Sector that comes from non-Imperial sources. They are known as being quite ruthless in suppressing anyone who dares compete with them, and will attempt suicide rather than allow themselves to be captured and interrogated. Usually however the Talent use locally hired agents to handle their dirty work, only sending one or two actual Talent members to oversee these operations.

The Talent has become quite agitated with the recent introduction of the drug Fuzion into their 'territories' and have been spending considerable effort in tracking down the source. So far their investigation has led them to Gvarrk, a Vargr smuggler on Shamuus.

Referee's Note: The Talent are a red-herring designed to lead the PCs off the main trail for awhile should their chose to pursue it. Given the situation, the Talent might well be interested in hiring the PCs to find out what they can about the Fuzion operation, if the PCs can survive the encounter and convince the Talent to talk to them.

NOTES ON NPC ATTITUDES

One of the key things for the Referee to remember when running this adventure is the attitude of the various factions to the PCs based on their actions. Initially, all NPCs will have an *Indifferent* attitude towards the PCs, but their actions in certain scenes may alter these attitudes one way or another. For example in scene 2 the actions of the PCs will affect their future dealings with the locals, depending on which side of the riot they join in. If they side with the company security team, the local colonists attitudes towards them will drop to *Unfriendly*, while the attitude of company workers will rise to *Friendly*.

GETTING THE PCS INVOLVED

The PCs become involved with a Vargr cargo broker whose actions drag them unwittingly into the middle of a war between two criminal cartels. Bad people are peddling bad things with severe consequences and now the PCs are at least peripherally involved. This adventure relies heavily on a sense of revenge, curiosity and perhaps a bit of honor on the part of the PCs to investigate the matter further.

While this adventure is written assuming that the PC simply stumble into the thick of the situation without any real idea of what might be going on, there are a myriad of other ways this adventure can be presented instead. Alternatives include:

- The PCs have been hired by the Pharmacom Corporation to find out what is really going on at Hansen's World.
- The PCs have taken positions with the mercenary company known as the Colonial Police.
- The PCs work for the Ministry of Justice (MoJ) and have been sent to find out what happened to Agent Radison.
- The PCs have been hired to pick-up and return the body of the son of a wealthy patron, and to investigate the circumstances of the man's death.
- The PCs have been hired by the Imperial Planetological Society to look into the rumors of 'monsters' on the planet.
- The PCs have been hired to retrieve data tapes from and perform maintenance on a number of seismic monitoring posts operated by an offworld university conducting research on Hansen's World.

No matter how it is the PCs end up involved in the adventure, at best they should only know what they have heard in various news reports about the drug Fuzion and its recent impact on the subsector.

ACT I

This opening act is used to set tone for the adventure and lay the groundwork needed to propel the PCs further into the heart of the story. Once this Act has been completed, it should be arranged that the PCs venture ultimately to Hansen's World and Act II where the adventure moves into higher gear and on to the eventual finale in Act IV.

Note that it is not necessary that the PCs go directly into Act II following this Act. The referee is free to send the PCs on a side adventure in the meantime, allow them to do some trade and speculation on their own, etc., as long as they ultimately end up at Hansen's World at some point where this adventure can continue along.

SCENE SUMMARY

The following is a summary of the scenes that are covered in this act.

1. Shipping Agent: The PCs are hired to recover a cargo of pharmaceuticals aboard a damaged ship abandoned in the depths of a gas giant in a nearby star system. Unfortunately, the cargo is not quite what it was portrayed to be.

2. Fuzion Detonation: What was to be a relaxing evening turns into a waking nightmare as a drug addict finally loses his grip on reality.

3. The Chamber: Having been subject to two rather upsetting events that were in some way connected to the Vargr that originally hired them, the PCs track him down to his favorite hang-out.

4. Gvarrk's Apartment: Unable to locate him at a nearby nightclub, the PCs did manage to get a handle on his home address and decide to drop in for a visit.

5. Gvarrk's Hotel Room: A tip from a group of competing thugs found lying in wait at Gvarrk's apartment leads the PCs to a nearby hotel where the Vargr may be hiding.

1) SHIPPING AGENT

If the PCs do not have a ship, see Players Without Ships *below. Optionally, this scene can easily be skipped and have the PCs learn of the Vargr smuggler Gvarrk from Scene 2 instead.*

Situation: The PCs are on Shamuus when they are approached by a rather garishly dressed middle-aged Vargr named Gvrrzo Uszugou, who is looking for an individual or group that would be willing to recover a lost cargo. He explains that he works as an independent cargo broker and it seems that one of the ships hired to bring a cargo ended up trapped in the gravity well of a gas giant as it attempted to refuel. Fortunately for the crew, a nearby ship heard their Signal GK as was able to respond and rescue the crew, though the ship remains caught in the gravity well of the planet. Before leaving the ship, the captain set the controls to maintain the ship in a station-keeping orbit in the hopes of being able to return later and salvage his vessel and the cargo aboard.

Gvrrzo explains that he simply can't afford to wait for the captain to get around to salvaging the ship. He is embarrassed to admit that the ship wasn't in great shape to begin with and he isn't surprised to hear what happened. He doubts the captain will be able to raise the money to salvage the ship

anyway. So rather than rely on the captain, Gvrrzo has decided to hire a team to recover and return his cargo. He doesn't care about the ship, if the team manages to recover it and turn it over for a salvage claim, that is their business though he notes again that he doubts the ship is worth the trouble of recovery.

He offers to pay the PCs Cr12,500 (half the normal salvage value) for each ton of cargo they can recover and return to him. A total of 48 tons were aboard the ship. If questioned about the 'legality' of the cargo he assures them it is quite legal, a shipment of pharmaceuticals (Triphetalmine Oxide) and biomaterial, and provides the PCs with copies of the original manifests and paperwork for the cargo. He will also provide the PCs with a copy of the ship's transponder signal and approximate depth within the atmosphere.

Referee's Notes: Locating the transponder beacon of the ship will require a T/Sensor skill check each hour (DC15). A successful skill check will locate the signal and allow the PCs to follow the beacon to it source where they will discover that there is no stranded ship. Instead what is found is a small orbital warehouse facility about 60 tons in displacement. It appears to be equipped with a homing beacon (which the PCs used to find it), as well as station keeping thrusters and grav plates. The large cargo doors giving access to the interior of the facility can be automatically opened by transmitting the access code that Gvrrzo supplied on the same frequency as the homing beacon. If the doors are closed when this code is broadcast they will open, otherwise they will begin to close.

This facility was being used as a dead-drop by the High Raiders and their associates to smuggle Fuzion into the system. A 'delivery' ship would come in on a regular basis and drop-off a load of drugs in the warehouse facility, all the while appearing to be just another ship skimming the gas giant for fuel after a jump. Local agents from the mainworld would then send out a shuttle to pickup the shipment and bring it back to the planet for distribution and sale. This system provided the High Raiders with a level of protection from law enforcement should the local distribution operation be compromised. About a month ago, the local operation was compromised.

Normally when a local operation is compromised, no further drops are to be made to that dead-drop in case the locals revealed its existence to the authorities. However this was the third shipment that Gvrrzo has lost in the past few months, and those above him aren't too happy about it. He was told after the last loss that should he lose any other shipments in the near future that he might find himself permanently 'lost'. So when this shipment got stranded after the Shamuus operations was broken by the Ministry of Justice, Gvarrk decided that he would do whatever he could to recover it before his bosses discovered what happened. He was gambling that the MoJ did not manage to uncover the existence of the dead-drop, and expects a simple recovery. He is not worried about explaining to the PCs about the existence of the facility and his story about the ship. He expects their greed at getting paid, and perhaps a bit of a bonus should answer most of their questions.

Unfortunately for Gvarrk and the PCs, the MoJ did uncover the existence of the dead-drop and planted an entry alarm on the facilities to alert them should anyone enter the facility to recover the cargo inside. The MoJ has stationed two Imperial Trade Cluster Authority system defense boats to maintain a surveillance of the facility for the next two months to see if anyone turns up to recover it. Once the PCs enter the facility the two SDBs will close in and wait for the PCs ship to surface out of the planetary atmosphere, at which time they will be ordered to heave to and are placed under arrest. Attempting to run from the SDBs would be a really bad mistake. They PCs' ship is unlikely to be able to outrun or outgun the SDBs and would likely end up just getting themselves killed. If the PCs are aboard a chartered ship, the owner/captain of the vessel will comply with the orders and not put his ship at risk of damage or destruction.

The Facility

The interior of the facility is unpressurized and filled with the atmosphere of the gas giant. Inside the PCs will find the 48 tons of cargo that appears on the manifest they were given by Gvrrzo and even a small zero-g cargo handler to help maneuver the cargo across to the ship. In the far right corner away from the cargo doors is the computer control system for the facility. Access to this computer (T/Computer DC10) will allow the user to (slowly) maneuver the facility into a new orbital position. This would allow it to be maneuvered (Pilot/Ship's Boat DC15) into the cargo bay of a ship big enough to hold it, or to rig the system to allow the facility to drop into the depths of the gas giant's atmosphere to its destruction.

Using the cargo handler requires a Pilot/Grav Vehicle skill check (DC12) for each trip between the ship and facility (either direction). It is capable of handling up to 5 tons of cargo per load. Failing the skill check will result in damage to the current cargo load being carried (reducing its value in half) or damage to the cargo handler itself (increasing the skill check DC by +2). If the skill check roll is failed by 5 or more points, the entire load of cargo is rendered worthless, or the cargo handler is seriously damaged (increase the skill check DC by +4). If the skill check roll fails by 10 or more, the operator loses control of the cargo handler and begins to be drug deeper into the gravity well of the planet.

Consequences

If the PCs entered the warehouse facility but did not take any of the cargo within, they will be questioned about their interest in the facility and anything they might now about it. Without any direct evidence of smuggling however, the PCs will soon be turned loose to be on their way.

If they did happen to take any of the cargo in the warehouse facility they will be charged with smuggling and held in custody on the local mainworld. Their statements will be taken almost immediately, but it may take several weeks to verify their story depending how far they are from the original world. Figure about 3 weeks per 4 parsecs distant from the original world. While the PCs are in custody, they will be treated fairly well, but other than the occasional questioning and daily exercise period there is not really much they can do. Once their stories have been checked out, they will be released and the charges dropped. They will however be charged storage fees for the time their ship was impounded.

PLAYERS WITHOUT SHIPS

It is possible to run this scene with a group of PCs that do not

own a ship of their own. It will require quite a bit of ready cash, but the payoff once the cargo has been returned should still net the PCs a tidy profit if they calculate it right. If they get paid that is...

The PCs will have to obtain passage to the nearby star system. The cheapest way is via low berth, but this is dangerous and not recommended. The next cheapest method of transit is via a double occupancy middle berth, which will run Cr13,000 for every two PCs. Once there, the PCs will need to charter a shuttle or other spaceworthy vessel with which they can reach the gas giant and try to locate the transponder beacon. Chartering a shuttle for two weeks will cost Cr31,920. Once the cargo has been found and recovered, it will cost another Cr48,000 to ship it back as bulk cargo aboard a freighter, as well as another Cr13,000 for every two PCs to pay for their transportation back as well.

The total estimated bill for such a scenario would be Cr131,920.

MOVING ON FROM HERE

It is likely, indeed it is hoped that the PCs will be inspired to return to have a few questions with their erstwhile patron. If it happens that the PCs aren't motivated themselves to find Gvrrzo/Gvarrk and learn more about what is going on, consider having the MoJ make the PCs an offer they can't refuse. Rather than letting them go free, the MoJ requests rather strongly that the PCs help in their investigation, in return for the charges against them being dropped (eventually...). Or perhaps a Pharmacom executive arrives to pay the PCs bail/fines and offer them a job looking into the situation on behalf of Pharmacom. The Board of Directors is concerned about the bad publicity that could be generated should the company somehow become connected to the Fuzion problem.

DATA POINTS

- The copies of the paperwork the Vargr hands over show that the shipment is a legal load of pharmaceuticals and biomatter for the Pharmacom corporation and was shipped out of Hansen's World. A successful P/Administration skill check (DC10) will indicate that the forms appear to be the genuine article, though it is not possible to be absolutely sure.
- Unless the PCs specifically check, it will require an Intelligence ability check (DC10) to remember that the cargo seals were intact on the shipping containers that were recovered. This tends to indicate that the drugs had to have been put in before they were sealed, or the smugglers managed to produce excellent forgeries to replace the original seals when the drugs were loaded.
- During questioning by the authorities, a successful Gather Information skill check (DC20) will reveal that the broker is known to police as *Gvarrk Ouzushush*, and is a known independent smuggler and fence who specializes in drugs and pharmaceuticals. If any PC has 5 or more skill ranks in P/Administration, P/Legal, or P/Law Enforcement, add a +2 circumstance bonus to the skill check roll. The Connections (Law Enforcement) feat would also apply here.
- The business card the Vargr presented has an address on it that will turn out to be a private mail drop service. A successful Bribery skill check (DC10) and a Cr20 bribe won't get the Vargr's real address, but the clerk will mention that he has seen the Vargr more than a few times at a local nightclub called The Chamber.

LIBRARY DATA LINKS

Pharmacom
Imperial Trade Cluster Authority
System Defense Boat (SDB)
Vargr

2) FUZION DETONATION

Situation: This is a scene that can be used at any point appropriate during your play that finds the PCs relaxing one evening in a public establishment such as a bar or restaurant. Any place where the PCs might be able to mingle and socialize with the local population and pickup the latest rumors, gossip, and news. For each hour spent by a PC socializing, have them make a Gather Information skill check (DC15) to hear a rumor at random from the rumors list.

Referee's Notes: During this time make the PCs aware that a man at a nearby table is becoming increasingly louder and more belligerent as the evening wears on. If a PC chooses to listen in on the man (Listen check DC10), he is overheard raving on about a conspiracy against him by invisible aliens that talk to him when no one else is around. He appears quite agitated, constantly peering about as if looking for some unseen enemy lurking in the shadows. Eventually the man begins to grow quite disruptive and verbally abusive to the other patrons around him, and the owner and a fellow worker approach to ask him to leave peacefully and without any trouble. He refuses, accusing them of being in league with the aliens and trying to push him out into the street and into the clutches of the aliens. A scuffle will ensue, with the afflicted man handling the owner and worker surprisingly well, shrugging off many of the powerful blows landed against him. It is quite obvious that the owner and worker are going to need help to get him out.

If the PCs don't go ahead and lend a hand to throw the man out, eventually some of the other patrons will. Once removed, the commotion will begin to die down and return to normal. The owner offers a discount on the night's bill for everyone's trouble. If the PC did lend a hand, the owner will be quite grateful and cover the PCs tab for the evening as a thank you.

About an hour later, have the PCs make a Spot skill check (DC15), to notice that the man from earlier has returned to the bar. If he is spotted, a successful Sense Motive check (DC15) will let the PC know that something is about to happen, and it probably won't be nice. Give any PC making the check enough time to take a single action, which should most likely be to alert his companions to the situation. If a warning is not given, any PC that does not Spot the man and Sense his Motive, will be caught flat-footed.

The man will say nothing, but pull an automatic rifle from under his long coat and open fire, first at the owner and the

worker who threw him out, then anyone who aided in his removal. If none of these targets is easily available, he will fire randomly at any other patrons in the establishment. He is spraying ammunition about rather than taking careful aim, and will miss a lot – but not all the time! Treat as 4-round bursts (untrained, -4 to hit).

Needless to say this will cause a panic among the patrons who will either dive to the floor or try to exit out the back of the place. For each of the first 10 rounds, the PCs must each make a Reflex save DC10 to avoid being knocked about by another patron. If a PC is jostled, they will suffer a –2 penalty to any attack rolls, saves, skill checks, or other tasks attempted that round.

TACTICS

This scene should be run carefully as it could easily become a bloodbath, which the whole point of the scene is to prevent. The owner and worker will react pretty much like everyone else and try to get to cover or get out the back door. While his attention is focused on these two men, the PCs will have a chance to act. They could simply shoot the guy if they have available weaponry (which might be prohibited by the local law level) and would be justified in doing so on many worlds, but there is a risk of hitting one of the patrons instead. Indeed, in all of the commotion for the first 5 rounds the shooter is considered to have 50% concealment at any given time. For the subsequent 5 rounds after that he is considered to have 25% concealment, after which most of the patrons have found cover or have gotten out of the place completely. The safest bet would be to try to jump the shooter from the side or rear during all of the commotion.

If the PCs do use their weapons against the shooter in violation of the local law level, they will be arrested and the weapons confiscated. However, they will likely be released or fined fairly leniently given the circumstances and the fact that the PCs probably prevented a bloodbath. Make a Law Level check (DC = 5 + Local Law level); if the check is successful the PCs are released and all charges dropped. If the check fails, the PCs are convicted of a misdemeanor weapons violation and fined Cr100 x the local Law Level each plus time served. This process will take 1 day per Law Level of the world to complete and in any case their weapons will not be returned.

The PCs should be rewarded with extra experience depending upon how many of the patrons they were able to save, with a bonus if they managed to take the shooter down alive and hold him until the authorities arrived rather than just killing him.

Of course, there is always the chance that the PCs will choose not to act. Hopefully this will not be the case, but lets face it no one wants to march their character into a possible hail of bullets if they can avoid it. If the PCs seem hesitant to act as long as the fellow is firing, he will have to swap magazines after his 5th burst, giving the PCs a chance to move as he tries to reload.

Johan Sebastian (Shooter): Human; Professional 4; Init +0; AC 10; AR 0; Spd 9m; St/Lb 14/10; Atks: +1; Wpns Automatic Rifle (1d12); SV Fort +1, Ref +1, Will +4; SZ M, Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10, Edu 11, Soc 10.

Skills: P/Administration +7, K/Inventory Management +7, Liaison +6, Leader +6, K/Bookkeeping +5, Bluff +5, Driving +5, T/Mechanical +5, T/Computer +5, Forgery +3, Pilot +2

Feats: Professional Specialty (P/Administration), Skill Focus (K/Inventory Management), Fast Talk, V/Wheeled, V/Grav

Equipment: Automatic Rifle, 1 extra magazine w/20 rounds.

DATA POINTS

- A search of the shooter will reveal that his doesn't have much on him but some local cash (Cr30), a pocket comp, and an ID card identifying him as one Johan Sebastian with a local address. The pocket comp is password protected (T/Computer skill check DC20 to break) and contains a contact book, along with numerous text documents. The documents contain rambling dissertations on the alien beings he has been seeing, their plots to drive him mad and overthrow the Imperium and other truly insane ideas and conspiracies. The address book has the number of his brother and sister at their place of work, that of a few (3) friends from among the patrons, and the name Gvarrk along with a contact number.

  Also in his pockets is a small napkin on the back of which are a number of strange drawings that resemble the shape of an eggplant with numerous tentacles snaking out of the bottom. The front of the napkin shows it comes from a nightclub called The Chamber, along with an address and contact number.
- If the PCs inquire among the patrons, they will learn that Johan is a local, native born and raised in these parts. He lived with his brother and sister-in-law a few blocks away and has been coming here ever since he moved in with them about a year and a half ago. He was somewhat quiet at first but tended to get along pretty well with everyone in an ordinary, non-descript sort of way, that is until a few months ago. He lost his job, never did say exactly why but always blamed it on his boss at the company who he claimed had it in for him. Since then he started drinking really heavily and got worse and worse as he never could seem to land a new job. Scenes like earlier tonight when he was thrown out have become somewhat common in recent weeks, each time worse than before. However no one ever thought he might snap like he finally did.
- The brother and sister-in-law (Peter and Deris Sebastian) will be reluctant to talk, but if convinced will relate pretty much the same story as the patrons. As much as they loved him, they too were on the verge of throwing him out of their home, as he was becoming more and more disruptive at home also. They were aware that he had lost his job and why, but did not believe he was guilty and they had no inkling however that he might resort to violence as he did. The weapon he used was his grandfathers (a former soldier) and was thought to be disabled and locked away in a storage trunk.

  A search of his bedroom will reveal 2 small vials containing a syrupy reddish-brown residue and a hypospray injector. No one in the house has ever seen it before or has any clue as to what they are

(They are used Fuzion ampoules and an injector).

- A talk with the local police and a successful Gather Information skill check (DC20) will show that Johan had no criminal record, not even a minor traffic violation. If the PC has 5 or more skill ranks in P/ Administration, P/Legal, or P/Law Enforcement add a +2 circumstance bonus to the skill check roll. The Connections (Law Enforcement) feat would also apply here.
- Asking the local patrons, the Johan's family, or the police will reveal that The Chamber is a popular nightclub. A successful Gather Information skill check (DC10) will have one of these people reveal that the club is a fairly well known place to score the latest 'club' drugs.
- Contacting the his previous employer is an unpleasant task. It is not that he is reluctant to talk, quite the contrary he will speak eagerly on the topic. What he has to say is not flattering to say the least, and laced more than a hint of vitriol and venom. The boss is a weasly little jerk, and a successful Sense Motive skill check (DC10) will confirm most suspicions that he felt threatened by the young man's intellect and dedication to his new job and did 'have it in for him' so to speak. The official cause for Johan being fired is embezzlement, though the company chose not to press charges. It seems more likely that the boss was skimming off of the top of the petty cash each week and was eventually caught, but blamed it on the young man and had even gone so far as to plant evidence incriminating the poor fellow.
- All in all, Johan was just a regular guy trying to get by like everyone else. He got hooked on Fuzion shortly after he lost his job and the drug has ruled his life since then, leading him to this tragic point as his mind and body reacted to the accumulating poison in his system.

LIBRARY DATA LINKS

Fuzion

3) THE CHAMBER

Situation: This structure originally began service as the old offices of the local Chamber of Commerce, but has changed ownership and purpose many times in the years since the Chamber moved to newer offices. Today it is a local nightclub popular with the locals and among Travellers from the nearby starport. On most nights the place is fairly crowded, and on holidays the crowd swells to capacity. The club opens at dusk each evening and closes at dawn.

Referee's Notes: A platoon of bouncers patrol the club looking for trouble makers and hopefully heading off any fights before they get started. Any kind of a ruckus or heated argument may draw the attention of a bouncer (DC15). If so, he or she will come over to see what the problem is and try to resolve the situation before it goes any further. Should a fight break out, up to 24 bouncers are available to restore order and remove those involved or hold them for the police. Anything more than a small skirmish will result in the local authorities arriving within 3d6 minutes.

Drinks typically range in price from Cr1-25 with quality corresponding to price. Food is available in the form of light snacks, and range in price from Cr1-Cr15. Private lounges are available for Cr25 per hour with custom service, though drinks and food are billed separately. On any given night their may be live musical entertainment (DC12), otherwise an MC will be on hand playing the latest popular dance numbers.

For each hour the PCs spend looking for someone who knows Gvarrk, have them make a Gather Information skill check (DC15) to see if someone has been found. Also check once per hour (DC10) for each PC to see if they have any unusual encounters while at the nightclub.

Table: Club Encounters

1d6 Encounter

1 Asked to dance with or buy a drink for a member of the opposite sex. The PC enjoys a +2 circumstance modifier to any Gather Information skill check made while engaged in conversation with this person.

2 Asked to dance with or buy a drink for a member of the same sex The PC enjoys a +2 circumstance modifier to any Gather Information skill check made while engaged in conversation with this person.

3 Asked to dance with or buy a drink for a member of an alien race of any sex The PC enjoys a +2 circumstance modifier to any Gather Information skill check made while engaged in conversation with this person.

4 Collide with another patron or waiter/waitress, PC must make a Reflex save DC10 to avoid getting a drink spilled on them. If the save is made, the drink lands on the other party (check for reaction)

5 Solicited to buy a dose of the drug Fuzion (Cr25)

6 Solicited to buy a dose of the drug Fuzion (undercover cop). If accepted, the PC will be arrested an immediately taken to jail. Within 1d6 days, they will be brought to trial, found guilty of possession of an illegal substance, fined Cr250, and set free.

DATA POINTS

If someone is found who knows Gvarrk, give the PC the first piece of information. An additional skill check (see above) must be made to learn each subsequent bit of news. If the skill check fails, the person has told the PC everything he or she knows. The PC must now find someone else who knew him and start over from the beginning.

1) Gvarrk is not here, and is not likely to show up. No one has seen him around for a couple of days.

2) Gvarrk mentioned something about having to lay low for awhile

3) Gvarrk has a place not to far from the nightclub (provides address)

4) The person the PC is talking to recently visited Gvarrk at a hotel at the starport where he had a room.

5) The PCs aren't the first ones that have been around lately looking for Gvarrk. A skinny little rat-faced guy and his hulking goon were by the other day asking questions about him.

4) GVARRK'S APARTMENT

Situation: Gvarrk's apartment is located on the 4th floor of the apartment building. The building itself is in a better part of town, though not what could be called rich. There is no outward security on the building that can be seen, other than a camera monitoring the entrance to the building and the elevator lobby. There is a locked (T/Mechanical or Disable Device DC12) service entrance around the back of the building, that provides access to the rest of the building and upper floors via a fire escape stairwell. There appear to be no security cameras covering this entrance to the building.

During the day, check every 10 minutes (DC15) to see if the PCs encounter a visitor or tenant entering or leaving an apartment or building itself. At night, the frequency of checks will drop to once every 30 minutes.

Entering the apartment shouldn't prove to be too difficult even though Gvarrk has installed a better than normal set of locks. A successful T/Electronic or Disable Device skill check (DC20) will bypass the lock and any security.

Referee's Information: Unless specifically stated by the PCs that they are expecting company within, they are likely to be as surprised as those inside. Unfortunately for Gvarrk, his drug smuggling has come to the attention of a rival and larger criminal cartel that has operated the drug trade on this local cluster of worlds for a long time, and does not appreciate his cutting into their business with this new drug. This cartel has issued a contract on Gvarrk, and the team within is looking to collect. Knowing it was a long shot, they have been here for the past two days waiting in hopes that Gvarrk would show up, but in their increasing boredom have become complacent and are not expecting it when the PCs enter the apartment.

If the PCs engage the cartel thugs and any of the thugs escape, they will be considered by the cartel to be working for the upstart smuggling group. This also applies if the PCs engage the thugs and their identity and involvement in the incident is made public.

TACTICS

The cartel thugs are professionals (if you can call them that), and will quickly recover from their surprise and press the attack, attempting to kill the PCs. If outnumbered and/or outgunned, they will not stay and stupidly give their lives up. They will instead attempt to disengage and retreat from the scene with as little damage as possible. If faced with the choice of death or capture, they will willingly surrender and rely on their bosses in the cartel to bail them out. If the PCs surrender, the goons will disarm them and then quickly leave to rendezvous with their associates.

Cartel Goons (2): Human; Rogue 6; Init +5 (+1 Dex, +4 Imp. Init); AC 13 (+2 jack, +1 Dex); AR 2 (jack); Spd 9m; St/Lb 32/12; Atks: +4; Wpns Autopistol (1d10); SV Fort +2, Ref +6, Will +2; SZ M; Str 11, Dex 12, Con 11, Int 10, Wis 10, Edu 6, Soc 5

Skills: Driving +10, Innuendo +9, Intimidate +9, Listen +11, Spot +11

Feats: V/Wheeled, WP/Marksman, WP/Swordsman, AP/Light, AP/Medium, Alertness, Toughness, Brawling, Improved Initiative, Spot Trouble, Quick Draw, Point Blank Shot

Equipment: Autopistol with 2 extra magazines.

DATA POINTS

Not much will be found, the cartel goons have already trashed the place looking for anything they could find, and Gvarrk has already moved out most of his personal belongings to the hotel room. It should be noted that these two cartel members are not the same two fellows looking for Gvarrk at the Chamber, though they are part of the same team.

If any of the cartel gang is captured, they might be persuaded (Intimidation skill check DC10) to reveal some of the following bits of information.

1) Gvarrk is working for a group of smugglers and pirates that call themselves the High Raiders.
2) They were a two-bit operation until they began running this new drug called Fuzion
3) The cartel wants the operation shut down or their cut, plus a substantial penalty for cutting into their turf without their OK.
4) A contract was put out on Grvarrk, as he was the most successful of the brokers working for the Raiders and was supposed to be an example.
5) The other two members of the team was supposed to be checking out a lead at some hotel down by the starport, but the two teams haven't been in communication.

5) GVARRK'S HOTEL ROOM (KEY)

Situation: The hotel would certainly never be classified as 4-stars by the Travellers' Aid Society guidebook, but it does appear to be well kept and affordable if nothing else. It primarily services transient passengers from the starport looking to save a few credits, and is also used by offworlders with business on planet but with a limited budget. A clerk is always present at the front counter to greet customers, and a security guard stands watch nearby. A bank of elevators at the rear of the lobby lead to the upper floors of the hotel. There are 5 floors in all including the ground floor. Getting into the building and to the Vargr's room isn't the problem however. Finding out which of the 100+ rooms he may be in is!

Referee's Information: Gvarrk was smart enough to know better than to hide out in the kind of hotel he normally would, so he chose a rather run-of-the-mill place where he could blend in a little better. Vargr are not that uncommon and the presence of one at this hotel won't raise too many eyebrows. For a little added protection Gvarrk registered under a more 'humanized' form of his own name, Garrick Ozush.

The door leading into his room is a standard hotel security lock, normally requiring a coded passkey to enter. This can usually be bypassed with a successful T/Electronics skill check (DC15), or shorted-out with a successful T/Mechanical skill check (DC10). Shorting-out the lock will raise a silent security alarm in the hotel offices, and a single security officer will be dispatched to see what the problem is. He will arrive in 30 rounds (5 minutes).

Within, the PCs will find Gvarrk dead. He is at a desk, slumped over the keyboard of his personal comp.

DATA POINTS

Obviously the best bet for the PCs is to either question the employees or sneak a bit of access on the hotel's computer

system and see what can be found. When questioning an employee, have the PC make a Gather Information skill check (DC15) to learn some of the following information. An additional skill check (see above) must be made to learn each subsequent bit of information. If the skill check fails, the person has told the PC everything he or she knows. The PC must now find someone else who knew him and start over from the beginning.

1) There are three Vargr currently staying at the hotel.
2) One of them arrived last night, one about a week ago, and the other has been here for about a month.
3) Two further Vargr were staying in the hotel during the previous week.
4) One checked out two days ago, the other at the first of the week.
5) It is not unusual for guests to stay for extended periods while on business
6) One of the employees was on shift the previous night and remembers two men came in late last night inquiring about one of the Vargr, a Mr. Oshush or something. One of the men was a small, rat-faced gentleman, and his companion a rather larger fellow that never said much.

A successful Bribery skill check (DC10) and Cr100 will gain the PCs the names and room numbers of all three Vargr at the hotel. Access to the hotel computer and a successful T/Computer skill check (DC10) will also gain this information, but a distraction would be needed to lure the clerk and guard away from the lobby counter.

- Room 314 - Garrick Ozush (the one the PCs are looking for)
- Room 420 - Lupal Krrazk
- Room 203 - Takra Dzushogh

A quick look around the Vargr's hotel room will let the PCs notice two things. First, it looks like he may have been living out of the room or at least spending a great deal of time here; second, it is quite apparent he was getting ready to leave to go somewhere as there is packed baggage near the doorway. He must have been in a hurry, as there seem to be more than a few of what appear to be personal effects that have not been packed.

A successful T/Medical skill check (DC10) will determine that he has been dead less than 24 hours, and likely within the past 12-18 hours based on the status of the body. The cause of death is quite obviously a laser bolt to the back of the neck at fairly close range (say from the distance from the door to the desk).

The personal comp is still on and logged in, allowing the PCs full access to Gvarrk's files that are stored within.

- One of the first items of interested is a notice of an incoming message. It appears to be dated late the previous evening and from a Captain Jerindal Drake of the *Last Roustabout*. The message simply reads: *Gvarrk, Waited for you as long as we could but can't afford to wait any longer if we want to keep on schedule. Sorry I couldn't give you a lift, maybe next time. Drake.*
- A successful P/Accounting (DC10) or Trader (DC15) skill check will reveal from the records that can be found that Gvarrk was moving a fair bit of tonnage of the drug over the past year, and there are numerous details of his downline distribution; enough for the authorities to shut it down completely. Unfortunately it also looks like he is only one of a number of similar mid-level brokers running the stuff on other worlds in the subsector.

A check with the local starport (P/Administration DC10) will reveal that a ship named the *Last Roustabout* left port late last night bound for the Hansen's World system.

WHERE FROM HERE?

The cartel is a red herring that you as the Referee may wish to allow the PCs to follow. They may try to look into this cartel and see what the connection with Gvarrk and the Fuzion trade is, or you might even have the cartel approach the PCs about working with them to take down the gang running Fuzion. Or you may simply let the involvement of the cartel end with this scene, and perhaps introduce the cartel again later in your campaign. In any case, you shouldn't let too much time pass before moving the PCs on towards Hansen's World and Act II of this adventure.

INVOLVING THE PCS IN ACT II

- The PCs are hired by the Cartel to find out as much as they can about the Fuzion operation and what might be needed to either take it over or take it down. In the meantime they should disrupt the activities of the group smuggling Fuzion anywhere possible.
- The PCs are approached by the Ministry of Justice (MoJ) after their involvement in several Fuzion related incidents, and with individuals known to be members of the Fuzion drug trade. In return for any charges that might be brought against or currently pending against the PCs being dropped, the MoJ wants them to go undercover and find out more about this operation.
- The PCs put together the clues pointing to Pharmacom and Hansen's World and decide to take matters into their own hands and do a bit of investigation.
- You could also just have the PCs stop over at Hansen's World as if it were a regular trade stop, etc. and then begin to unfold the events in Act II.

ACT II

This act opens with the arrival of the PCs in the Hansen's World star system. A standard hail to the starport will be greeted with an automated message. The message informs incoming ships that vessels registered to Pharmacom or carrying Pharmacom cargoes are to contact company port control on another given frequency to arrange for clearance and final approach to the company owned Class C starport. All other traffic should follow the automatic approach signals that will follow on this same frequency and they will be directed to land at the public Class E starport located just outside the colony itself. Public docking is permitted at the company starport for 'reasonable' fees. Ships interested in taking advantage of this should contact the port control to make arrangements.

If the PCs are operating their own ship, they will need to decide if they want to land at the public Class E starport (essentially a marked spot in the bedrock with no real facilities available), or land at the company owned starport and pay the fees.

If PCs are not operating the ship they arrive on, the decision will be made by the captain of the ship (Referee) will decide as follows: a ship registered to Pharmacom or carrying cargo for Pharmacom will land at the company starport, otherwise it will land at the Class E port.

RANDOM EVENTS

Roll 1d100 and consult the chart below to determine any out of the ordinary events that may occur each day while the PCs are within the boundaries of the colony itself.

1d100	*Daily Event*
01-15	No Event
16-30	Overhear non-specific grumbling from a local company worker about recent actions by the colonists.
31-50	Overhear non-specific grumbling from a local colonist about recent company actions.
51-70	Learn a rumor from the Rumors List.
71-85	Heavy storms ground all exterior transportation for the next 12+2d6 hours.
86-95	A local new report talks of another seal failure on a company owned Atmospheric Mining Vehicle. His name is being withheld until his survivors can be notified. (Use this event no more than once every few weeks if possible)
96-100	A riot breaks out, 12+3d6 people involved.

SCENE SUMMARY

The following is a summary of the scenes that are covered in this act.

1A. Company Starport Customs Office: The scene covers the events that will occur if the PCs decide to land at the company owned class C starport rather than the public class E port.

1B. Public Starport Arrival Terminal: This scene covers events that occur if the PCs arrive via the public class E starport, bypassing the more expensive but better equipped company owned class C starport nearby.

2. A Riot in Town: Only a few minutes after their arrival the PCs literally run into a new friend and are greeted by a rioting band of locals looking for a bit of fun at company expense.

3. The Inquisition: Following the riotous events shortly after their arrival, the local authorities want to question the PCs about their involvement in those events and about the young woman they 'bumped' into.

4. Skullduggery: At the scene of the source of the earlier riots, the PCs have an opportunity to possibly learn a bit more about the mysterious woman they ran into.

5. Woman's Apartment: A careful search of the woman's apartment reveals a surprising bit of information about the woman's identity and her purpose on Hansen's World.

1A) COMPANY STARPORT CUSTOMS OFFICE

Situation: The ship lands on one of three marked landing pads and settles into place. Off to the side of the landing pad is an elevator leading down to the starport below, and a portable connecting tubeway that can be affixed to the ship's airlock to for protection from the atmosphere. Someone will have to venture outside into the atmosphere to hook it up in the first place however.

Once down the elevator the PCs will be met by a Pharmacom worker who will ask them to climb aboard a small electric cart for a short trip over to the customs and trade office where they can be processed onto the planet. The few visitors to the world via the company starport must pass through here before proceeding into or out of the colony. The office is very small, quite spartan and utilitarian in design and function. Arriving and departing guests must pass through the customs scanner after which they must present their paperwork and documentation for inspection and approval. Typically, the local law level will be explained to incoming visitors as their paperwork is being examined, and any prohibited weapons will either be confiscated and stored until the visitor leaves, or the visitor may store the weapon onboard their starship instead.

The sole agent on duty appears preoccupied with something occurring outside of the office, out of the PCs' view. From the open doorway they can however see both civilian and uniformed personnel rushing past and can hear a loud commotion off in the distance. As the clerk notices their arrival he shuts the doorway and approaches.

Referee's Information: The clerk is quite preoccupied by the riots occurring nearby and will be anxious to move the PCs along and lock the doors before the riot spreads this way. Thus, his normal search and inspection routine will be almost comically cursory while he quickly recites the 'Incoming Visitor' speech he is required to give to all incoming personnel. Because of the distraction of the agent, the PCs will enjoy a +2 circumstance bonus when trying to smuggle items past the agent, or pass off forged documentation in this situation.

The local Law Level on Hansen's World is 6, which disallows any firearms (including lasers, etc.) other than a shotgun. If the clerk should see any such weapons in evidence on the PCs, he will inform them that their weapons must be left aboard their ship or stored in the Customs Security Vault for a fee of Cr1 per week per weapon. The PCs will be allowed to

retrieve their weapons when they depart from the planet.

DATA POINTS

With each successful Gather Information skill check (DC10) by a PC, give them one of the following pieces of information, preferably in order:

1) Learn of possible riot starting nearby
2) Learn of recent rioting and clashes between colonists and company workers

With each successful Sense Motive skill check (DC20) by a PC, have them notice one of the following things about the NPCs in the scene:

- The clerk is preoccupied and quite nervous about something (the riot).
- The clerk is anxious to move the PC on as quickly as possible and lock up
- The clerk is young, idealistic, and quite loyal to his employer

1B) PUBLIC STARPORT

Situation: The local Class E starport consists of little more than a barren spot of bedrock upon which to land the ship, allowing the PCs the pleasure of wearing their vac suits until they reach the customs terminal entrance. Ground lights follow a well worn vehicle path to the west allowing travellers to follow the path through the thick fog and eventually enter a man-made tunnel carved into the bedrock. This vehicle pathway also continues on eastward from the landing pad but the ground lights do not continue past the pad.

A strong breeze can be felt building as one approaches the tunnel entrance. The pathway and ground lights continue on for some distance into the depths of the planet. After about 500m in, the intensity of the airflow in the tunnel abruptly diminishes to more normal levels, though a fair breeze can still be felt. After another 500m of tunnel and a total of about a 300m decent, the PCs will enter into large plaza in an immense cavern filled with buildings of varying height, some seemingly built up and into the ceiling of the cavern itself.

Expecting to find something at least remotely resembling a customs station, they will be hard pressed to find anything other than the term 'triage center' to describe the scene before them. All about the area are people in various states of injury, some being treated, others waiting for treatment, and the remainder either recuperating after treatment or providing the treatment themselves.

Referee's Information: The 'Arrival Terminal' is little more than a marshalling area for vehicles and personnel headed in or out of the colony. Normally incoming personnel would be met by a constable on duty whose responsibility it is to log and inspect any travellers or cargo entering the colony from offworld or leaving the colony for an offworld destination.There is an office just to the side of the surface tunnel that normally houses the constable watch, but is currently being used to treat the more seriously injured.

Because of the situation, the PCs will pretty much be able to smuggle in anything that can be concealed from obvious view. Even items in plain view may only draw strange looks and possibly more than a few frowns and comments, but no one will press the issue given the situation.

DATA POINTS

Anyone with Medical skill rank may make a skill check (DC10) to notice that most of the injuries appear to be non-life threatening, mostly cuts, bruises, and the occasional broken bone, or dislocated limb. Some patients appear to simply be in a state of some form of shock possibly.

With each successful Gather Information skill check (DC10) by a PC, give them one of the following pieces of information, preferably in order. When talking to the NPCs, if the PC is performing medical treatment at the same time add a +2 circumstance bonus to the check, reflecting the gratitude of the patient for the care.

1) Learn of riot nearby at the company starport
2) The riot reportedly started when a Company Security Team began hassling the patrons of a local bar
3) Learn of recent rioting and clashes between colonists and company workers

With each successful Sense Motive skill check (DC20) by a PC, have them notice one of the following things about the NPCs in the scene:

- Most of the people here are scared that the riots may head this way
- They are quite angry at the company for perceived problems and the way the company is handling the situation.

2) A RIOT ON THE TOWN (KEY)

Situation: As the PCs approach an intersection, a young woman comes barreling around a corner and runs straight into one of the members of the PCs' group (select randomly). The PC will need to make a Reflex save (DC15) to avoid falling and sustaining 1d6 in Stamina damage as the woman claws against him for support. Whether the save is made or not, the young woman ends up on the ground either by herself, or entangled with the PC.

Just as the woman begins to pick herself up, and mumbling an apology to the PC several things happen at once. The woman, in mid-apology, suddenly stops, begins patting down her pockets, and starts frantically looking around on the nearby ground. Before anyone can say or do anything a group of 4 uniformed people appear from around the same corner and immediately focus on the woman on the ground. At the same time a loud clamoring can be heard rising from down the block, appearing to grow closer by the moment.

Referee's Information: Pick a spot for this scene to occur as the PCs are moving about the colony. This should be very shortly after leaving the starport customs area and while the riot is still in progress.

The woman is undercover Ministry of Justice Agent Daria Radison. She is being pursued by 4 Pharmacom Security Officers after she was detected breaking into the nearby Pharmacom research lab building. She had managed to escape her original pursuers by slipping through a nearby bar, and was trying to make her way back to her apartment when she ran into the PCs. The item that fell out of her pocket was a sample she had stolen out of the lab as part of her

investigation.

With the Pharmacom security present she will waste no time looking for the dropped sample, and instead will leap up and race toward the oncoming noise, which appears to be a group of rioters that would just love to run across a small group of isolated company security personnel.

Unless the PCs make a break for it very quickly, they will be engulfed in a small tide of rioters. Given the scene when the rioters came upon the PCs, it will appear to them that the PCs were helping the Company Security team detain a colonist. The only way to avoid a brawl with the mob is to attack the security team!

DATA POINTS

The only data point in this scene is the discovery of the stolen lab sample that was dropped by the woman during the collision with one of the PCs. There will not be any chance to look for it until after the situation has been under control. This means that the PCs cannot search until police backup units arrive to quell the riot and the police have finished questioning any rioters they capture.

Once everyone has cleared out, and if the PCs remember it, they may return to look for the dropped object. It won't be too hard to find; a simple Spot skill check (DC15) will locate a small vial containing a thick reddish-brown liquid after about 9+1d6 minutes of searching. There is no labeling on the vial, though it is hermetically sealed.

TACTICS

The brawl should last as long as it takes for the PCs to either begin to gain the upper hand and get away, or when the begin to lose and are in danger of severe injury or worse. At this point it is best to have police reinforcements show up to disperse the mob. You can have the PCs detained by the police and questioned (proceeding directly to the scene: The Inquisition), or allow the PCs to get away for now. In either case, by the time it is all over, the woman is nowhere to be seen.

If the PCs are detained, and they had fought against the company security team, they will be arrested by the local (not company) police and placed in jail pending a hearing the next morning. Because the riot falls under the jurisdiction of the local police, the PCs will be brought before the colonial board of justice for trial and judgment. Fortunately, the board is rather sympathetic to the colonist's plight and will let the PCs off with a small fine (Cr100) and time served.

The Security Team

The company security team will use their stun batons in an attempt to slow the progress of the crowd until backup can arrive and quell the situation. If any of the team take 5 or more points of Lifeblood damage, or are down to 10 or fewer Stamina points, they will attempt to withdraw as quickly as possible.

The Mob

As a group, if more than a tenth (10%) of the members of the attacking mob are subdued in some manner, the rest will begin to try to break off and get away as quickly as possible. Individually, the mob members will retreat if they take 2 or more points of Lifeblood damage, or are down to 20 or fewer Stamina points. They don't really have the stomach for a real fight.

3) THE INQUISITION

Situation: At some point after their literal 'run-in' with the young woman the PCs will be approached by two police officials, one representing the colony and one representing the company. They wish to question the PCs about their part in the riot and about the woman that ran into them. They know of the 'incident' (as they refer to the run-in with woman) from video surveillance footage that was being reviewed because of the riots.

Referee's Information: Here are some suggested questions that should be posed to the PCs from both of the officers. You will notice that the City Constable is more interested in the actions of the company security team, while the company officer seems almost completely focused on the woman.

While this is an interrogation, the PCs are considered witnesses and not suspects in any crime, and as such the officers are not necessarily hostile towards them. As with most interrogations however, each question should be put to the PC more than once but perhaps slightly rephrased, just in case the PCs might be trying to hide something. To select a question, roll randomly on the provided list, pick one from the list, or make up a question of your own.

Constable Lowellen of the Colonial Police

1d10	*Basic Question*
1	Did the PCs clear customs before entering the city (yes if they came through the company starport, otherwise they have not)
2	(If the PCs arrived at the company starport) What business brings you to Hansen's World?
3	Where were you headed when the incident occurred?
4	Was the woman armed?
5	Were the company security officers armed and if so what with?
6	Did the company security team attempt to apprehend the woman?
7	What did they (company security) do when she fled and they saw the rioters coming?
8	Did you notice any signs of abusive or untoward behavior on the part of the security team, other than trying to defend themselves?
9	Where did you go after the incident?
10	Have you seen this woman since the incident?
11	How long do you plan to stay?

Officer Bertran of Pharmacom Security

1d6	*Basic Question*
1	Do the PCs know the woman (they will be shown a holo-still of her)?
2	Have they ever seen her before?
3	What were the PCs doing in that area of the starport at the time of the incident?
4	Did the PCs notice if the woman was carrying anything when the incident occurred?

5 Did the woman say anything to the PCs during the incident before she fled?
6 Did the PCs see or know where she headed?
7 Have the PCs seen or heard from her since the incident?

DATA POINTS

Even though the PCs are the ones being questioned, this scene is a good opportunity for them to pick up some interesting information about the current situation on Hansen's World. With each successful Gather Information skill check (DC10) by a PC, give them one of the following pieces of information, preferably in order. If the PC has Bluff, P/Legal, or P/Administration skill rank of 5 or higher, allow them a +1 circumstance modifier to their skill check roll. Most of this information will be provided by the Colonial Officer, as Officer Bertran from the company seems somewhat reluctant to talk about the break-in.

1) The woman's name was Melissa Banks.
2) There was a break-in at a company research lab the night of the incident.
3) The woman was believed to be involved and is wanted for questioning.
4) She has disappeared. The PCs were the last people to have seen her.
5) A company security team was in pursuit of the woman, and had called for colony police backup as she ducked into a bar. When the company team entered to follow her, a riot ensued as the colonists tried to prevent the team from proceeding. From there the riot spread across the city with pro-company and pro-colony factions began squaring off.
6) The company Security teams in the city took a pretty good beating in the riots. (This from Constable Lowellen)
7) The bar was named Skullduggery, a fairly popular nightclub among the colonists.
8) The bar is a known hangout of rabble-rousers among the colonists who like to stir up trouble for the company (this from Officer Bertran)
9) The woman was known to hang out at the bar and lived in an apartment nearby.

With each successful Sense Motive skill check (DC20) by a PC, have them notice one of the following things about the NPCs in the scene:

Constable Lowellen

- He seems rather indifferent to the case.
- He holds the company's Security teams in rather low esteem

Officer Bertran

- He seems quite interested in the case, particularly about the woman.
- He appears to be somehow personally upset over the woman's death.

4) SKULLDUGGERY

Situation: The local bar where the riot began is named Skullduggery for some odd reason, but is a popular hang-out for many of the more vocal colonists who are not happy with the current company management. The signs of the violence from the rioting can still be seen littering the place here and there, though an obvious attempt has been made to get the place cleaned up and running again.

Referee's Information: More than a couple of the folks in the place were involved in the same altercation as the PCs during the riot and will likely recognize them (DC10). If the PCs fought with the rioters, the initial attitude of the patrons towards the PCs will be *Friendly* (+1 to all Gather Information and Sense Motive checks while dealing with the patrons). If the PCs fought with the security team against the rioters, the initial attitude of the patrons will be *Unfriendly* towards the PCs (-2 to all Gather Information and Sense Motive checks in this situation). Otherwise the initial reaction of the patrons will be typical *Indifference*.

If the PCs arrived on planet via the Class E starport and rendered medical aid to some of the injured found on their arrival, there may be one or two here who remember them (DC10). If so, this will improve the attitude of the patrons towards the PCs by one rank (e.g.: *Indifferent* to *Friendly*). If the patron's attitude becomes *Helpful*, the PCs will enjoy a +2 circumstance bonus on all Gather Information and Sense Motive skill checks during this scene.

DATA POINTS

Information about the woman will take a successful Gather Information check (DC15) to find someone who knew her and is willing to talk to a stranger about her. If the PC fails the check, that person's attitude toward the PCs will fall by one level (e.g.: *Indifferent* to *Unfriendly*). If a patron of the bar ever becomes *Hostile* towards a PC, a brawl will likely ensue.

If someone is found who is willing to talk about the woman, give the PC the first piece of information. An additional skill check (see above) must be made to learn each subsequent bit of news. If the skill check fails, the person has told the PC everything he or she knows. The PC must now find someone else who knew her and start over from the beginning.

1) The woman was Melissa Banks, she was a frequent patron of the bar
2) She started showing up around here (the bar) about 8 months ago
3) She was kinda quiet at first, but real friendly once she got to know you. Full of all kinds of questions!
4) She's been working odd jobs around the colony since she got here.
5) Said a friend of hers got her a job at the company refining plant, but he was killed (one of the vehicle seal failures) before she got here, and by the time she arrived nobody at the company seemed to know anything about a job for her.
6) She stayed with a friend of mine for a few weeks, but finally got a place over on Placer Street. Place called the Auborium, what a dump. But she was like that, didn't really care about where she was, as long as she had a little privacy.

To gather information related to the company (Pharmacom), two Gather Information checks (see above)

may be made per hour spent interacting with the patrons in the bar. This is a great situation for applying the Carousing feat bonus for PCs. The following pieces of information may be handed out in just about any order as needed or dictated by the conversation.

- The company has raised refining fees for colony miners.
- The company has lowered payouts on harvest quotas
- The company is cutting corners on safety and maintenance.
- There has been a big increase in the number of suit failures, particularly on those leased to the independent miners.
- Vehicle and shuttle break-downs are more common. Crime is up, and unrest among the colonists is becoming more and more frequent, with riots such as happened the other night a not-so-uncommon sight these days.
- Several plans have been proposed for expanding the colony 'topside' (above ground) under domes, but the company director/President has repeatedly vetoed the required legislation authorizing the funding.

5) DARIA/MELISSA'S APARTMENT

Situation: The door is sealed with a 'Police' security seal (DC20 to override. Failure will set off an alarm bringing the authorities to investigate within 1d6+2 minutes), and also secured by a normal lock (DC10 to override, no alarm). Once inside, it is quite obvious the police did a thorough job of searching the place. Everything is in disarray. A sharp-eyed character (Spot, DC15) will notice however that the place appears rather sterile and impersonal. There appear to be no 'trinkets', decoration styles, or other types of personalization of the sort that occurs to a dwelling when it becomes someone's 'home' rather than a place to stay in passing.

Referee's Information: Make a Listen check (DC15) for each of the PCs to hear a rattle coming from the ventilation/ climate control system. If the ventilation system is checked, have the PC make a Spot check (DC10) to notice that a small opening has been cut into the top of the vent. The opening is just large enough for someone to stick their hand through and place something on top of the outside of the vent shaft. There, the PCs will find the Daria's MoJ identification, an autopistol, and a Comp Disc. The comp disk contains her log and details her suspicions and plans.

DATA POINTS

The following information can be learned by simple finding the agent's badge and log.

- Learn she was MoJ Agent
- Suspected company of distributing Fuzion to workers to increase productivity
- She trusted Officer Bertran and had informed him of her suspicions
- She planned to break into the company facilities to find some hard evidence

ACT III

Act III follows directly on from Act II, with no need to find a way to involve the PCs. Indeed, unless they up and leave Hansen's World, they are involved!

RANDOM EVENTS

While in the colony itself you may continue to use the random events table from Act II. When the PCs are adventuring in the planetary outback, roll 1d100 each day and consult the table below to determine any out of the ordinary events that may occur.

1d100	*Daily Event*
01-30	Nothing out of the ordinary occurs.
31-50	Ground Tremors
51-70	Atmospheric Storm, roll 1d6 to determine the intensity and effects. **1-3 Minor storm** lasting 3d6 minutes. Without shelter (a tent, vehicle, etc. will do) anyone exposed must make a Fort save (DC15) to avoid taking 1d6 Stamina and 1d2 Lifeblood damage. **4-5 Moderate storm** lasting 1d6 hours. Without proper shelter (a vehicle or better) anyone exposed must make a Fort save (DC20) to avoid taking 2d6 Stamina and 1d3 Lifeblood damage. **6 Severe storm** lasting 3d6 hours. Without proper shelter (cave or underground) anyone exposed must make a Fort save (DC25) to avoid taking 3d6 Stamina and 1d6 Lifeblood damage. Vehicles exposed to the storm will take 1d6 SI damage for each hour exposed.
71-85	Overhear a large vessel flying overhead towards the southeast.
86-95	Encounter a Local Miner.
96-98	Encounter a team of 1d6+1 pirates looking to capture miners to work at the Fuzion lab.
99-00	Encounter the 'monsters' of Hansen's World.

SCENE SUMMARY

The following is a summary of the scenes that are covered in this act.

1. Strangers in the Night: The PCs are given a not so subtle hint that they may be looking into things that are best left alone.

2. We Interrupt this Broadcast: A humorous and at the same time rather disturbing message from the local Pharmacom managing director is broadcast across all information and entertainment channels in the colony.

3. A Sideline Adventure: The PCs are given a chance to get away from the colony for a bit and earn a bit of extra cash by taking on a job in the outback.

4. Mining Shack: While in the outback, the PCs run across the hidden base camp of a local miner and his 'security system'.

1) STRANGERS IN THE NIGHT

Situation: The PCs are awakened one night by an incoming comcall warning them that they are about to be

attacked, giving them just enough time to set an ambush. After the battle, if the PCs attempt to trace the call, it will be of no use.

Referee's Information: The call was actually made by Officer Bertran who is still not sure if he can trust the PCs enough to get them involved, but doesn't want them to get hurt if he can help it. He overheard of the attack from two of the new security team members who were joking about it in the locker room before they noticed he had walked in.

The attackers (use the stats for the High Raiders) carry no identification on them, and are armed with blunt weapons, knives or blades to make the attack look like the work of Fuzion overdose. Normally they would arrange it to appear as a vehicle seal failure, but with the PCs being offworlders that would be harder to arrange and it would not appear too out of the ordinary for offworlders to have possession of such a drug.

TACTICS

The attackers are out to kill the PCs, but If they attack begins to goes badly for them they will try to make good their escape the fastest way they can, leaving any of their comrades behind if need be. Should the PCs begin to be overwhelmed, you should give thought to having the Colonial Police show up at the right moment to lend the PCs a hand, rather than allow them to be killed. The object of this scene is not to kill the PCs off, but rather give them a blunt indication that someone is not too happy about whatever it is they have been up to recently.

DATA POINTS

If the PCs manage to capture one of the attackers and question him (Intimidate DC12; Bluff DC15), they may learn the following information.

- The company security commander ordered the attack.
- The attacker only knows that the PCs were getting too nosy about something, nothing more. He just does what he is told and doesn't ask too many questions.
- He was working on a ship in the Frontier Worlds doing running illegal cargoes and some trading. Friend of his told him about some kind of new deal he landed here. The attacker was offered some good money to act like a company goon, and promised a nice bonus when the job was done in a few months.

2) WE INTERRUPT THIS BROADCAST...

Situation: The PCs are socializing with the patrons of a local establishment frequented by workers of the company. The place is essentially a large open plaza with small sunken pits scattered throughout. The walls of each pit are lined with cushions and armrests, and can seat up to a dozen people comfortably around a holoprojector. A wide selection of off-world holovids, sporting events, and other material may be selected to be viewed on the holoprojector. It does not matter where one sits in the pit; all seats offer an equally good view of the projected images.

Give the PCs enough time to mix among the locals picking up local gossip and news from the Data Points below before having a bulletin interrupt the display of every holoprojector in the place asking views to stand by for an important announcement from President Director Persus. The Pharmacom symbol will be display for a brief period before the image of Director Persus appears and begins to speak. The speech that follows was either written by a comedian with a twisted sense of humor and a lot of nerve, or a lunatic. Many in the place break out into hysterical fits of laughter, other simply stare at the vid, their jaws slack with shock and dismay. Amid references to alien influences, evil schemes, and ancestors speaking from the dead, the point of the speech was to announce further cuts in payouts to independent miners, higher refining fees, and a veto of the proposed colony budget for the current fiscal year which was already months overdue. As a 'reward', the Director had authorized the construction of a new yacht for himself that he would race to victory on behalf of the company and the colonists.

Just as the Director appears to begin to launch into yet a further tirade, the broadcast is replaced with a 'technical difficulties' image and soothing background music. Within minutes of the broadcast another bulletin is posted shortly followed by the image of Pharmacom Security Commander Corvos decrying the earlier broadcast as a hoax and accusing anti-company agitators of being behind the obviously fake broadcast. A statement from the Director will be released once an investigation into the incident had been completed.

DATA POINTS

It won't take any skill checks for the PCs to figure out that the local vote is about 50/50 as to whether the broadcast was for real and the director has gone nuts, or it is a fake cooked up by someone as a practical joke. Most people figure either way, the mentioned cuts and increases will probably happen anyway.

3) A SIDELINE VENTURE

Situation: During their stay on Hansen's World the adventurers are approached by a representative of the Imperial University on Annapabar. He explains that the Geology Department of the University has been studying the geological activity on Hansen's World as a prime example of a young world still developing. They have normally contracted with a local miner, Kuulaer Iggulash, to place their monitoring equipment and retrieve the data from previously positioned monitors during his forays out into the planet. He has apparently met with tragedy somewhere during his travels as he has yet to report back in and is now four weeks overdue.

The University needs someone to take out the current series of seismographic monitor and get them placed, along with recovering the latest data from the existing monitors. For each monitor placed, or set of data retrieved, the University will pay Cr1000. If they can find what happened to their previous contractor, the University will pay an additional Cr5000 bonus, or Cr10,000 if they can bring him back alive and safe.

Referee's Information: The situation is as presented, but the fact that the previously hired person to do the job has not returned should alert the PCs that something is amiss. There are a total of 12 monitors that need to either be placed, or have data retrieved from them. The University rep will supply the PCs with a field map showing the location of existing monitors,

and where the new monitors will need to be placed.

To locate the proper position for each monitor using the map, will require a successful INT ability check (DC15) for each location. Characters with a P/Survey skill rank of 5 or more, Navigation skill rank of 5 or more, or those with the Geological Survey feat may add a +2 synergy bonus to this check roll. If successful, the proper location of the monitor has been found, and it may be placed or the data retrieved as needed. Locating and planting a monitor or retrieving data takes a day. A failed check means that the proper location has not been found this day, and must be tried again tomorrow.

At some point during their work the PC will come across the crashed air/raft of the missing miner Iggulash near one of the monitor locations. There is no sign of his body, nor any equipment or supplies in the air/raft or nearby. The vehicle itself is badly damaged, and beyond repair.

The High Raiders are patrolling the region the miner was working, capturing anyone they find and putting them to work in the Fuzion lab. Some are even being smuggled out of the Imperium to be sold as slaves. The miner happened to be one of the unfortunate souls who were captured (and is currently alive and performing forced labor at the lab). The pirates cleaned out the air/raft of its equipment and supplies but left the vehicle itself, considering it too damaged to be worth salvaging.

DATA POINTS

The following information can be obtained by the characters through some basic investigation of the scene and the vehicle itself.

- Someone obviously attacked the air/raft. In addition to the damage from the crash itself, further damage from weapons fire can be found along the rear and undercarriage of the vehicle.
- There are no trails leading to or from the air/raft in any direction. (Local storms have passed recently leaving no evidence of a trail of anyone near the air/raft)
- Querying the air/raft's flight computer will locate the last course plan that had been programmed in by the pilot. There are thirteen points plotted on the flight plan.
- A quick comparison to the map supplied by the University will confirm that 12 of the points on the flight plan correspond to the positions the monitors are supposed to be located. The thirteenth location is unknown, but should be fairly easy to reason out as the miner's base of operations.

4) MINING SHACK

Situation: Nestled within the shelter of a fair-sized cave, is an Advanced Base set up and running. This is a modular and pressurized portable shelter that can normally accommodate up to 6 people with reasonable comfort. Outside of the base and scattered about the cave itself are numerous pieces of equipment and supplies, obviously for use by the occupants of the base.

Referee's Information: This is the base camp of the miner Kuulager Iggulash. He has been on Hansen's World for many years, has long been based out of this cave (as the random clutter of equipment can attest), and has a vast knowledge of the region and its history. Kuulager is not here at the moment; indeed his is currently the reluctant 'guest' of the High Raider pirates out at the Fuzion lab. Within the shelter however are two of Kuulager's pets, rather unfriendly brutes that will take exception to anyone setting foot into the shelter without their master along. Even though these are 'pets', Krenel Beasts are anything but lovable and will gleefully kill and then snack upon anyone they can take down if allowed to do so. If the characters wish to search the shelter, they only way they are going to do it will be to kill or render unconscious these two beasts first. Fortunately, they have not had much to eat in the past two weeks and are relatively weak (half the normal Stamina and Lifeblood scores).

A quick look around the place should make anyone think twice about removing the helmet to their pressure suits. In addition to a lack of food, the beasts have had no place to relieve themselves other than here in the shelter. While the air is 'breathable' in the literal sense of the word, the first person to take off their pressure helmet must make a Will save to avoid beginning to uncontrollably gag and retch from the stench within. Once affected, someone else will have to put the person's helmet back on and restart the airflow. It will be another 1d6 minutes before the victim will be able to once again function normally.

The characters can search the shelter, but the only thing that will be of real interest to them will be Kuulager's personal computer. The rest of the items found are mining or personal related and of little value or use to the characters. On the computer, they will find that he kept meticulous records, and a comprehensive personal diary. The computer itself is not security protected, but it is also not connected to the worldnet either. It is impossible to access any data on this system other than the information that is stored upon it locally.

Should they wish to, the characters can attempt to take down the portable base and take it with them. Breaking it down will take 16-man hours, and will total out at around 6-tons when finished. New, such a portable base is worth Cr50,000, but used and in its current condition this one will only fetch around Cr30,000 if sold. This of course would be highly illegal and if caught will result in the arrest of the PCs, though a claim of salvage could be possible.

DATA POINTS

Kuulager's personal diary can reveal a number of pieces of information that should prove of interest to the characters.

- Speaks of a Director Hasen as a close friend whom Kuulager would occasionally visit or have over as a guest. Director Hasen apparently has a lab of some sort in a high mountain valley a few kilometers to the southeast of Kuulager's shelter.
- Notes the recent appearance of large vehicles flying through the atmosphere. Not normal mining vehicles and shuttles, but what he thinks are starships. He wonders a starship would be doing flying this low in the atmosphere of the world so far from the starport. And why so often? They tend to be flying towards or out from the southeastern region as seen from the shelter's location.
- Among his latest entries, he records that a number

of his associates have gone missing in the past few months. The Colonial Police don't appear very concerned about it. They always give the same response; it's a dangerous planet and accidents happen, and they don't have the manpower and resources to search for every miner that gets lost in the outback of the planet. He also speaks of spotting small craft occasionally shadowing him, but has managed to shake them off whenever he has noticed them.

- The last entry, dated approximately four weeks ago, mentions that Kuulager appears to have figured out where the ships have been coming and going from, and was planning to investigate the site once he got back from delivering the seismic data he had been collecting for his University patrons.

LIBRARY DATA

Krenel Beasts (Half normal lifeblood and stamina due to their weakened condition.)

ACT IV

In this, the final act of the adventure, things really begin to heat up. The Act culminates in a confrontation with Director Persus who has parted company with reality and now threatens the life of everyone in the colony. Meanwhile the pirates who were allied with Persus have shed their disguise as company security and are systematically looting the company facilities before they flee the system. It is recommended that these scenes are played in order, with a Scene 3 occurring as the PCs return to the starport after their mission in the outback.

SCENE SUMMARY

The following is a summary of the scenes that are covered in this act.

1. Gray Lady Down: The PCs are requested to aid in the recovery of a supply shuttle that has gone down in the outback. An approaching storm of record size complicates matters a bit.

2. Field Research Lab: Events bring the PCs to a small research lab in the outback where they meet former Pharmacom Director Hasen and learn a bit about the local 'monsters'.

3. A Slave to Conscience: The PCs return to the colony only to find it in complete chaos. They must decide to save their own skins or help the locals who are being rounded up and herded into nearby transport vessels bound for who knows where.

4. These Times they Are a Changin: As if things weren't bad enough, Pharmacom Director Persus seems to have finally blown his top and is threatening to kill everyone in the colony by shutting down the air processing facilities.

5. The Fuzion Lab: The PCs finally locate and shut down the ultimate source of the recent troubles for themselves and others.

1) GRAY LADY DOWN

Situation: A supply shuttle was launched and expected to reach its destination (Director Hasen's field research lab) long before the threat of a storm could reach it, but as they approached the lab something was sucked into one of the engine systems, causing the vessel to make an emergency landing. No one has been able to raise the crew via radio since.

Referee's Information: The landing was a hard and rough one, killing one of the crew and badly injuring the other. Complicating the situation further, the ship has suffered a small but significant breach in the hull, allowing the planetary atmosphere to contaminate the atmosphere of the ship. With each passing hour the surviving crew member is exposed to larger and larger doses of the dangerous planetary atmosphere.

The local vehicles available to the rescue teams cannot be operated under storm conditions, but unless someone can reach the crew of the downed vessel soon, they are all going to die, some of them very violently if previous exposure cases are any indication.

Using a Starship

A starship might be able to withstand the forces of the storm and navigate its way to the downed vessel, and the ship the characters arrived on is the only one currently in port. If the ship the PC's arrived upon is not their own, the Colonial Government will order the ship's owner/captain to accept the mission but he will refuse, as will his crew. The government will then turn to the PCs to help crew the ship.

Lifting Off and Flying Through the Storm: The pilot must make a successful T/Pilot skill check (DC20) to even get the ship off the ground and moving without a mishap. If the check fails, the pilot must attempt another T/Pilot skill check (DC15) immediately in an attempt to keep control of the vehicle and bring it down safely. If this second check also fails, the ship will crash land, inflicting 1d10 points of SI damage to the ship per point the Piloting skill check failed by. For example, if the pilot failed his second skill check rolling a total of 12 (including her Pilot skill rank), the ship would suffer 3d10 points of SI damage since the result was 3 points less than the roll of 15 needed.

Once airborne, the faster the ship passes through the storm reaches orbit the less chance there is for a problem to occur, but if one should occur the pilot will find it more difficult to contain the situation the faster the ship is traveling.

Speed	# Storm Checks	Pilot DC
1G	6 checks	DC15
2G	5 checks	DC20
3G	4 checks	DC25
4G	3 checks	DC28
5G	2 checks	DC30
6G	1 check	DC32

If a pilot fails to control the craft during a check, the ship will begin an uncontrolled decent and will eventually crash if control is not regained. The pilot will get two chances to regain control of the ship by making a Pilot skill check (DC based on speed, see above).

If a ship is going to crash, the pilot has one further chance to try and at least make it a somewhat controlled crash (same DC as previous attempts). If the crash is controlled, subtract the DC from the skill check roll total. The occupants of the ship (including the pilot) may use this difference as a modifier to their Fortitude save (DC25) to see if they survive the crash.

Spotting the Downed Vessel: Once safe from the storm, the downed vessel must be located using the ship's sensors. A scan of the area it is thought the ship went down in will take approximately 15 minutes. A successful T/Sensors skill check (DC10) is necessary to locate the downed ship. If the skill check result is 15 or higher, the operator will also note the existence of some type of underground facility about 15km from the crash site, undoubtedly the shuttle's original destination. The facility is not listed on any publicly available maps of the planet. If Officer Bertran is with the group he will explain that the facility is a private research lab operated by a retired company official.

Using an Air/Raft or Other Vehicle

Another option is to have the PCs contacted just after Act III, Scene 5 or when they are otherwise out on the surface of the colony, asking them to check out the wreck as they are much closer than anyone else, and a storm is preventing anything from the colony from flying. To locate the wreck, a successful INT ability check (DC15) is required. Characters with Navigation skill rank of 5 or more gain a +2 modifier. If successful, the wreck has been found. A failed check means that 15 minutes has been spent searching for the wreck and another check must be made.

Reaching the Crash Site

The PCs can reach the crash site easily as the storm has not yet reached that area, but it is closing in quickly and expected to arrive within about 20 minutes. The storm appears to have increased in intensity and will be even more hazardous to attempt to fly in that it was when they left the colony.

The shuttle has been down long enough to give the local plant life time to already have begun accumulating on the hull of the craft, and beginning to partially blend it in with the rest of the terrain. Even a casual inspection of the exterior of the shuttle's engine systems will show evidence of massive damage. A PC making successful Spot skill check (DC12) will some sort of burnt residue and a filmy substance on the engine intake systems (remains of the lifeforms that were sucked into the intake, causing the crash). If anyone thinks of it, a sample would be fairly easy to obtain.

The shuttle pilot is dead in her flight chair, still strapped in place. The other crewman lies badly injured on the floor of the bridge.

DATA POINTS

The only real data point in this scene is to obtain a sample of the organic material found on the engine intakes for later analysis.

2) FIELD RESEARCH LAB (KEY)

Situation: Tucked away in a high valley surrounded on three sides by a line of imposing and rugged mountains is a small domed research facility. Access to the facility is via a beacon trail that may be followed by incoming supply craft. A small landing and refueling facility lay just outside of the dome, with an airlock providing entry into the habitat itself from the pad.

Referee's Information: The lab was built as a retirement gift for former company director Hasen, from his partner. The mysterious 'monsters' that have long been rumored to exist on the planet had always intrigued Hasen, and this lab was designed to allow him to conduct research into the phenomenon. About a year ago Hasen was able to capture one of the lifeforms and has been documenting and reporting his discoveries back to the local headquarters ever since.

DATA POINTS

Director Hasen is particularly interested in events and happenings at the colony as he does not get back to the colony much and doesn't keep up with the news on the datanet. He enjoys his isolation but also enjoys the brief breaks afforded by visitors, and is rather pleased to have company join him in his humble lab (for short periods anyway...).

The lab has a full suite of sensors and scanner systems that the PCs might want to use to analyze the sample from the Daria Radison and possibly any samples taken from the engine of the crashed shuttle. The director will have no objection to their use, and will even help run the analysis if none of the PCs have the skills to do so. The PCs may learn three things by using Hansen's analysis equipment:

- The sample dropped by the MoJ agent is pure, uncut Fuzion.
- The samples from the engine of the shuttle are in fact the remains of one of the lifeforms that had the misfortune to be drawn into the engine's intake system.
- The director will notice that the drug sample has remarkable similarities in chemical structure to some of the enzymes he has studied from the lifeforms he recently discovered.

If directly asked about the lifeforms, or asked what he studies out here, the director will eagerly tell of his investigation into the 'monsters' rumored to exist in the planet's outback. No Gather Information or other skill checks are needed.

- Hasen began suspecting the existence of the lifeforms about 5 years ago after studying various reports by and interviews with a number of independent miners on planet.
- A year ago he confirmed his suspicions when he was able to capture what appeared to be a wounded alien that was no longer able to support its own weight in the atmosphere.
- The alien lifeforms are not native to this world
- The lifeforms appear to be intelligent, at least inasmuch as they are aware of and adapt to their environment. They also appear to have some form of visual communication carried out by altering the color and tone of the surrounding membrane of their bodies.
- He believes they may communicate via psionics, but he has been unable to confirm or deny this theory. Anyone with the Empathy or Read Thoughts psionic talent can confirm this immediately.
- Hasen is quite surprised that no one in the company knew about his discovery of the lifeforms, as he has been sending in regular reports to the company for months.
- Hasen will offer to go with the PCs to confront the Director, and use his company influence where he

can to help.

Other Information that may be obtained through Director Hasen:

- He is aware of the low-flying ships that were noted by Kuulager the miner (Act III, Scene 5). They appear to be coming and going out of some place further to the southeast of the lab here in the mountains. How far he couldn't say.
- Kuulager and he were good friends, having known each other for many years. Hasen usually hired Kuulager to transport his supplies from the colony each month, and occasionally for other odd jobs around the planet.

SCENE HOOK SUGGESTION

This scene can easily be inserted after *Gray Lady Down* (Act III, Scene 1) with the following set up for example:

Once the shuttle crew has been dealt with one way or another, there remains the problem of an oncoming storm. The shuttle is already compromised, and the air circulation system is down along with the rest of the shuttle's systems. The shuttle is also likely to be tossed about like a leaf when the storm hits.

They could go back to their own ship and wait out the storm there, but there is the similar problem of no way to tether the ship down leaving it vulnerable to the storm.

Trying to fly back into orbit is a possibility, but the storm has increased in intensity since the last time they flew in it, and it will surely arrive before the ship reaches orbit. If the PCs attempt to fly to orbit, have the storm arrive as they are about halfway up. Add 5 points to the DCs from the previous scene above, and double the number of checks required to safely achieve orbit to reflect the increased intensity of the storm.

Their only other option is to make for a small research facility located about 15km from the crash site (this Scene). The site is located in a small valley nestled deep within a ring of rather imposing mountains that form a fairly effective barrier against the planetary storms.

3) A SLAVE TO CONSCIENCE (KEY)

Situation: Persus finally snapped under the strain of his drug use and has begun to 'fuze-out'. He has declared martial law, claiming a conspiracy by aliens to take over the planet through mind control and that the colonists are aiding and abetting the enemy. To make things worse, he has shut down the city's air circulation and filtration systems and is threatening to reverse the system and flood the city with unfiltered planetary atmosphere if anyone tries to oppose him. He is demanding the resignation of the entire Executive Council and the disarming of the Colonial Police forces. The former council members and Commissioner Farnold are to be brought before him for trial and sentencing for 'crimes against the state', namely Persus. All property, declares Persus, now belongs to the company and all persons on the planet are now employees of the company and subject to all company rules and regulations, as to be set forth by himself. Currently Persus has sealed himself off in the executive office complex and is guarded by 9 security robots that he recently acquired for his personal protection. He has set a time limit of 1 hour for his demands to be met.

The Executive Council immediately responded with a public order for all persons, including company employees, to proceed with an orderly evacuation of the southern cavern and Pharmacom facilities and into the northern cavern. The Council message explains that the order was given to seal the doors in the northern and southern surface access tunnels to delay the contamination of the city's atmosphere until they could resolve the situation. The northern doors have been confirmed closed and sealed, but due to the situation in the southern cavern, no confirmation of the closing of the southern doors could be made. The Council is assuming that they have not yet been sealed and is evacuating the cavern for the safety of the people.

The streets and avenues in the city are clogged with pedestrians, bicycles, and carts as people try to find out more about the situation, check on friends and relatives, or try to move farther north into the city and further away from the southern cavern. The situation gets exponentially worse as one draws closer to the Transitway cavern and the Pharmacom facilities due to the massive flow of people trying to get out of those areas and to safety. The Colonial Police are doing their best to control the situation but are being overwhelmed. Violence is beginning to break out among those stuck in the Transitway cavern and can't get north fast enough to suit them. This in turn is setting off a panic among others around them further compounding the confusion.

Referee's Information: *It should be noted that this scene occurs under the same circumstances and time frame as Scene 4. It is up to the referee to decide what order to present these two scenes to their players. It is quite possible to use only one of these two scenes and ignore the other assuming that the Colonial Police and Executive Council took care of that situation. In either case the referee should familiarize themselves with the events in both scenes so that they have a better idea of the overall situation that is occurring.*

SCENE HOOK INFORMATION

In this scene there are two or three different tasks that the PCs can undertake to aid the situation; check the situation with the southern doors and close them if necessary, help try to take over manual control of the environmental control systems, or try to find out what is going on at the company starport with the rogue Company Security forces and get it under control. The PCs may choose to take on one or more of these tasks of their own initiative, or perhaps the Executive Council, Leo Farnold, or Officer Bertran will recommend, request or 'volunteer' them for the tasks.

WHO IS DOING WHAT?

Director Persus: Persus is hold-up in his offices in the Executive Office Complex and is guarded by 9 security robots (see Act IV, Scene 3).

Executive Council: The Executive Council has ordered the pressure doors in the two surface access tunnels to be closed in hopes of preventing the outer planetary atmosphere from entering the city. The doors in the northern surface access tunnel have been closed manually. The doors in the southern surface access tunnel located in the Pharmacom

facilities are assumed to remain open. No one has been able to get in touch with anyone in that area to confirm that they have been closed and sealed. Someone will need to get down their and verify that they have been closed, or close them if they are not already. In the meantime the Council has ordered an evacuation of the southern cavern and the Pharmacom facilities. Thousands of people are pouring into the streets and avenues attempting to move as far north into the city as they can.

Company Security: When Persus made his declarations of martial law and alien conspiracies, Arzdric, head of the Company Security Forces and also leader of the High Raiders pirate band, realized that the game was over and that he and his men had better get themselves off-planet before the Colonial Police finally got things under control. Arzdric ordered his men within the Company Security forces to round-up those who were still loyal to the company and lock them into an empty warehouse.

Arzdric and his men have two shuttles they have brought over from the Fuzion Lab site. They are currently on the floor of the ship maintenance facility in the southwest corner of the cavern. Arzdric has posted a half dozen of his men to watch the approaches to the company facilities for the Colonial Police, and to let him know if they start closing in. Until then, Arzdric has dispatched most (12) of his men into looting/slave catching teams and set them to strip the facilities of anything valuable and portable that they can get back to the shuttles. Waiting at the shuttles themselves are Arzdric and 4 of his men who are supervising the loading of the shuttles and guarding the slaves that have been taken.

Arzdric is greedy, but not stupid or reckless and is in radio contact with his men. If his point teams covering the entrances to the facilities spot the Colonial Police, or if more than once of his looting/slaving teams reports heavy resistance (i.e. running into the PCs), he will recall his men and prepare to leave for the Fuzion Lab site. If the PCs attack Arzdric at the starport, he will immediately attempt to recall his men for support. He will attempt to reach one of the shuttles and take off, leaving behind his any of his men that didn't manage to get aboard with him.

If Arzdric makes it back to the Fuzion Lab site, he will immediately order his remaining men to begin evacuating the site and getting the drugs and slaves aboard the ships. The shuttles will be abandoned and Arzdric and his men will leave the planet and system as quickly as they can (see Act IV, Scene 5).

Stats for Arzdric can be found on pg. 173 and for his men use the stats for the High Raiders on pg. 176.

Colonial Police: The Colonial Police have begun to evacuate the southern-most areas of the city, sending those residents further north into safer areas and are attempting to control the mobs streaming out of the Pharmacom facilities. The Transitway cavern linking the city and Pharmacom's facilities is gridlocked with people trying to move north. Some of those stuck in the mobs are beginning to turn violent and lashing out against the properties around them, further stretching the Colonial Police forces as they try to deal with the violence and get everyone moved to safer ground. They are aware of the situation being reported about rogue Company Security forces looting the company facilities and taking hostages, but are currently unable to do anything about it. They simply do not have the men to spare at the moment without letting things get even further out of hand in the city itself.

Officer Bertran: Officer Bertran of Company Security managed to avoid capture having suspected such a move by Arzdric once Persus proved to be insane. He has notified Leo Farnold of the Colonial Police as to Arzdric and his men's actions, but has been informed by Farnold that all of his men are either supervising the evacuation or dealing with the mobs. Even if Farnold could round up a team to send to the company starport, he doesn't think they would be able to get past the mobs. Basically Bertran in on his own until the Colonial Police can get the mobs under control. Currently Bertran is trying to locate his fellow loyal Company Security officers and free them to deal with Arzdric and his gang.

The loyal Company Security officers are locked in a warehouse two blocks north and one block east of the northeast corner of the Ship Maintenance Facility. There is only one person guarding the warehouse and he does not appear to be very alert for trouble.

TRANSITWAY CAVERN

Once the PCs reach the area of the map marked *Company Housing* the referee should begin checking for encounters/obstacles for each block the PCs move southward until they finally enter the southern cavern itself.

1d20	*Encounter/Obstacle*
1-5	The way is clear and the PCs may move to the next block.
6-10	The way is blocked by mobs, the PCs must take another direction.
11-15	PCs are turned back by Colonial Police. It might be possible to Bluff (DC15) or Intimidate (DC18) the Constable into allowing them to pass.
16-18	PCs get pushed back one block by oncoming waves of people fleeing north.
19-20	PCs come across a mob looting businesses and terrifying the proprietors on this block. There are no police in sight.

THE SOUTHERN CAVERN

The PCs can reach the southern cavern by trying to fight their way through the mobs (see Transitway Cavern above), or by returning to the surface via the northern access tunnel and flying or walking over to the company starport pads and taking the elevators there down into the southern cavern.

Encounters: While the PCs are moving about in the southern cavern, check for a possible encounter once per block moved.

1d20	*Encounter*
1-5	No Encounter
6-10	1d3 company employees trying to get to safety. They want nothing to do with the PCs and only want to get away.
11-13	Company employees hiding from what that believe to be Company Security forces who have been rounding up anyone they can find. They will not leave their hiding spot unless the PCs agree

to protect them and get them to safety.

14-16 A rogue Company Security team (2 men) carrying loot taken from a nearby office back to the waiting shuttles at the company starport. They will ignore the PCs if they act like company employees trying to get away. If the PCs attack, the team will be caught flat-footed with their hands full. Use the listed stats for the High Raiders (pg. 176)

17-19 Company Security team (2 men) taking two company employees into custody. If the team spots the PCs, they will try to capture them and return them to the shuttles. Use the listed stats for the High Raiders (pg. 176)

20 Officer Bertran looking for his fellow security officers who were locked up by Arzdric's loyalists in the Company Security forces. He will ask the PCs to aid him in locating and freeing them, after which he promises to aid the PCs in their tasks. Officer Bertran's stats can be found on pg. 173.

Surface Access Doors

The southern access doors can be manually closed with little difficulty. Unfortunately, when they are finally closed the seal integrity confirmation on the doors fails. The doors being closed will slow the inflow of contaminated air into the city, but it will not prevent it completely. If the southern doors remain open and Persus reverses the environmental systems, it will only take about 15 minutes before the southern cavern is completely contaminated. Within another 5 minutes the Transitway cavern will be completely contaminated, and after a total of 40 minutes the entire city will be contaminated with the toxic atmosphere of the planet. Multiply these times by 4 if the doors have been closed.

DATA POINTS

- Talking to one of the fleeing colonists will reveal that Company Security teams are looting the Pharmacom facilities and are rounding up some employees. They do not know where the employees are being taken to.
- Talking to another group of fleeing colonists will uncover that they had been captured by a rogue Company Security team, but were rescued by another fellow in a Company Security uniform. An officer Burton or something like that. He chased off the other two Company Security agents and escorted the colonists toward the city for a time before saying something about finding his men and heading back deeper into the company facilities. While they were under the control of the rogue security men, they overheard the two talking about getting back to a ship and something about a lab site.
- Bluffing (DC12) or Intimidating (DC10) a captured a rogue Company Security officer will reveal that they are working for Arzdric and are taken everything they can back to the shuttles at the ship maintenance facility and head out while they can. Further questioning (Bluff DC12, Intimidate DC10) about the Fuzion Lab or if asked about a possible secret base, the prisoner will confirm its existence and location on the other side of the planet, but he cannot give specific coordinates. Only under extreme questioning (Bluff DC18, Intimidate DC15) will the prisoner admit to taking captives from among the company employees for sale on offworld slave markets.
- If the PCs manage to stop one of Arzdric's two waiting shuttles from leaving, the location of the Fuzion Lab can be found already programmed into the flight computer. The shuttle is fully fueled and ready to fly, though it is packed with some 30 captured employees and about 5 tons worth of loot pilfered from the company facilities.

4) LOSS OF CONTAINMENT (KEY)

Situation: The man who is the root cause of the current state of emergency in the city remains barricaded in his personal offices. The Colonial Police and Executive Council have been unable to spare anyone to deal with Persus directly. Persus' offices are located on the top floor of the Executive Office Complex in the heart of the southern cavern. No information is available as to who might be guarding him and how many their are, if any. The Council would prefer that Persus be taken alive if at all possible. He is the person who can most easily restore environmental controls, and he has many crimes for which he must face arrest and trial.

Referee's Information: *It should be noted that this scene occurs under the same circumstances and time frame as Scene 3. It is up to the referee to decide what order to present these two scenes to their players. It is quite possible to use only one of these two scenes and ignore the other assuming that the Colonial Police and Executive Council took care of that situation. In either case the referee should familiarize themselves with the events in both scenes so that they have a better idea of the overall situation that is occurring.*

The building is wired for video security almost everywhere, allowing Persus to follow the movements of the PCs as they try to get to him. Because of this the PCs will never have surprise, and may often be caught flat-footed as Persus maneuvers his secbots in to attack them. Initially Persus has one robot assigned to patrol each floor in the building, except for the top floor where he has two robots guarding him personally.

It must be noted the Persus is under the final stages of effects of the drug and will ultimately die within 1d3 hours of a massive stroke unless he receives intensive medical attention before the stroke occurs. If he does survive he will be arrested and put on trial for his crimes.

EXECUTIVE OFFICE COMPLEX

The office complex building is approximately 8 stories tall, with Persus' offices located on the top floor. Elevators are located on each end of the building; the west elevator bank only allows access to floors 1-7, while the east elevator bank allows access to all 8 floors. Stairwells are similarly located on each end of the building to the right of the elevator banks; the west stairwell gives access to floors 1-7 while the east stairwell gives access to all floors. Bathroom facilities are located to the left of the elevator banks.

First Floor: The first floor contains the main lobby of

the building with a security/reception area where visitors are met before being allowed further into the building. Behind the lobby reception desk is a large corridor running to the east and west ends of the building and the elevator banks to the upper floors.

Off the east branch of the corridor along the front of the building is a small dining facility catering to the occupants. Along the back side of the building off this corridor is access to the building's parking facilities for carts and bicycles. The elevators and stairwell on this end of the building only lead to the 7th floor.

The west branch of the corridor is the one most commonly used by visitors. It passes the building's mail and supply rooms along the front of the building as it leads to the main elevator banks that can take passengers to any floor in the building. Access to the rear of the building on this floor can also be had off this end of the corridor and leads to the building's physical plant.

Floors 2-7: Each of these floors have the same basic layout; a wide corridor runs from the east elevator bank to the west elevator bank. To either side of this corridor are numerous work cubicles ranging in size from about 2.25 square meters to 9 square meters. The walls of these cubicles are approximately 1.6m high offering concealment, but ineffective cover. A typical cubicle will contain a desk area and chair, filing cabinets, a computer terminal, communcations access, as well as small personal effects and knick-knacks belonging to the assigned employee.

Around the edge of the floor are more traditional offices for the various department managers. These offices are furnished similarly to the cubicles but of higher quality and style reflecting the higher position of the employee. The corner offices on each floor are the largest and generally assigned to the ranking employees on the floor. Smaller offices line the four outer walls in between these corner offices. Located on the northern and southern walls of each floor are two sets of bathroom facilities about one-third of the way in from the east and west walls. These are in addition to the bathroom facilities found next to each of the elevator banks. In the center of the north and south walls of each floor are large private conference rooms capable of holding up to twenty people comfortably and has full audio/visual capabilities.

Each floor is assigned to one or more company departments:

2) Maintenance, Engineering and Information System Administration
3) Personnel
4) Purchasing and Warehousing
5) Accounting
6) Sales and Marketing
7) Research and Development

Top Floor: The top floor of the building contains the executive office suites of the top executives of this branch of Pharmacom, including the Managing Director's office (Persus) and the office of the Director of Security (Arzdric's office). There is only one set of elevator banks and a single stair on this floor along the west wall of the building. A long, wide and highly polished corridor leads from the elevator banks to about two-thirds of the way down the length of the building before arriving at the outer offices of the Managing Director at the east end.

Immediately past the elevator banks, on either side of the corridor are two large conference rooms capable of accommodating up to 30 people comfortably and equipped with full audio/visual/network capabilities. Beyond the conference rooms are 10 large and very comfortable offices, 5 to each side of the corridor, each assigned to one of the various company departments. In addition to the basic furnishings of the smaller offices and cubicles on the floors below, these offices seperate outer office and waiting rooms, as well as a private bathroom and a wetbar. The office closest to the Managing Director's office along the north wall is that of the Director of Security.

The Managing Director's office is similar to the other offices on this floor except larger in scale and higher in quality of decor. The walls are lined with images of various solar racing yachts Persus has raced or owned, elaborate sculptures of some of these ships, pictures of himself in various locales, as well as a huge trophy case where he can showcase his various awards and trophies for solar yacht racing.

TACTICS

At first he will only direct one robot against the PCs at a time. If the PCs appear to be having little difficulty in dealing with individual robots, Persus will begin moving the remaining robots down from the upper floors and have them attack in pairs. If it still appears as if the PC may actually reach him, Persus will finally bring in the remainder of the robots for a massed attack against the PCs from all sides. Persus is armed and will resist the PCs if they approach him. His stats can be found on pg. 175

Security Robot; Init +1 (+1 Dex); AC 15 (+1 Dex, +4 Armor); AR 4; Spd 9m; Sl 14; Atks +6/+1; Wpns Laser Rifle (2d10); SZ M; Str 10, Dex 12, Wis 0, Int 8, Cha 10, Edu 5, Soc 0.

Skills: Laser Rifle +6, K/Security Protocols +2

Notes: The robots are incapable of maneuvering up or down stairs, but are intelligent enough to use the elevators to move between floors.

REGAINING ENVIRONMENTAL CONTROL

Once the PCs have Persus in custody or have otherwise dealt with him and his robots, they will need to somehow regain control of the environmental systems. To override the computer lockouts and authorizations, the PCs must either force Persus to do so (highly unlikely) or do it themselves. There are a couple of ways this might be accomplished.

Director Hasen: Former Director Hasen is still listed on the company payroll and is still recognized as a higher authority than Director Persus, overcoming the first obstacle. The second requires the authorization of the President of the Executive Council. This is technically always the local company director, but it must be duly approved by the Executive Council before it is official. Hasen can appoint himself Director, but the Executive Council must be made to approve it. If this can be accomplished, the second obstacle is overcome and control of the environmental systems for the colony can be restored.

This might be suggested by members of the Executive Council or Commissioner Farnold if the PCs are in contact with them about the situation. If Director Hansen is not already

in the city for some reason however, someone will have to go and get him. Hasen will only be able to give his authorization to release the environmental controls from one of the terminals here in the main company facilities (though not necessarily this building).

Hacking the Computer: DC30 (Security Rating 10, Rushed +20, 3 Layers). Cracking the first layer of security will take at least 1 hour, the second layer at least 2 hours and the third layer at least 4 hours. Complete success requires 3 separate and successful T/Computer skill checks to defeat all 3 layers of security. One or more failures means that one or more layers of security still remain to be bypassed. Once bypassed, the hacker will have no trouble resetting the environmental controls and locking Persus out of the system. Multiple programmers may collaborate on the project, each making their own T/Computer skill check (DC10). If successful the lead programmer may add +1 to the hacking attempt or reduce the time required to hack the system by 1 hour for each success. The lead programmer may only roll for the hacking attempt itself, and may not check for a bonus.

Manual Override: If the fan systems in a chimney are running, they must be shut down before the chimney stack can be accessed and the fans reconfigured. This shutdown will take approximately 10 minutes. Reconfiguring the fans is pretty straightforward and only takes another 5 minutes after which the fans can be restarted in the stack (another 10 minutes to reach full power).

There are a total of 10 chimney stacks and fan systems. At least five of the fan systems must be functioning in order to circulate the air within the city. Persus, if he does reverse the system, will activate all 10 fan systems in order to flood the city's atmosphere as quickly as possible. This will mean that all of the fan systems will have to be shut down, and at least 5 of them will have to be reconfigured and restarted manually to restore the normal filtering systems for the city. This of course assumes that overall control of the system has not be regained in some other manner.

DECONTAMINATION

Once control of the environmental systems are back under control and restarted and run a maximum capacity, it will take roughly 30 minutes for the system to clear out the majority of the contamination and return the atmosphere to a safe level. It will take another hour or so for all airborne remnants of the atmosphere to have been filtered out.

Even with the environmental systems restored and the atmosphere within the city scrubbed clean of contamination, some areas of the city that were exposed may still pose a hazard where heavier contaminants may have settled and require decontamination before being reoccupied. These areas are fairly identifiable, appearing as a thin, oily residue over any surface that remains contaminated. The residue is only dangerous if ingested and can be easily diluted and washed away with water and cleansing agents.

DATA POINTS

Once the PCs have gained access to Persus's office and subdued him, they will be able to obtain the following information among his files and notes.

- His personal notes tell the tale of his downfall, revealing his gambling debts, the killing of a company accountant to hide his embezzlement, his deals with Arzdric and his pirates, and his overall involvement and sanction in the plot to produce the drug Fuzion and distribute it across the sector and beyond using Arzdric's underworld connections.
- He knew of the reports of Fuzion users 'fuzing out' but discounted them as the typical end to a common drug user, and not necessarily related to the use of his drug. He even manages to delude himself into believing that even if the stories are true, those users were common drug addicts and someone like that would never happen to someone with his own iron will, intellect, and breeding.
- The location of the Fuzion lab on the other side of the planet, out of the sensor range of the company starport.
- The PC's also find the access and control codes for Persus's private yacht, stored securely in a hanger in the company starport.

5) THE FUZION LAB (KEY)

Situation: Nestled back under a massive natural overhang is could be described as nothing less than a small starport and refining facility. The overhang offers the location complete invisibility from orbital surveillance. Apparently ships approach low from the northeast following a large valley at the end of which is the base. Currently there is an obviously modified 100-ton Scout/Courier along with a fairly beaten looking 200-ton Free Trader parked under the overhang near the refining facilities. It looks as if there is easily room for one or two more 100-200 tons ships nearby; they too would be protected from orbital observation.

There appear to be guards in vac suits in various places around the facility, but rather than watching for trouble approaching from without, these guards appear to be overseeing larger groups of vac-suited workers. The workers appear to be hurriedly attempting to load one of the ships with large cargo canisters.

Referee's Information: Built and staffed by colonists who have either 'disappeared' or been reported the victim of an accident, the lab was built shortly after the partnership between director Persus and the pirates. It is fairly heavily guarded by members of the pirate gang but flight control security is pretty lax. The pirates are not expecting anyone to know of the existence of the lab so it would be fairly easy for a group of PCs to scam their way past and flight control and onto the landing pads posing as one of the pirate's own members.

This base has over the past year become the primary home and base of operations for the High Raiders. With pretty much total control over the local government and the pocket books of the company, the pirates have had very little fear of discovery yet still refused to take to much risk and selected this fairly secure location in which to build their home.

The refining operations itself is fairly sophisticated, but smaller scale version of the main company refinery back at the colony. While currently set up to refine and process the drug Fuzion, with only minor retooling and refit the operation could easily be converted into a general purpose refinery capable of

processing a fair volume of atmospheric material per month. To simply destroy it would be a great waste of potential, not to mention a fairly sizable investment in time and capital by both the company and the forced labor used to build and run it. Both the Company and the colonists will be furious if the facility is severely damaged or destroyed, as both will claim ownership of it. The company will base its claim on the fact that the funds and materials used came from company accounts. The colonists will base their claim on the fact that their (forced) labor was used to build it. This could break into an adventure unto itself as the PCs become entangled in the wrangling for ownership!

TACTICS

The Pirates (Normal): If the PCs arrive at the lab before Director Persus fuzes out, everything as far as the pirates are concerned is normal and they will not be expecting an attack or intruders. The 4 crewmembers of the merchant ship are aboard and prepping for launch. The 2 crewmembers of the Scout/Courier are off-duty in the refinery area. There is 1 additional pirates (per PC in the group) in various areas of the lab, either guarding prisoners or handling other duties. Stats for the High Raider pirates can be found on pg. 176.

The Pirates (Bugging Out): If the PCs arrive after Director Persus has fuzed out, Arzdric Corvos (pg. 173) and his pirates will be in the process of bugging out. The workers are being hurried to load both ships with their loot from within the refinery, and the pirates plan to load the workers themselves in afterwards and take them as they depart the system. The pirates will generally be too busy watching over the workers and getting the ships loaded to notice any intruders or attackers before it is too late. The crews for both ship's will be aboard and prepping for launch.

In addition to Arzdric there will be 2 crew from the Scout ship, 4 crew from the Merchant ship loading the stolen/looted goods into their ships. There will also be 2 additional pirates (per PC in the group) in guarding the prisoners and herding them into the cargo bay of the Merchant ship.

Stats for the High Raider pirates can be found on pg. 176.

The Prisoners: If given half a chance, the prisoners will eagerly turn on their captors. These are not timid office workers, but hard-working, no-nonsense professional miners who know how to take care of themselves. This doesn't mean they will do anything stupid either. These people make a living working in a pressure suit and know the hazards involved and how to avoid careless accidents. While unarmed, they outnumber their guards four to one and will tend to swarm the guard in an attempt to take him down and pin him before he can react. They will not kill their opponents unless it is necessary to protect themselves or someone else from immediate harm.

Agent Daria Radison will be found among the prisoners if the PCs succeed in stopping the pirates. She is alive, but was recently badly injured when she attempted to stop a group of the pirates from taking advantage of another prisoner. She will not be among those who turn on their captors due to these injuries.

DATA POINTS

- Find the source of the Fuzion production

EPILOGUE

As a reward for their help, once former, now active director Hasen will offer the PCs the yacht built by Persus using company funds. It has been pretty much stripped of its once fine furnishings, but the basic hardware remains intact and functional. Hasen will also let them know that he feels as if both he and the company still owe the PCs a large debt for their help. Because of this, if the PCs ever find themselves in need of work or in some other situation where he or the company could be of help all they need do is ask.

The Ministry of Justice will also be appreciative of the PCs help in solving the murder of one of their agents. If there are any remaining legal entanglements still haunting the PCs from this adventure, the MoJ will arrange to have any charges that have been brought against them dropped. Officer Bertran will also be offered a position with the MoJ, and may serve as a point of contact within the Ministry for the PCs in later adventures.

If the leader of the High Raiders manages to get away, he offers an excellent opportunity to present the PCs with a recurring nemesis they may have to deal with. He will obviously not be happy about the PCs' part in the disintegration of his operation on Hansen's World, and will likely hold a lingering grudge.

As a note of interest, the MoJ has recommended that the Starport Authority (SPA) consider upgrading the public starport facilities up to at least Class D and provide a permanent personnel presence to discourage any possible future smuggling attempts. It has also recommended that the Navy provide at least two System Defense Boats for the use of the SPA in smuggling interdiction in the system. This to prevent the possible hazards from a redevelopment of the drug Fuzion, which could cause economic problems across the region and not just on this one planet.

FURTHER RELATED ADVENTURES

What happens now? Current atmospheric mining methods are killing the local lifeforms and something must be done to protect them. Director Hasen will lead the investigation for a portable sensor and warning system that will be able to detect the lifeforms and signal them with a warning of impending mining in the area. A law will be passed forbidding mining operations in regions where the lifeforms are known to be congregated. Perhaps the PCs would be interested in joining the enforcement teams that will be needed to ensure compliance from the independent miners.

If word of the psionic lifeforms get out, it may draw more unscrupulous people interested in the lifeforms as a possible source of Psi-drugs, or those anti-psionic fanatics who may want to destroy the creatures before they can 'cause more harm'. The PCs may be hired by these people to conduct their operations, or the PCs may be drawn into stopping them instead.

There is also still the question of the mysterious lifeforms and how they arrived on Hansen's World. Somewhere out on the planet may be an ancient crashed ship where the PCs might find answers to this question. Where it is, what condition it is in, and what the PCs will find is up to the Referee to

determine. Perhaps Director Hasen will hire the PCs to look for the source of these lifeforms.

TABLE: Suggested Experience Awards

Circumstance	*XP Award*
Restart the Colony Air Filtration System and Avert the Disaster	1500
Subdue Director Persus	750
Kill Director Persus	500
Capture the Pirate Leader	750
Kill the Pirate Leader	500
Shut down the Fuzion Lab and Rescue the Workers	1000
Realize the Key Ingredient of Fuzion is Biomatter from the Lifeforms	100
Realize the Mining Operations are Killing the Lifeforms	300
Discovered the Psionic Ability of the Lifeforms	600
Maximum Suggested Award	5000

EPIC ADVENTURE CHECKLIST

ACT I

Scene	*Key*	*Complete*	*Name*
1	-	O	Shipping Agent
2	-	O	Fuzion Detonation
3	-	O	The Chamber
4	-	O	Gvarrk's Apartment
5	Yes	O	Gvarrk's Hotel Room

ACT II

Scene	*Key*	*Complete*	*Name*
1a	-	O	Company Starport Customs Office
1b	-	O	Public Starport Arrival Terminal
2	Yes	O	A Riot on the Town
3	-	O	The Inquisition
4	-	O	Skullduggery
5	-	O	Daria/Melissa's Apartment

ACT III

Scene	*Key*	*Complete*	*Name*
1	-	O	Strangers in the Night
2	-	O	We Interrupt This Broadcast...
3	-	O	A Sideline Venture
4	-	O	Mining Shack

ACT IV

Scene	*Key*	*Complete*	*Name*
1	-	O	Gray Lady Down
2	Yes	O	Field Research Lab
3	-	O	A Slave to Conscience
4	Yes	O	Loss of Containment
5	Yes	O	The Fuzion Lab

RUMORS

The term *rumor* is used to describe a range of information beyond simply gossip, but include hints, leads, clues, red herrings, side-tracks, adventure seeds, and more. This type of information can be obtained in any number of ways, but is most commonly gained through the interaction of PCs with NPCs in the campaign, hence the use of the term *rumor*. Unlike Data Points within a specific Act in the adventure, rumors are designed to be available at any point, and in some cases may not related to the adventure specifically or at all!

A likely use for rumors is when the PCs are interacting with NPCs in a public setting with no specific agenda in mind. The ubiquitous Starport Bar is a likely example of such a setting and situation. The characters have done their specific business for the day and are relaxing at the bar with an eye and ear for juicy bits of information about the local scene. For each hour spent in the bar, the referee should make a Rumor Check (DC15) to see if the character(s) overhear anything. Note this reflects the odds of something interesting actually coming up as a nearby topic rather than someone actually hearing it. If they are specifically seeking out information by actively socializing with the locals, this becomes a personal Gather Information Skill Check (DC10), though Liaison (DC15) can be used in this situation instead.

If a rumor occurs, roll 2 six-sided dice and consult the Rumor Table. Cross-reference the two dice rolls and see which rumor comes up. Rather than just read the rumor aloud to the players the referee should roleplay the interaction. As you may note from the Rumor Table, some rumors are listed more than once. By roleplaying rather than reading directly from the text, the referee can use the same rumor more than once if desired by simply changing the setting and context in which the information is delivered.

TABLE: Rumors

	1	**2**	**3**	**4**	**5**	**6**
1	A	B	C	D	E	F
2	G	U	U	W	W	H
3	I	U	Y	Y	W	J
4	K	X	Z	Z	V	L
5	M	X	X	V	V	N
6	O	P	Q	R	S	T

RUMOR LIST

These rumors are appropriate for events on Hansen's World itself.

A. A local miner claims to have had a run in with the 'monsters' of Hansen's World. In return for a few rounds of drinks, he will describe running through a group of multicolored octopus looking creatures while trying to out race a storm he had been mining that suddenly reversed direction on him. (True)

B. One of the miners claimed to have located a literal gold mine while working in the outback region, when a sudden storm caught him unexpectedly. He survived, but most of his equipment was lost including his logbooks with the coordinates of the find. He is since tried to locate the strike

again numerous times, but an earthquake in the region shortly after he found the strike has significantly altered the terrain making it nearly impossible. (True)

C. Poor Jored Marley, he died screaming about being attacked by monsters trying to get in his head. (True)

D. A company man from the accounting department notes that SuSAG has been dumping competing pharmaceutical and bioengineering products on the local markets. It looks like they may be gearing up for another hostile takeover attempt by driving down prices and thus the profits of Pharmacom. (True)

E. A rather upset and drunk miner is complaining into his drink about slavers, missing friends, and incompetent authorities. If questioned about this, he will tell a tale of he and his buddy being attacked by a gang of slavers in the outback. The two were working behind a fairly sizable storm when Thad, his partner working a few kilometers away, was attacked. His partner managed to let him know that a group of armed men were approaching his position before the communications were cut off, apparently when he was captured. By the time the miner arrived at the site where his partner had been working there was no sign of him or his equipment. The police have written it off as a suit breach and refuse to spend any time looking for his buddy. (True)

F. A local businessman complains that Persus is trying to instigate the riots and trouble with the colonists so he can declare martial law and take complete control. (False)

G. The mid-level company executive blames the colonists for being behind the recent acts by SuSAG to sabotage Pharmacom's position in the Quadrant. He claims the colonists are offering SuSAG major concessions in return for removing Pharmacom from control of Hansen's World. (False)

H. A merchant crewman believes that the colonists are in league with the pirates that have been hitting the region lately. The pirates seem to know the company's shipping schedule and have been picking off the choicest cargoes. If extra security is added to these shipments, the pirates are somehow aware of it and avoid these ships. But the company can't afford to protect every shipment that way! He thinks the colonists are letting the pirates know when the company's shipments are going out, and in return they get a cut of the cargo. (False)

I. Upon seeing/reading news report on yet another recent suit failure fatality, a woman notes that a friend of down at the Colonial Police office heard that the Ministry of Justice is secretly investigating the rash of suit failures, and plan to file criminal charges against Pharmacom and Director Persus soon. (Partially True)

J. A company employee complains that Company Security is getting out of hand. A friend of his in the shipping department was put into the company hospital because he spilled a container of oil on a Security goon's boots. He and his buddies beat his friend within an inch of his life and weren't even put on report! When he threatened to take it to the Colonial Police the Sec goons threatened to put him in the hospital too! (True)

K. Pharmacom is sending an elite mercenary company to put down the colonists once and for all. (False)

L. A vehicle technician doesn't think that faulty seals are responsible for all of the seal failures being reported recently. A former customer was a 'victim' of seal failure and died a rather unpleasant death a couple months ago. The thing is, the tech knows that the seals were good because he had just replaced them all himself for the miner the week before his death as part of a major overhaul of his equipment. He has been double-checking all of the seals he installs recently and those seals were perfect. When he contacted the company for permission to examine the vehicle after the accident he was told it had already been repaired. (True)

M. An old miner grins and warns, don't be planning any trips outback over the next week or so if you know what's good for you. My knee has been acting up something fierce lately which means we're in for one hell of a blow and that's a fact! (Could be true)

N. A rather frazzled looking citizen is drowning his work troubles nearby. It seems a large stock of certified cargo seals have turned up missing and he is responsible for them. Given the rather heavy-handed nature of Company Security lately, he is not too sure he wants to report it.

O. A Colonial Police Officer is overheard mentioning that Commander Farnold is planning to institute a curfew if any more riots break out. (True)

P. As if one isn't enough, this company employee has heard that Director Persus is planning to build yet another racing yacht that he of course will race for 'the honor and glory of the company'. He bets there will be another round of salary cuts to fund the thing. (True)

Q. One of the miners says he's heard that former Director Hasen was arrested under the orders of current Director Persus when Hasen heard about the problems in the colony and confronted Persus about them. (False)

R. A nearby miner is nursing a drink, but appears to need no more, he is just mumbling over and over "the sounds, the sounds...even during a storm sometimes, the sounds...the sounds..."

S. A miner notes that more than a few crashed vehicles and ships can be found in the outback. He remembers this one wreck he stumbled across a few years back. The damn thing must have been nearly a thousand years old or more! Most of it was buried under a large hill but apparently a heavy tremor in the region recently uncovered part of it. Even so, there wasn't much left of the part that was exposed and he figures it has probably further disintegrated now that it was exposed to the storms for the past few years.

T. A company worker says that he's heard Company Security uncovered a Solomani plot to steal bio-medical research vital to the war effort by a group of employees. He says a number of employees have been 'absent' from their jobs over the past few months and he bet's the company and MoJ are holding them for questioning. (False)

U. A local (non-miner) chuckles that the miners have all sorts of tall tales of 'things' in the outback. Of course, most of these tales are spun after the miner has been in the field for a few weeks or months, and has just finished celebrating his 'return' to civilization. (Partially True)

V. A company employee rants about colonists' complaints

of increase in costs and drops in payouts, but then trying to bleed the company dry with larger and larger budgets inflated with frivolous public projects, and outrageous maintenance budgets. None of them care if they damage something, as the company will always pay for it in the end. (Partially True)

W. Pharmacom is currently negotiating to sell its interest on Hansen's World to one of the megacorporations. (False)

X. If questioned on anything about Pharmacom this person will immediately get very upset and accuse the character of being a corporate spy for SuSAG.

Y. A miner recently in from outback talks about how this is the third expedition in a row that he has spotted, or rather heard heavy craft flying overhead while he was working on the far side of the planet. Why any type of large craft would be working out in those parts is beyond him.

Z. A local mentions that a company tech friend of his said the company has ordered all airlock seals to be checked immediately. He suspects they are worried that they might fail like the rash of suit failures lately! (False)

COMPUTER DATABANKS

As part of its chartered service requirements, the company provides a world datanet accessible by any colonist or visitor from any computer terminal or information kiosk. All residential facilities (permanent and transient) contain a datajack that will allow any personal hand or wrist computer to be used to log into the network for personal use.

Referee's Information: Logging onto a world datanet does not require any type of a check if the user has at least a skill rank of 1 in T/Computer. Without this skill the PC must make an Intelligence or Education ability check (DC5), whichever is higher.

DATA POINTS

Once logged in, the user may retrieve and view any of the information listed under General Information below. This is information that is open and commonly accessible knowledge to any on the network. The other information categories below will require specific T/Computer skill checks as detailed therein.

General Information

Anyone logged onto the network can access this general information about Hansen's World without a skill check.

- Population 60,000. Approximately 55% of the population are directly or indirectly employed by the company Pharmacom in some capacity. The majority of the rest of the population work as independent atmospheric miners, businessmen, and in other jobs around the colony.
- The colony datanet can be used to access a map of the world or of the colony itself. The colony map system is quite interactive and can be used obtain maps to almost any business or residence inside the colony simply by entering a specific name or the type of business desired (though some residents and businesses may choose to not have themselves listed). These maps may be downloaded into a hand or wrist comp for future reference, but without the interactive functions.

Starport Logs

- A ship listed as the Last Roustabout is logged as having arrived at the company starport recently. If the PCs have managed to beat the Last Roustabout here, then the ship will be listed as still in port, otherwise the ship is logged as having shipped out a week later with a shipment of pharmaceuticals bound for Shamuus.
- Digging a bit deeper into the company starport logs reveals a drastic increase in the use of free traders rather than the traditional shipping lines used by the company. They all appear to be carrying the same type of cargo, a drug listed a Triphetalmine Oxide.

Medical Information

Access to this information will require physical access to one of the computers at the colony hospital, physical access to a company medical lab computer, or someone capable of hacking the datanet to obtain remote access to an appropriate system. It is impossible to gain remote access to the company research lab computers, as they remain isolated from the main datanet.

In any case, once access to an appropriate computer system is had, the user must still bypass the mainline security of the computer system to access any of the information below. Each piece of information retrieved will require a separate successful T/Computer skill check (DC15). If a skill check is failed, the user must immediately make another T/Computer skill check (DC15) to get out of the system before they can be traced. If this check also fails, the computer security system has tracked the user's access back to the point of origin, recorded his or her identity and reported the intrusion.

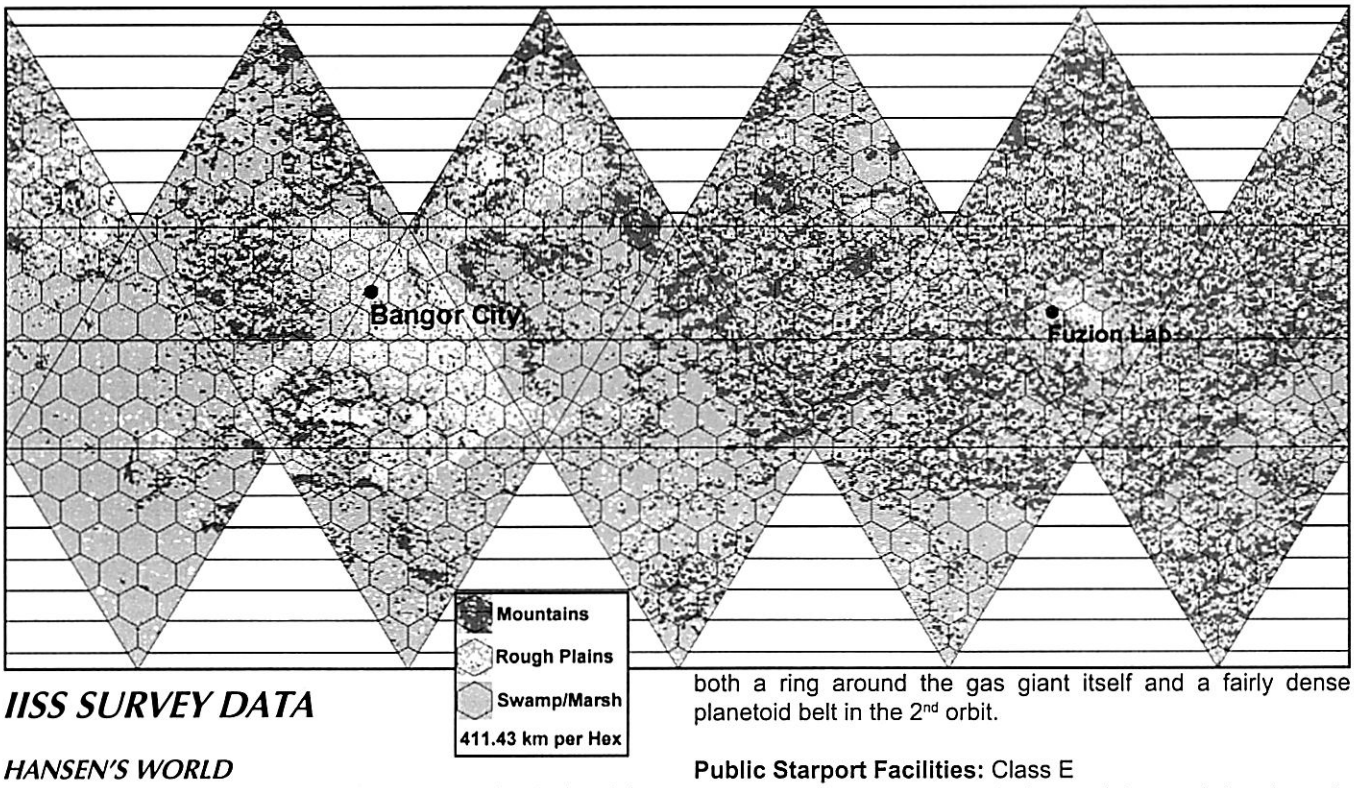
- Injury rates due to mechanical or seal failure on atmospheric mining vehicles and equipment has risen from approximately 2 injuries per 100 colonists to over 22 per 100 colonists in the past three years.
- The number of maintenance related deaths (including seal failures) is 127 over the past 10 years, with over 25 of those in the last year alone.
- The instance of drug use among both colonists and company workers is surprisingly low, at less that 5% of the total population
- There have been no documented cases of Fuzion abuse among any of the colonists or company employees.
- There were two company employees killed in a seal failure 'incident' about 8 months ago (just before the woman arrived at the colony). The report notes that it appears they fought one another to the end. They were found embraced as if struggling with one another. Their names were Alfred Kamihidgahbe and Antonio Radison.

The Starport

If the PCs locate a shipment of Triphetalmine Oxide and decide to search it, a successful Spot check (DC15) will reveal a small but valuable cargo of Fuzion hidden among the lot.

Talking with some of the dockworkers will reveal that many of the new free trader captains that have been hiring out to carry Pharmacom cargos don't appear to be of the more reputable sort.

SUPPLEMENTARY MATERIAL



IISS SURVEY DATA

HANSEN'S WORLD

750-857* 1732 E9A5446-4 Non-Industrial 613 G0 V

*IISS Catalog number, also known locally as the Hansen's World system

Primary Star: G0 V

Star 750-857 forms a somewhat unremarkable star system on the backwaters of the Serpent Main in the Diamond-Prince subsector of Ley. The mainworld, Hansen's World, lies in the third orbit about the lone yellow, almost orange main sequence star. A small rocky furnace of a planet can be found in the first orbit around the star, while at the farthest edges of the system in far orbit, is a small barren planet thought to be a rogue that was caught by the gravitational pull of the nearby star.

Gas Giants: 3

Two large gas giants dominate the star system. The largest, Torment, circles its star's 7th orbit and has 5 smaller satellites in orbit around itself. The smaller (by only a narrowest of margins) is the sister giant, Terror in the 8th planetary orbit. While smaller, Terror has attracted a total of 9 natural satellites within her own orbit. A much smaller gas giant known as Fear is found in the unusual position of the 4th orbit around the star. Fear has a dense set of rocky rings in orbit around her, but nothing that qualifies as a natural satellite.

Planetoid Belts: 1

A somewhat recent (in stellar terms) event, the planet that once occupied the 2nd orbit around the star was eventually drawn into a colliding orbit with the small gas giant Fear some 40,000 years ago. The remaining planetary debris has formed both a ring around the gas giant itself and a fairly dense planetoid belt in the 2nd orbit.

Public Starport Facilities: Class E

IISS and other public records (correctly) record that the only public starport facility on Hansen's World is a rudimentary class E facility on the outskirts of the capital and only settlement on the planet, Bangor City. A more functional but private starport is also operated out of Bangor City by the Pharmacom Corporation for the use of its own transports and those free-traders under contract to carry Pharmacom goods and supplies for the local facilities. Non-Pharmacom vessels may use these facilities, but all services will be provided at twice the normal rates.

Size: 9 - 14,400km (1.125g)

Hansen's World is a relatively young planet and quite geologically active. In orbit from above, even through its thick rolling atmosphere, volcanic activity can be seen dotting the landscape in all directions. Though it cannot be seen from orbit, maps show that there are a few isolated spots on the planet that have begun to 'settle down' in geological terms and are relatively stable. It is in one of these stable regions that the one and only documented settlement on the planet is located dug into the bedrock, protecting it from the violent cyclonic storms that often rage across the face of the planet.

While a truly diverse ecosystem has not yet developed, the planet teems with basic plant and bacterial lifeforms in the abundant swamps, within its soils and most particularly within its atmosphere. All manner of moss, lichen, molds, and other primitive lifeforms coat nearly any surface exposed to the atmosphere and not currently exposed to an active geothermal source. This has a tendency to make the surface rather slippery to anyone attempting to walk across it a more than half their normal speed. The local cyclone storms will clear off

any vegetation in its path, and after the storm has passed such areas are safe to walk in until the vegetation grows back in about 24 hours.

Game Effects

- Walking at Half-Speed or Slower: No check required.
- Walking at Half-Speed to Normal Speed or In Combat: Make Reflex save (DC10) to avoid falling
- Running: Make Reflex save (DC20) to avoid falling
- If fallen, take 1d8 Stamina damage and 1d4-2 Lifeblood damage from the spill.

Atmosphere: A - Exotic (Dense, Carbon Dioxide)
The dense atmosphere on Hansen's World resembles a constant reddish-brown thick London fog, constantly in motion. Visibility is quite limited (less than 10 meters) and any travel whether on foot, riding in a land vehicle, or flying in the atmosphere itself, requires the use of sensors or directional equipment. Quite frequently this soup of an atmosphere can spawn immense tornado like storms that can rage across the face of the entire planet for days at a time. While quite dangerous, these storms are the focus of an atmospheric mining operation as they stir up considerable previously dormant resources in their wake that may be easily harvested.

The atmosphere would be considered dense but 'standard' were it not for its dangerously high levels of carbon and sulfur dioxide. What draws the atmospheric miners however, is the abundant wealth of organic material also found within the planet's atmosphere. It teams with microbiological life like primordial soup, and is an invaluable resource in both medical and industrial fields.

While the atmosphere is not immediately toxic, the high levels of carbon dioxide will quickly begin to cause hallucinations and eventually death from asphyxiation. This is not the real danger of the situation however. The same microbiological life that everyone is harvesting is also quite toxic to most lifeforms. Absorption or ingestion of these organisms will induce hallucinations as well as severe paranoia and psychosis in anyone so exposed. This, combined with the hallucinogenic effects of the atmosphere, this provides for a dangerous and deadly combination. The victim is as likely to attempt to kill any rescuers as they are to simply kill themselves.

Game Effects

- A victim breathing the unfiltered atmosphere will lose 1d6 Stamina points for every minute of exposure until unconscious and dying.
- A victim coming in contact with the atmosphere through inhalation or physical exposure will temporarily loses –1 WIS per round. A successful WILL save (DC15) must be made to avoid the onset of severe hallucinations. The WIS lose continues even after the hallucinations begin.
- Paranoia and Psychosis will usually begin within 1d3 minutes of the onset of hallucinations. A successful Will save (DC15) will forestall this another 1d3 minutes.

Hydrosphere: 5 - 50% surface liquid
The liquid surface water on Hansen's World exists in the form vast areas of swamp and marshlands. There are no seas or oceans to speak of. This water is constantly being recycled into the atmosphere through evaporation and eventually returns via the considerable rainfall that occurs on the planet. If filtered properly (a basic filter mask filter will work), the swamp water is quite suitable as drinking water, or unrefined power plant and jump fuel.

Population: 4 - 60 thousand
The Hansen's World colony is a fairly rugged place. Nothing is built with style in mind, merely functionality. This is a working colony and pretty much a company town. Everything here is some form or fashion serves the atmospheric mining operations that drive the whole economy. A little more than half the colony is employed by Pharmacom directly working in the refinery facilities, doing contract mining work, or running one of the company owned stores in the city. Among the non-company population 15% of the population work as independent miners, while the rest work for the industries and business that support these two groups.

Total Company Employees	**56%**
Miners	18%
Refinery Workers	20%
Administration	10%
Company Owned Stores	10%
Non-Company Citizens	**42%**
Independent Miners	15%
Shop Owners	15%
Industrial Services	8%
Other	4%

The Miners: Life in the outback chasing storms is a dangerous one. It takes a lot of skill and more than a bit of luck to hold that position behind a storm where the best harvesting is to be had. The independent miners live a fairly isolated life, spending most of their time working the storms that rage across the outback. They usually only return to the colony to deliver their collected biomatter, seek medical treatment, or restock on needed supplies. Most miners have established a semi-permanent base camp that they regularly operate out of when 'in the field'. Those that don't usually live out of their vehicles or carry along temporary shelters that can be set up and taken down fairly quickly and easily.

The Colonists: While technically everyone who lives on Hansen's World is a colonist, locally the term has come mean those who support the Executive Council and the gradual reduction of Pharmacom influence on the planet. This group feels that the company is attempting to erode the power and influence of the Executive Council and force a situation that would allow the President to invoke the charter's buyout clause.

The Company Men: The opposing group on the planet are those whose support the company, in most cases simply because without the company they wouldn't have a job, but the company has its fair share of fanatics among its ranks of supporters. A good company man tends to espouse what ever the latest slogan or line the company is pushing this week, and

doesn't ask any questions. There are a few older 'company men' who remember a time when the company and the colony were true partners in the building of the world, but ever since Director Persus took the reigns of upper management, relations between the two sides as continually deteriorated. Of course none of these old-timers are likely to mention this within earshot of any of the younger workers.

Government: 4 - Representative Democracy
The colony is nominally governed by the Executive Council, which is presided over by the local Pharmacom Director of Operations under the terms of the original charter. The council is responsible for the creation, debate, and passage of all colonial laws, but the council President may also introduce legislation to the council and retains the right of veto on all laws passed. The company retains control of the council presidency until such time as the company is no longer responsible for subsidizing the annual colony budget as needed. Should the company fail to supply the subsidy requested by a duly authorized budget passed by the Executive Council and approved by the President, it will forfeit its title to the council presidency and its exclusive trade status. The Executive Council meets once every 15 days for a 5-day session, the President while allowed a vote is not usually present.

Law Level: 6 - Moderate
Hansen's World has a moderate law level, restricting the possession of firearms to the Colonial Police and Company Security Forces only. Miners are allowed possession of shotguns for self-defense while in the Outback and may carry them unloaded when entering or leaving the colony. Generally both the Colonial Police and Company Security will not bother folks going about their business, but often will investigate (25%, DC6) suspicions or unusual activity within their presence. Blatant acts of illegality will always provoke a response.

Bribing local law enforcement officials is possible, but more likely to result in success with the Company Security Forces rather than the Colonial Police who take a dim view of bribery.

Industrial Tech Level: 4 - 1860-1900
While the atmospheric mining industry employs 75% of the population, a small local industry has begun to develop in the past 20 years that is starting to provide some of the more basic material needs of the colony. This has slowly begun the process of weaning the colony from off-world dependence for its survival, and bringing the colony closer to independence from Pharmacom. Currently nothing more advanced than about TL4 is available via a local manufacturer, with most of the local goods being in the form of construction material, tools, and bulk food items. This does not mean higher technology goods and equipment are not available or in widespread use. On the contrary, high technology gear can be seen just about anywhere that you look on Hansen's World, it is just all imported with all the hassle and added expense that importing entails.

HISTORY
While Hansen's World has officially been recorded in the Imperial Survey records since the first survey (survey ID #750-857), it was not until 951 that the world was recognized as having a potential value that had been missed on previous periodical scout surveys of the system. A young scout named Hasen Martin, the son of a well-respected biochemist, recognized that the amazing biological life swarming in the atmosphere of the world represented a vast potential resource if properly exploited. He filed a standard report noting that nothing new had been noted in the latest survey, which was true in a sense. Hasen had not discovered anything that had not been previously documented in the Imperial Survey records. During the remainder of his then current term of service, Hasen spent his off-time using the contacts of his father to put together a consortium of investors to fund the colonization and exploitation of the world. In 951 an Imperial Colony Charter was granted to the Hansen's World Development Corporation, a cooperative venture between the newly formed Pharmacom Corporation and the League of Independent Miners.

The first 20 years of development were fairly rapid, as Pharmacom and the League worked together to build the needed infrastructure and processing facilities. Pharmacom picked up the bill for all expenses, in return for exclusive trade status giving the company first rights to all harvested raw material, at a reduced price based on the level of funding provided. League members turned colonists were free to exploit the world's resources as they saw fit, selling any excess product not purchased by the company on the open market at then current market rates. The system worked well at first, as Pharmacom was not capable of processing anywhere near the amount of raw material being harvested. These boom years eventually drove the population of the colony to over 100,000 at one point in 968 as more and more would be miners flocked to the world to make their fortune.

By 973 however, Pharmacom had built its infrastructure to the point that is was now capable of processing over 95% of the total amount of material harvested by the colonists each year. The reduced rates Pharmacom received under the terms of the colony charter proved to be a great deal for the company, but with Pharmacom now buying nearly all of the colony's output at such low rates the economy of the colony itself quickly began to collapse. Over the next two decades, over one-quarter of the population would emigrate to other worlds. Those who remained did so because they had come to think of Hansen's World as their own, or because the couldn't afford the ticket to leave.

Both Pharmacom and the remaining colonists blamed each other for the decline, with tensions between the two sides growing each year, until it almost developed into a full blown civil war in 980. A renegade faction of the colonists tried to kidnap the son of Pharmacom Director Hasen who was working as a company intern at the local processing center. The would-be kidnappers botched the job severely injuring and disfiguring the young man in their attempt, before getting killed attempting to flee the scene. The month that followed saw daily scenes of violence on the part of both the colonists and Pharmacom security teams.

With the Colonists fearing the worst, Pharmacom Director Hasen arrived on planet without warning, exactly four weeks to the day of the attack on his son. After visiting his son in the company medical facilities, Director Hasen proceeded to

address both the company workers and colonists alike. To the surprise of all, Hasen directed that all security forces return to company barracks and remain there until they received further orders. He also ordered the arrest of then current local company manager, Cortus Hughes, under charges of malfeasance, excessive use of force, and other charges related to the actions of company security against the colonists over the past month.

The actions of Hasen served to take the wind out of the sails of those inclined to incite more violence, as most welcomed the possibility of a return to normalcy in their lives. As an investigation into the attack on his son was being conducted, Hasen turned his efforts towards dealing with the underlying problems that led to the unrest. Talks between Hasen and the colonist leaders began in earnest, looking for ways to rebuild the local economy and reducing its dependence upon the company for its subsistence, while at the same time protecting the company's interest and investment in the colony.

It took three months of hard negotiation, but eventually both sides had agreed upon a number of amendments to the original colony charter. The company agreed to an adjustable discount rate for raw materials based on current market demands, and agreed to allow a percentage of the total production to be sold at an open auction. Pharmacom would be allowed to bid, but would have no favored position against any other bidder for these lots of material. In return, the company would be allowed to field its own mining teams to harvest material for itself, something that it had been forbidden from doing under the original terms of the charter.

To avoid the specter of company security becoming embroiled in the attack on civilians in the future it was also agreed that an independent, non-partisan mercenary company would be hired to act as a colonial police force. The force would have jurisdiction over both company personnel (including company security agents) and civilian colonists.

The investigation into the attack on the Director's son did not take quite as long. It was quickly discovered that those involved in the attack were working under the orders of a contact off-world, with most signs pointing to agents of the megacorporation SuSAG. SuSAG had attempted a hostile takeover of Pharmacom some two years earlier without success, and it was presumed that the attack was an attempt to destabilize Pharmacom's most valuable asset. No formal evidence of SuSAG involvement was ever found however.

Director Hasen remained on planet, taking on the duties of the local manager in addition to his duties as company director, working closely to rebuild the company's relationship with the colonists, while at the same time building the company into one of the fastest growing corporations in the biotechnology sector. For his retirement in 978, the colonial government declared the day of his retirement would be commemorated as an official colony holiday each year on the 115th day, and known as Founder's Day in his honor.

The past decade has seen a period of modest growth and development for the colony and company, with the fortunes and status of both improving.

ATMOSPHERIC MINING ON HANSEN'S WORLD

The Atmospheric Mining Vehicle or AMV is a combination harvesting unit, portable sampling lab, and temporary housing facility. Most AMVs are grav vehicles, allowing the vehicle to take advantage of rich fields located higher in the atmosphere than a vehicle restricted to the ground, though there are more than a few wheeled and tracked AMVs in use across the planet and used by the company.

The AMV is used to follow in the wake of the numerous (and powerful) storms that rage through the thick atmosphere and across the face of the planet. These storms churn up rich fields of biomatter that are the object of the harvests. Detecting these fields is both a bit science and intuition. The sensors on board the AMV are useful in identifying areas that appear to be potentially valuable, but can often be nothing more than dense clusters of more common biomatter of little value. The more seasoned and successful miners seem to have developed a knack for selecting the more valuable fields among those identified by the sensors.

The actually 'mining' is a matter of moving the AMV through the fields and opening the intake filters on the vehicle. A vacuum system along with the speed of the vehicle will force the atmosphere into the intakes and force the smaller and more valuable materials past the primary filter and into the sampling tank where the material is sampled and a report passed to the miner. The miner has the choice of dumping the load or shunting it off into one or more smaller collection tanks located around the vehicle. Once the AMV's collection tanks have been filled, the miner will return to his base camp where he while transfer his harvest into larger storage tanks on site.

When the miner wants to 'cash in' and sell off his harvest he contacts either the Pharmacom broker or one of the independent brokers in the city. A price is negotiated between the miner and broker based on the quality of samples provided by the miner and certified by an independent assay lab. Once a price is established, the broker will arrange for a tanker shuttle to pick up the harvest from the miner and return it back to the storage warehouses back in the city. Most miners will usually return to the city at this time for a week or two of rest and recreation before return back to their base camp and back to work.

Company employed miners follow pretty much the same routine as their independent counterparts. Rather than having to deal with the vagaries of the brokerage market, company miners are paid a flat salary and expected to meet specific quotas. Once their quota for a mission has been met, they call in for a pickup and return to the city for R&R.

Recently there has been a rash of seal failures among the AMVs used both by the company and independent miners. Officially the company, sole importer of the seals for the AMVs places the blame on the miners for improper maintenance and lack of regular inspections. The miners on both sides blame the company for importing and using cheap, substandard seals. Some of the independent miner who can afford it have installed atmospheric sensors in their AMVs to detect seal breaches and provide them enough warning to get into their personal protective gear. Such systems have not been installed in company owned vehicles at this time.

BANGOR CITY

The city was built from a pre-existing series of caverns that were enlarged and combined to form two larger caverns con-

nected by a narrower transitway. The ceiling height in both caverns ranges from roughly 60m at the edges of the cavern to over 120m in the center. The transitway area ranges from 30 to 60 meters in height.

The northern cavern consists of the city proper, housing the residential, general business, and public facilities. At the very northern end of this cavern is the warehouse district. Raw materials harvested and recovered by the independent miners, as well as goods for the colony are stored here for easy access to the public starport pad on the surface.

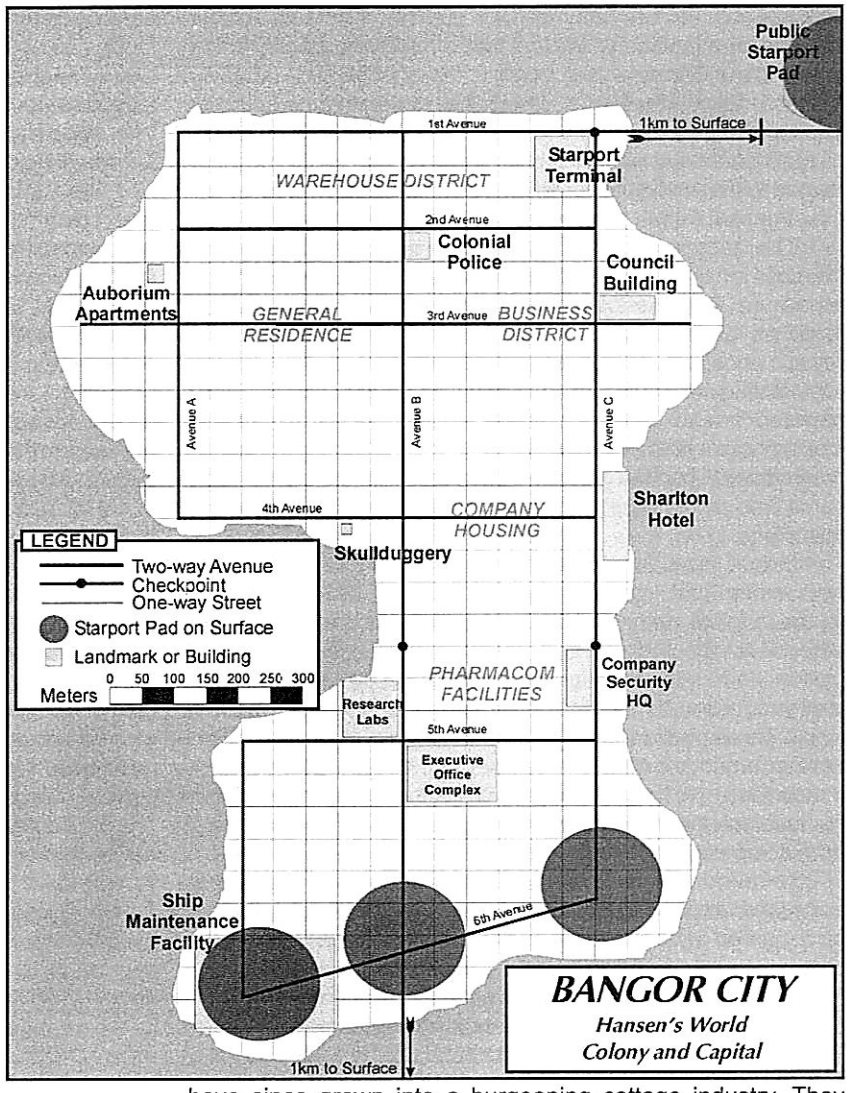
The southern cavern is owned and controlled directly by Pharmacom and houses their processing and refining facilities. Access to this area is restricted through two checkpoints on both avenues running along the transitway between the caverns.

Multistory buildings are not uncommon in either cavern, with many rising straight up to meet the ceiling of the cavern itself, and additional floors built into the area above. Additional support structures are engineered into the ceilings of each cavern to further reduce itself.

Most traffic in the city moves via broad avenues, about 21m wide, allowing two-way traffic for both pedestrians and vehicles (carts and bicycles). A small retaining wall divides the pedestrian walkways from the vehicles pathways providing a moderate level of protection from accidents. Traffic on an avenue always has right of way over traffic on a street. Where avenues cross, vehicle traffic must come to a stop and may only continue on when cross-traffic is clear. Avenues running north to south are named in alphabetical order from east to west (Avenue A, Avenue B, Avenue C, etc.). Avenues that run east to west are consecutively numbered from 1 to 6 starting from the northern most avenue (1st Avenue, 2nd Avenue, 3rd Avenue, etc.)

Leading off of these avenues are numerous side streets, typically about 9m wide and designed for one-way use. While it quite possible to chose to go the 'wrong' way on a street, it is highly frowned upon by the residents and will usually attract the attention of any authorities on hand. This is a ticketable offense (Cr25 fine), though off-worlders will usually be given a warning for the first-offence and explained the local traffic laws. Streets are named and numbered in the same manner as the avenues. Streets running north to south are lettered (A Street to T Street), while streets running east to west are numbered (1st Street to 29th Street).

If an address within the city notes 'North' or 'South', that indicated which cavern the address is within.



Transportation

Personal transportation in the city takes one of three forms: walking, electric cart, or far more commonly on a bicycle. Bicycles were introduced early in the history of the colony and have since grown into a burgeoning cottage industry. They offer a cheap means of faster transportation around the city, take up little room, produce zero pollution and are well within the city's industrial capabilities. Parking racks for bicycles are available at every corner on the side streets.

The more affluent residents of the city get about in small electrically powered carts. There is normally a parking and charging facility located every other block along the side streets. Fees for the use of these facilities are either paid by the hour (Cr1 per hour) or by the month (Cr500, good at any facility).

Public transportation is available in the form of pedicabs and electricabs. Electricabs are slightly longer versions of the private electric carts in use allowing for more passengers or small cargos. Cr10 + Cr2 per additional passenger (up to 4) will take you anywhere within the city.

Pedicabs are similar to the electricabs but are instead manually powered by the driver pedalling a three-wheeled bicycle. Pedicabs are cheaper than electricabs, only Cr1 per 5 blocks distance covered + Cr2 per additional passenger (up to 4), but are slower.

Air Supply

The city uses a fairly simple system of depth, filters and positive air pressure to keep the atmosphere within the caverns breathable and clear of the normal atmospheric taints of this planet. Large chimneys are burrowed into the bedrock above the city, leading to the surface and topped with huge fans used to draw the air down into the chimneys. Lining the chimneys are various filtering systems used to decontaminate the atmosphere before being fed directly into the caverns below. Part of this constant air flow is also fed into the two access tunnels leading from the city to the surface raising the positive airflow out of the tunnels and preventing the outer atmosphere from intruding into the colony while avoiding the need for bulky and slow airlocks.

City Districts

Warehouse District: The warehouse district consists of primarily storage facilities and small industrial facilities that support the local atmospheric mining trade.

General Residential: This area of the city houses the majority of the total population. Interspersed with the multitude of apartment buildings are numerous small shops that cater to the immediate needs of those living nearby including restaurants, bars, and convenience marts. The quality of the living visibly improves as one moves farther away from the west cavern wall and closer to the business district.

Business District: While small businesses and stores can be found throughout the city proper, the majority of them are concentrated in the business district area. Many of these operations are either owned directly by Pharmacom or subsidized by Pharmacom in some manner.

Also found in this district are most of the government services departments that oversee the operation and maintenance of the city's public utilities and environmental systems.

Company Housing: Subsidized housing for Pharmacom employees is available, though the quality of the facilities are not as high as their private sector counterparts. For this reason many employees chose to pay for higher quality housing elsewhere. For those choosing to accept company housing, those closer to the business district and eastern wall of the cavern are more desirable and generally reserved for higher level management.

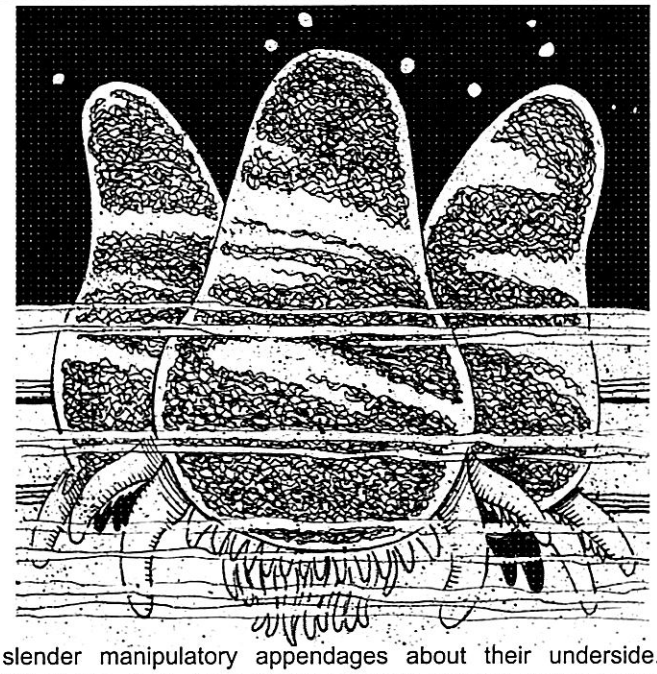
Pharmacom Facilities: Everything within the southern cavern is owned and controlled by Pharmacom. Entrance to these areas is restricted to authorized Pharmacom employees, City Constables, or approved vendors and guests. Guests and vendors are only allowed through the eastern checkpoint and must have secured prior approval for the entry into the facility.

BESTIARY

The PCs during the course of this adventure may encounter the following creatures:

THE LIFEFORMS

The lifeforms do indeed exist on Hansen's World, but are not quite the monsters they have been made out to be. They resemble large, floating, multi-colored gasbags with long,



slender manipulatory appendages about their underside. When idle, they blend almost naturally with the dense rolling atmosphere and are almost impossible to spot, but when active they are quite a colorful display.

Anyone with Artistry skill or the Xeno-Medicine feat may make an appropriate skill check (DC15) to notice that there are specific color patterns that appear in the internal gas of the creatures when they respond to changes in their environment. Anyone with the Spot skill may make this same check but at a DC of 20 instead. In either case it will take at least 6 hours of study before these patterns might become evident to the observer.

Any trained psionicist will immediately notice that the creatures are definitely psionic, and very strongly empathic. The creatures have been broadcasting their plight whenever they have encountered humans, not realizing that the humans were in fact responsible for their plight in the first place. The creatures have seen humans coming in and out of the machines that have been 'devouring' their brethren and assumed that they were either being eaten by or escaping from these monsters. When these empathic projects are forced upon a non-psionic, they come across as very strange and distorted visions of odd and queasily strange creatures intent on devouring them.

The creatures are not native to this world, as can be easily determine through a comparative scan of a lifeform and a sample of the local plant life. The creatures are instead the evolved descendants of a species of 'pets' to a race whose ship crashed landed on the planet thousands of years ago. They were originally kept and bred because of the mild empathic ability, which as can be seen has evolved into much more over the years. The creatures are sentient, in so much as they are aware of their own existence and developed a sophisticated method of communication among themselves, but they are not tool users and seem simply content to drift among the atmosphere, feed, and reproduce. The will cooperate when it comes to helping other injured of their kind, and when caring for their offspring. They are curious, but not aggressive and will

come only close enough to 'taste' the thoughts of people and attempt to communicate with them.

KRENEL BEAST

Size: Medium (50kg)
Type: Carnivorous Killer
Stamina: 2d10+2 (16)
Lifeblood: 9
Initiative: +7 (+3 Dex, +4 Imp. Init.)
To Attack: DC2
To Flee: DC9
Speed: 12m
AC: 14
AR: 1
Attacks: Claw +13 (+10 BAB, +3 Dex), Bite +8 (+10 BAB, +3 Dex, -5 Secondary Attack)
Damage: Claws (2d6-1), Bite (3d4-1)
Saves: Fort +2, Ref +8, Will +5
Abilities: Str 8, Dex 16, Con 8, Int 4, Edu 0, Wis 1, Cha 5, Soc 0
Skills: Spot +7, Listen +5
Feats: Alertness, Toughness, Improved Initiative
Special Abilities: none
Climate/Terrain: Forest or Plains (Temperate or warmer temperatures only)
Organization: Small Groups (1d6)

For as long as they have been known to the inhabitants of this region, Krenel Beasts have been bred for a singular purpose, security. Breeders can be found on many worlds throughout this region of space, and newborn beasts fetch a steep price (Cr5000 and up). The actual homeworld of the Krenel is anyone's guess and may lie well outside the developed territories circling a long forgotten or ignored star system. It is believed they were originally introduced into the region by the Wanderers nearly a millennia ago, no records or other proof has ever been found but according to most buyers of the breed note that the best Krenel are available from these strange beings.

In the wild, these carnivorous killers live and hunt in small packs of 1-6 members, stalking and attacking anything that comes across their path. Even burrowing creatures are not safe, as the six paws of a Krenel are tipped with large claws, which they use to dig out their prey, in addition to building their own underground dens. A typical den will house a group of 1 to 6 of the beasts, with sex about evenly mixed.

An anomaly among mammals, Krenel are completely hairless and lay eggs rather than give live birth, and are extremely susceptible to cold temperatures (suffering twice the normal effects). They mate twice per year, and the female will eventually lay from 1 to 4 eggs within a month of fertilization. Instinct causes the female to lay the egg well away from the nest of the mother, as Krenel have been known to eat their own eggs if no other source of food is available. They are buried about 30cm below the surface, allowing the soil to help keep the eggs warm until they hatch within about 6 weeks. These young Krenel will be forced to fend for themselves until they are accepted into an established nest, build their own nest, starve, or are killed.

For reason currently unknown, about one in twenty Krenel are born with latent psionic empathy. If one of these psionic Krenel is introduced to any sapient lifeform within 48 hours of its birth, it will immediately form a permanent empathic master/slave bond with the individual. Inexplicably, this ability to bond will never occur after the first 48 hours of life. This bond has a range of about 1km, and allows the beast to always know its bond master's location and state of emotion.

Only others of its own kind may come within reach of a Krenel beast without it attacking. The only exception to this situation is a bonded Krenel beast and its master. When with and under the influence of its bond master, a Krenel beast will be as well behaved as its master needs or requires it to be. It is only outside the influence of a bond master that the Krenel beast reverts to the true carnivorous terror that evolution made of it.

They are fearless and will attack anything regardless of size, seemingly enjoying the fear and pain of its victim. Once down and dying, the Krenel will eat the victim if it is hungry unless called off by its bond master.

Appearance
The Krenel Beast is a low-slung (approximately 50cm at the shoulder), generally nocturnal creature, carrying its 2 meter length and considerable 50kg weight on six short thick legs that belie its ability to move at quite rapid speeds. They are completely hairless, but their thick grainy skin ranges from silver to solid black, with the rare albino appear upon occasion. Their head begins narrowing at the neck down to a thin but strong snout filled with razor sharp teeth. Their face is always masked in the reverse of its body color. If black, the facemask will be silver, and vice-versa.

TAS BULLETINS

These bulletins are designed to add a bit of flavor to the adventure by imparting a peripheral awareness of the subject matter of the adventure before the PCs become intimately involved. The may be copied and handed to your players to be read, or you may read them aloud if you wish. Present them to the PCs at appropriate moments leading up to their first involvement in the adventure. Such bulletins are routinely available in the news feeds available from most planetary data networks within the Imperium.

Hansen's World/Diamond-Prince (1732-E9A5446-4)
Date 002-994

For the fifth time in as many months, a worker at the Pharmacom atmospheric mining facilities on Hansen's World was killed in what the company labels as the result of a faulty vehicle seal. The atmosphere of Hansen's World is highly exotic

and is known for its psychotic episode inducing hallucinogenic effects. A worker who asked to remain anonymous stated he heard the whole incident over his vehicle's radio. The affected worker, after an apparently prolonged exposure to the atmosphere began imagining he was being attacked but what he termed 'monsters' in his head. Then there was a lot of screaming and the sounds of a scuffle, then the radio went quiet. Rescuers arriving on the scene found the worker dead from asphyxiation. A company security spokesman said an investigation into the recent rash of deaths was underway by the local management.

Saramid/Frontier Worlds (2222-A20099A-E)
Date 015-994

The newest fad drug Fuzion has been linked to yet another random attack/suicide, this latest incident occurring on Saramid in the Frontier Worlds subsector of Ley. Eerily reminiscent of other recent incidents involving users of the drug, witnesses reported that the suspect ran into a local restaurant armed with a submachinegun and began firing at anything that moved, screaming about being attacked by demons all the while. Local authorities responded within minutes, arriving with the suspect still within the building. Police attempts to contact the suspect were met with gunfire, leaving the officers little choice but to attempt enter the restaurant and attempt to subdue him. Four officers were killed in the process of attempting to arrest the suspect, and two others seriously injured before the suspect himself was killed after being struck by more than a dozen bullets. There are rumored reports that the suspect was still standing and fighting even after being hit by at least seven shots.

Fuzion, a popular drug among the patrons of upscale nightclubs and private parties, has become the 'high' of choice over the past year, with almost every moderately populated world in the quadrant reporting arrests involving the smuggling, sale, or use of Fuzion.

LIBRARY DATA

The following information related to this adventure is available to the PCs from any (up to date) Imperial Library Data System, except of course for those sections marked as Referee's Data.

Imperial Trade Cluster: A highly developed and active jump one main located in the Diamond Price Subsector. Established by Archduke Erechs in 992 in an effort to better control the flow of 'outworld' cargoes and passengers into and out of the Imperium itself. Any and all cargo originating from or destined for a non-Imperial or Client State world must be inspected and certified by the Imperial Trade Cluster Authority. Any class A or B starport located in the jump-1 main centered at Annabapar (1936) qualifies as an Imperial Trade Cluster Authority inspection point.

Pharmacom: Hansen's World is where Pharmacom got its start a number of years ago, but has since grown into a Quadrant-wide pharmaceutical and biotech firm. The company has long since moved its headquarters off-planet to a more mainstream location to better handle their more diversified affairs, but Hansen's World remains the backbone of the company providing over 80% of the raw materials used in the production of the company's medical and bioengineering product line. The distance however has caused the upper management of the company to tend to take the assets on Hansen's World for granted and focus on other endeavors, assuming things were under control as they had always been on the planet as long as production kept up with expected levels.

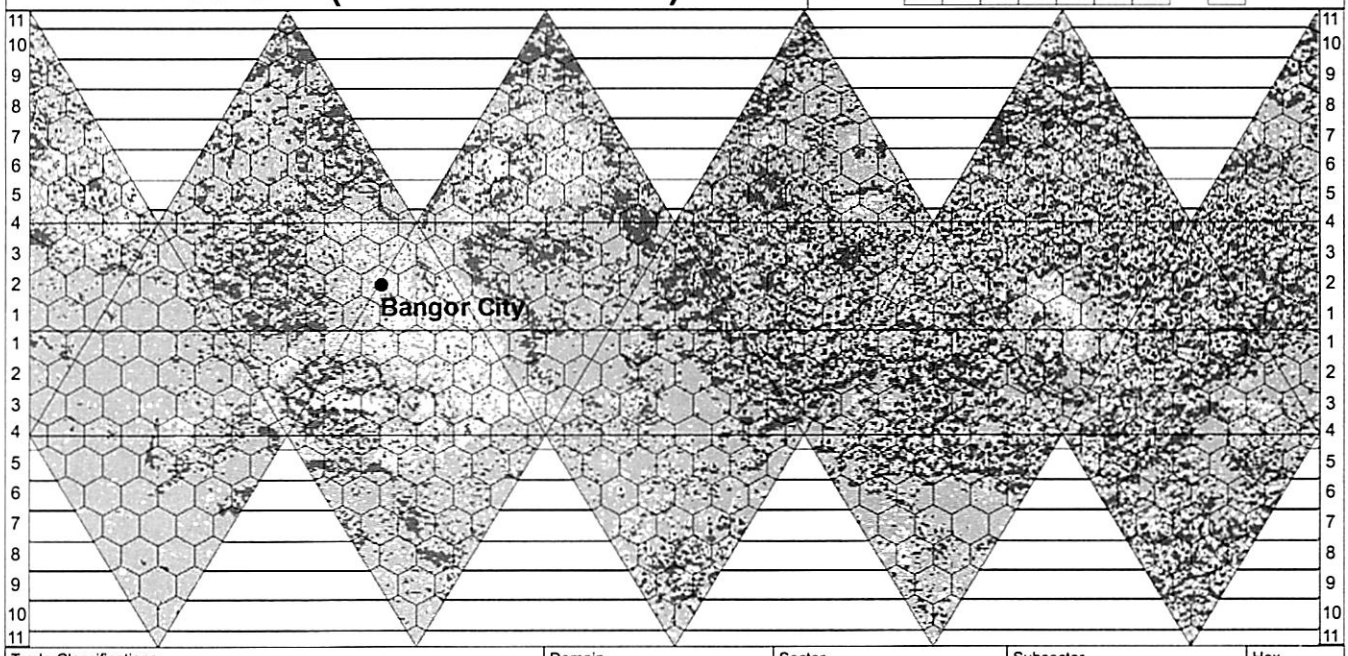
System Defense Boat (SDB): A nonstarship specifically intended for defensive operations inside a star system. It was developed on the principle that a nonstarship (because of the increased armament made possible by its lack of jump drives) can normally defeat a starship of equal tonnage. SDBs are typically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

System defense boats range in size from 100 to 5000 tons and are constructed at all tech levels from eight to 15. There are hundreds of different types, which depend upon the specific mission for which they are designed.

Triphetalmine Oxide (TriFox): A fairly routine topical ointment used in treating severe burns once considered the leading brand but has since been supplanted by other drugs, though it still sees quite a bit of use in smaller hospitals and clinics that can't afford the more expensive newer drugs. Produced by the Pharmacom Corporation of Ley Sector.

Vargr: Sentient beings descended from genetically engineered Terran dogs. The Vargr are mainly concentrated in the Vargr Extents to Coreward, but can be encountered anywhere in the Imperium. Vargr color vision is poor, resulting in a liking for bright colors and garish clothing. Vargr, being pack animals by instinct, interact slightly differently than humans. The biggest concern to a Vargr is his "Prestige" and that of his "pack leader" if it is not the Vargr himself. Insults to Prestige and put-downs are not taken lightly. Nor are tired gags about newspapers and Frisbees. Vargr are no more dogs than humans are apes; a few instincts and social habits remain, but Vargr are people. More, they are Imperial citizens.

World Name	UWP
750-857 (Hansen's World)	E 9 A 5 4 4 6 4



Trade Classifications	Domain	Sector	Subsector	Hex
Non-Industrial	Gateway	Ley	Diamond-Prince	1732

Travel Zone Classification	Primary Star Type	Binary Star Type	Trinary Star Type	Orbit	Year Length	Gas Giants	Planetoid Belts
None	G0 V			3	403.7d	3	1

Starport Type	E	Marked Landing Pad with Beacon	Bases Present: None
Size	9	Large, 14,400km	Gravity: 1.125 G; Natural Resources: 9
Atmosphere	A	Exotic, Toxic	Climate: Tropical; Avg Temp.: 25; Night Temp.: 20
Hydrographics	5	50% Surface Water (Swamps/Marsh)	Biodiversity: Minor (algae, lichen, mosses dominate)
Population	4	Tens of Thousands	PopX: 6; Total Population: 60,000
Government	4	Representative Democracy	World Trade Balance: +2
Law Level	6	Moderate, most firearms prohibited	
Tech Level	4	Circa 1860 to 1900 AD	

IS Form 8.2 ***World Worksheet***

Description

SATELLITES

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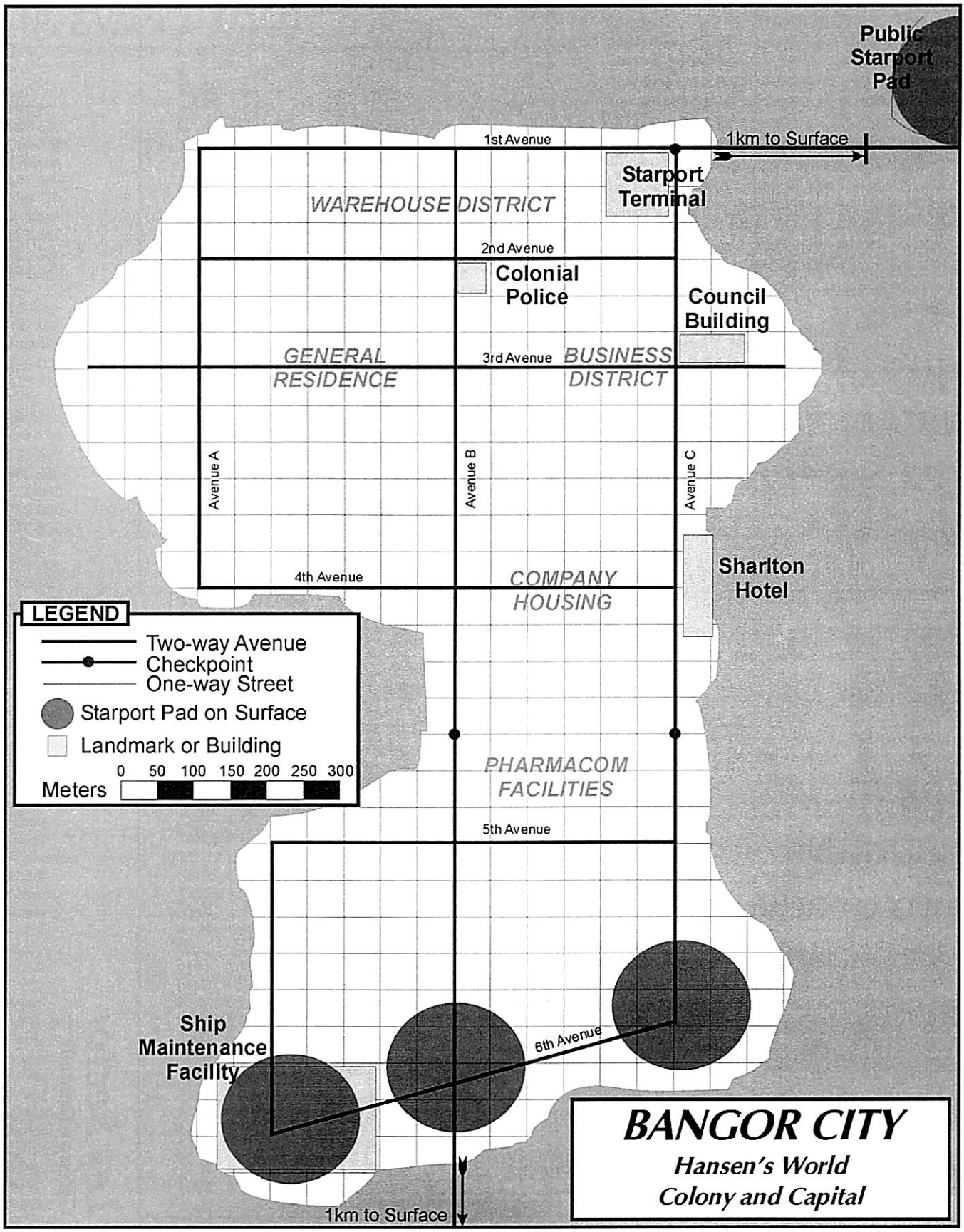
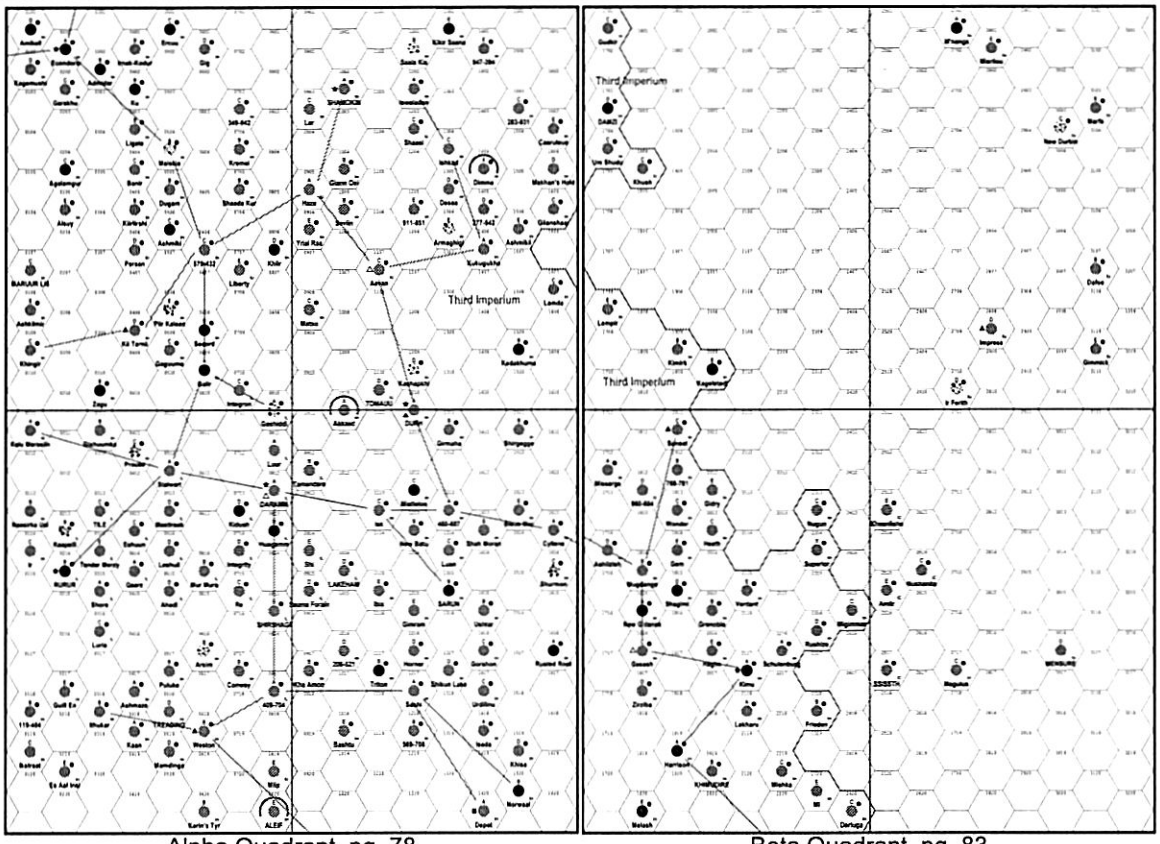

Public Starport Pad
1st Avenue
1km to Surface
Starport Terminal
WAREHOUSE DISTRICT
2nd Avenue
Colonial Police
Council Building
GENERAL RESIDENCE
3rd Avenue
BUSINESS DISTRICT
Avenue A
Avenue B
Avenue C
Sharlton Hotel
4th Avenue
COMPANY HOUSING
LEGEND
Two-way Avenue
Checkpoint
One-way Street
Starport Pad on Surface
Landmark or Building
0 50 100 150 200 250 300
Meters
PHARMACOM FACILITIES
5th Avenue
Ship Maintenance Facility
6th Avenue
1km to Surface
BANGOR CITY
Hansen's World
Colony and Capital



Alpha Quadrant, pg. 78

Beta Quadrant, pg. 83

Gamma Quadrant, pg. 87

Delta Quadrant, pg. 91

APPENDIX I: LEY SECTOR

The entire Ley sector data listing in alphabetical order by system name.

	Coordinates							
Name	*Hex*	*UWP*	*B*	*Trade*	*TZ*	*PBG*	*All*	*Stellar Data*
069-526	0721	BAAA630-7		Ni Wa		103	I	M4 V K8 D
069-526	0721	BAAA630-7		Ni Wa		103	Im	M4 V K8 D
119-404	0118	BAAA377-A		Wa		912	Im	M1 III
182-466	1024	B6A7657-B		Ni		523	Im	F3 V
206-521	1016	D8C2520-9		Ni		900	Im	F0 IV K6 D
241-281	2934	C9D6320-A				412	Xx	K5 V A8 D
277-542	1405	D7A6474-9		Ni		704	Im	K2 V
283-931	1503	C8B6310-8				113	Im	G8 V
349-942	0703	CAB786A-9				213	Im	G2 V
354-123	0825	CAD5410-7				705	Im	M0 V
409-704	0817	A8AA698-D		Ni Wa		315	IL	G2 V
452-696	3229	C7C0100-6		De		104	Xx	K0 V
460-687	1313	A9B8533-C				513	Im	M5 V K6 D
470-092	2140	E8A6854-8				502	Xx	F1 V
475-782	3040	AAC3676-8		Ni		923	Xx	M4 V K5 D
502-740	2631	B8C2443-8				824	IC	M9 V A5 D
558-617	1526	CAA9200-B				202	Im	G5 V K8 D
569-708	1218	B6AA876-8		Wa		513	Im	F1 V
570-432	0606	CAC5044-6				404	Im	M9 V A4 D
586-281	1524	E8B5333-6				803	IU	G3 V
614-048	1522	E767726-3		Ni		222	Im	G5 V A7 D
706-900	2024	E9AA7AE-7		Wa		405	Im	F4 III K3 D
720-018	0127	C8C3575-A		Ni		504	Im	M4 V
750-857	1732	E9A5446-4		Ni		613	Im	G0 V
752-305	1829	C9D8110-5				724	Im	G4 V G9 D
768-781	1912	B8AA626-C		Ni Wa		400	Im	F2 V
807-946	3140	C54899C-A		In		502	Xx	M0 V
846-395	0929	B9C7258-D				713	IU	K5 V
900-790	0724	B9AA49B-8		Ni Wa		400	Im	M3 V
911-851	1205	E7B5710-4		Ni		123	Im	K2 V K6 D
945-755	3139	A8C2756-9				103	Xx	M1 V K6 D
947-394	1401	E8AA420-5		Ni Wa		103	Im	G0 V
960-604	1812	D9B6636-4		Ni		620	IU	M0 III
Aam	2439	C334800-7		Ni		110	Xx	G7 V F7 D
Aankemishas	2629	A555555-C		Ag Ni		610	KL	G4 V
AARIRSHIR	2221	B7449CD-C		In		922	Im	K6 V M7 D
Adigigi	1523	X200441-8		Ni Va		410	Im	K1 V
Admidar	0302	B470430-7		De Ni		703	Im	K1 V
Adukgin	0722	B434431-A		Ni		704	Im	A1 V
Aevan	1107	C7988D0-1	W			804	IU	F8 V F4 D
Agalamgur	0204	C30078A-B		Na Va		113	Im	M8 V F5 D
Ahadi	0515	D536863-2				913	IL	K4 V G0 D
Akerm	1230	A662677-A		Ni		413	Im	F1 V A9 D
Akkaad	1010	X576235-0			R	200	Im	G9 V O4 D
ALEIF	0820	E672978-8		In	R	410	Im	K3 V
Alsuy	0205	E475520-3		Ni		104	Im	K6 V
Amikell	0101	D720889-3				404	Im	K8 V
Amlir	2515	E87A472-3		Ni Wa		102	IC	G9 V
Angel	2037	C201643-8		Ic Ni Va		301	Im	M3 V K0 D
Annaagmaa	2635	E000400-8		As		301	IC	M5 V G8 D A4 D
Annapabar	1936	A4367A9-D	B	Ag		210	Im	K3 V
Arakaska	2729	C63A885-7		Wa		402	KL	K8 V
Armaghigi	1306	E000432-8		As		410	Im	M3 V
Arsim	0616	B000300-D		As		123	Im	K3 V
Ashiizish	1714	D536522-7		Ni		614	Im	M1 V
Ashmaze	0417	A759320-7				822	Im	F7 V K3 D
Ashmiki	0506	C200665-8		Na Ni Va		713	Im	M3 V
Ashmikii	1506	E447552-4		Ag Ni		404	Im	F7 V K1 D
Asili	1625	C3658B5-5		Ri		214	Im	G1 V
Askhar	3034	A59A410-C		Wa		803	Xx	G5 V
Askiimir	0108	E79A340-7		Wa		614	Im	K2 V A2 D

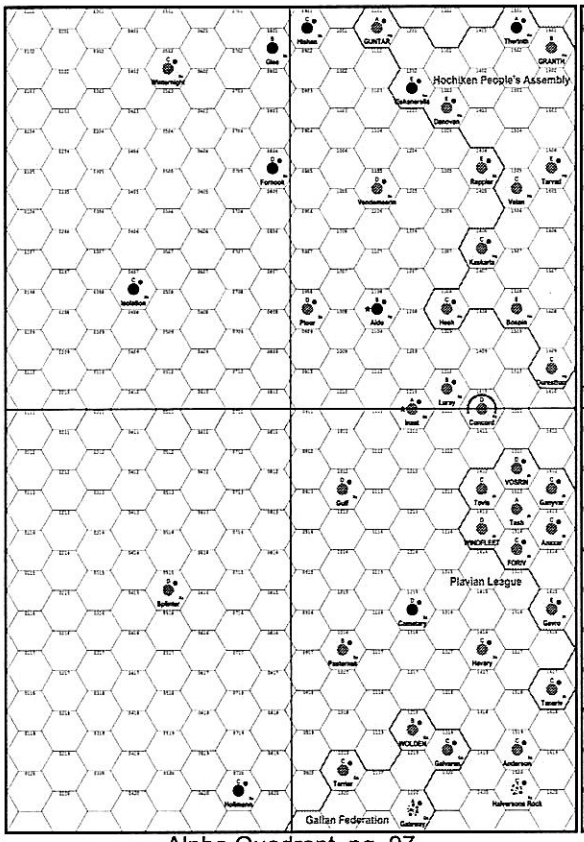
Aspiration	3232	C000566-B		As		A	403	Xx	K0 V A6 D
Avatar	1128	E642402-7		Ni Po			304	Im	K0 V
Baakh	1334	A488758-D		Ni			805	Im	F6 V
Banir	0404	C57648A-4					814	Im	G3 V K8 D
Barau Monac	0925	A676543-C					104	Im	G7 V
Barely Planet	2740	C110796-7		Na			300	IC	M3 V
Barnes	2424	C545557-6					202	IC	F6 V
Bashtu	1018	E668400-3					224	Im	F9 V A0 D
BASTION	2227	B6489A6-C	N	In			502	Im	F4 V
Bleue Mer	1513	E9AA661-7		Ni Wa			305	Im	K1 V K4 D
BLUE	1130	E334AB9-8				R	703	Im	K2 V
Brightlett	2725	C130335-9		De Po			324	Im	M3 V
Burkona	3236	E445122-1						604	X
Caeruleus	1603	E75A488-4		Ni Wa			812	Im	F4 V
Caledonia	0728	C201333-9		Ic Va			104	Im	M2 V K5 D
Charlet	1025	C476320-9					900	Im	F7 V
Conway	0717	B687553-7		Ag Ni			713	Im	M1 V
Cyllene	1613	A663468-C		Ni			104	Im	K5 V
Dadegadi	1836	A443745-C		Po			104	Im	F3 V
Dafoe	3107	B371201-8					101	Xx	F8 V
Daggar's Edge	1425	A200679-9		Na Ni Va			104	Im	M3 V K0 D
Dagkhanesh	2526	C554402-6		Ni			804	IC	G2 V
Dalganar	1637	A400534-B		Ni Va			814	Im	G0 V
Damushka	1424	D444577-8		Ag Ni			804	Im	F3 V
DAMZI	1703	D530A68-9		De Na Po			102	Im	F2 V
Danka	0628	C374410-5					120	Im	G5 V M2 D
DARAMM	0812	A76AA76-E	B	Wa			620	IL	K0 V
Darksky	2129	B323379-B		Po			404	Im	M5 V
DARRENS FOLLY	0129	C8889BA-7					300	Im	F5 V
Depot	1420	A453532-B	D	Ni Po			300	Im	K1 V
Derluga	2420	C684200-A					324	Im	G2 V
Desaa	1305	D323363-3		Po			204	Im	M3 V
Dikam	2236	C466765-7		Ni			202	Im	G1 V M4 D
Dimme	1404	X786852-2		Ri		R	923	Im	F8 V K3 D
Dimurkash	1926	C100878-A		Na Va			504	Im	F1 V
Dir-Lackbaad	0227	E577737-4		Ag			802	Im	F0 V
Du	2836	D53769D-2		Ni			403	Xx	M3 V
Dugam	0505	B99A562-C		Wa			814	Im	K8 V F9 D
DUKH	1210	A6659C9-C	A	Sector Cap.			310	Im	G1 V F5 D
Econdora	0201	A400674-E	N	Ni Va			714	Im	M2 V
Egran	1832	C256555-8		Ag Ni			600	Im	K3 V
El Jerarquía	0430	C589885-9	B	Ri			304	Im	F9 V K9 D A3 D
Elizibeth	0228	C240547-5		De Ni Po			504	Im	K8 V K7 D
Endless Blue	2534	X68A025-1		Wa			302	Xx	K0 V
Er	2731	A675662-B		Ag Ni		A	503	IC	F6 V K6 D
Ercuu	0501	C140466-B		De Po			303	Im	G6 V
Es Aal Insi	0219	E573432-7		Ni			204	Im	G2 V
Eshuun	0413	C999516-8		Ni			503	IL	F2 V
Ethan's Rest	0938	C957583-7		Ag Ni			113	Im	K9 V A2 D
Evermore	0626	D65457A-7		Ag Ni			924	Im	G4 V A7 D
FLOUS	2122	X855AC0-6				R	524	Im	K2 V M4 D
Frieden	2318	B792449-B		Ni			414	Im	F4 V A5 D
Gaguume	0509	C234553-7		Ni			525	Im	K0 V K5 D
Galir	0609	A470621-B		De			300	Im	G8 V
Gambler's Ruin	0835	B364570-6		Ni			403	Im	G3 V
Garakhu	0202	C533566-6		Ni Po			903	Im	M2 V
Gasala	3030	E373200-4					105	Xx	F0 V
Gasash	1816	C667758-9	W	Ag Ri			802	Im	K0 V
Gash	1033	A635879-A					203	Im	M8 V A2 D
Gashiddi	0810	A000200-C		As			424	IL	M1 V
Gashuki	2232	A401431-F		Ic Ni Va			105	Hc	M2 V
Gem	1914	E657462-5		Ni			414	Im	G9 V
Gergigi	2537	A896340-B					623	IC	G0 V
Giann Osi	1004	B586247-6					104	Im	K5 V
Gidakhiiki	1521	E494444-7		Ni			903	Im	G6 V A3 D
Gidikurda	1534	B200000-C		Va			203	Im	M0 V M5 V
Gidry	2012	E88A504-9		Ni Wa			400	Im	K5 V F7 D

Gig	0601	D876640-7		Ni		903	Im	F9 V
Gikii	2940	B739454-A				502	Xx	M2 V
Gilanshaar	1605	C579643-8		Ni		103	Im	F4 V M9 D
Gimmick	3109	E6456AA-2		Ag Ni		814	Xx	F2 V A2 D
Gimram	1215	E542653-1		Ni Po		100	Im	M3 V A5 D
Girmaha	1311	B785362-7				704	Im	K7 V
Gis	2438	B778224-8				213	Xx	F3 V K2 D
Gishuumka	0311	B2358B8-9				200	Im	K3 V
Glen Murdoch	1837	A54A742-B		Wa		102	Im	K9 V
Gorshon	1416	C323662-5		Na Ni Po		501	Im	K2 V A7 D
Great Ocean	1039	C96A377-8		Wa		904	Im	G4 V M2 D
Grenoble	2015	B502544-C		Ic Ni Va		702	Im	M3 V
Griik Maeii	1528	A575587-A		Ag Ni		513	Im	G6 V A0 D
Grunwald	1123	C353657-7		Ni Po		904	Im	K2 V
Guarda	1633	D000566-8		As		414	Im	G3 V A6 D
Gudkir	1701	C427558-A		Ni		404	Im	G4 V F7 D
Guill En	0217	E573559-5				905	Im	G1 V
Gulem Kilar	1437	D679564-6		Ni		623	Im	F3 V M3 D
Guular	2327	B486600-C		Ni		603	Im	K1 V
Hadaskilid	1332	D774620-5		Ag Ni		422	Im	K4 V M6 D
Hagim	2016	E754842-3				922	Im	M0 V
Harrison	1919	A120579-C		De Ni Po		403	Im	K2 V A1 D
Harukaze	0824	A302757-B		Ic Na Va		400	Im	M4 V
Haze	0905	A989331-A				110	IU	G4 V A4 D
Heath	2013	C653369-5		Po		800	Im	K7 V
Holloway	2639	C541757-B		Ni Po		915	IC	F0 V
Hope	3234	D637115-8				515	Xx	K1 V
Horner	1216	D857441-2		Ni		202	Im	G9 V
Huagamm	0813	B110889-C		Na		701	IL	F0 V
Ibaki	1723	C515766-6		Ic	A	914	Im	K0 V
Ibix	1115	E463564-9				703	Im	G1 V
Iceball	2734	B200435-9		Va		601	Xx	M9 V
Igikur	1938	E37358A-7		Ni	R	413	Im	F3 V G4 D
Igmigi	2624	B520676-9		De Na Ni Po		204	IC	G0 V M4 D
Iizirgar	2924	A4817A6-8			A	603	IC	F3 V
Ikstraat	0119	C3448A6-5				400	Im	K3 V A9 D
Impress	2808	D377310-8	S	Ni		600	Xx	F3 V
Initiate	1538	C000540-7		As		703	Im	K1 V G7 D
Integrity	0714	D589415-5		Ni		304	IL	M1 V K7 D M0 D
Integron	0710	C46689F-5		Ag		214	IL	K8 V
Ipsham	0533	A594342-C	W			104	Im	F2 V G4 D
Ir Ferith	2710	D000634-9		As		401	Xx	K4 V
Ir	0114	C686769-6		Ag Ri		900	Im	F9 V
Irdashdis	2824	A347849-C		Ag		100	IC	G4 V A9 D
Irgamki	3126	C794665-2		Ag Ni	A	701	Xx	G2 V
Irnak-Kodur	0401	B536442-B		Ni		513	Im	K0 V A2 D
Iseda	1418	AA9A322-A		Wa		303	Im	F1 V K1 D
Ishga	2637	C40088D-9		Na Va		125	IC	K9 V
Ishkad	1304	C754776-3		Ag		220	Im	F2 V
Isk	1113	CA878C0-2				123	Im	K0 V
Iswaladan	1202	A644664-B		Ag Ni		723	Im	G2 V
Ithukar	0318	B4438BF-A		Po		804	Im	G3 V
Jutland	1838	A336744-A		Ni		703	Im	K1 V
Kaalan	2935	BA99242-9				213	Xx	K3 V G1 D
Kaan	0418	A442221-A		Po		703	Im	K3 V
Kaapelli	0213	B000642-9		As		321	IL	G0 IV A5 D
Kaga	1628	E535010-5				705	Im	M7 V K5 D
Kagalidli	1921	C434600-A				105	Im	K6 V K0 D
Kagelstadt	2009	E300692-7		Na Ni Va		823	Im	M2 V
Kagemushi	0102	D235666-4		Ni		612	Im	K1 V
Kalu Marasiin	0111	AA7A226-9		Wa		603	Im	K0 V K9 D
Kaluud	0330	C9687BB-6		Ag		702	Im	F4 V
Kam	2034	C354301-A				210	Im	G1 V G4 D
Kamaskusis	2326	B150112-B		De Po		614	Im	F5 V
Karaell	3133	A355650-B		Ag Ni		620	Xx	F4 V
Karsim	2234	D776866-3		Ag Ni	A	100	IC	K0 V
Kashapkhi	1209	D000845-6		As		101	Im	F3 V

Kasuma	0327	B000764-C		As		702	Im	M2 V
Ked	3023	A663420-A				102	Xx	F9 V
Kedakhume	1509	B110530-D		Ni		804	Im	G2 V
Keene	1623	A99769D-9		Ag Ni		904	Im	F6 V
Kerin's Tyr	0620	B575775-6		Ag		320	Im	F8 V
Kha Amon	0917	B453642-9		Ni Po		304	Im	F5 V
Khaanlisha	2513	E795544-5		Ag Ni		804	IC	G2 V G2 D
KherKhine	2630	C457358-A				803	KL	F8 V
Khiigi	2829	D23079C-4		De Na Po		424	KL	M6 III
Khiir	0806	D400200-7		Va		101	Im	K8 V
KHIMUDIRE	2019	B567A9A-C				703	Im	G0 V
Khinakhi	1436	E657503-6				204	Im	K7 V
Khingir	0109	C447631-5		Ag		912	Im	K7 V F7 D
Khisa	1519	D4628AE-5				403	Im	G6 V
Khiskami	1540	B529831-B		N		404	Im	F2 V M2 D
Khush	1804	C998509-5		Ag Ni		504	IU	G2 V
KHUUR	3026	E959977-5				504	KL	F5 V
Kidush	0713	D410759-8		Ni		504	IL	M6 III K3 D K8 D
Kii Tarnii	0408	D438300-6	S			102	Im	K2 V
KIIKKEDIA	1235	B868A8A-B				115	Im	K8 V
Kiiriirshi	0405	B534663-7		Ni		713	Im	K3 V
Kikir Saana	1301	E1005B9-8		Na Ni Va		900	Im	M4 V
Kiliinemi	1237	C52368C-5		Na Ni Po		604	Im	M2 V A0 D
Kimirk	1909	B77569A-8		Ag Ni		322	Im	K0 V
Kimu	2117	A200862-D	N	Ni Va		914	Im	K6 III
Kishimaa	1933	D785779-4		Ag Ri		903	Im	F5 V
Kremei	0704	B323320-8		Po		505	Im	G7 V
Ku	0402	B130522-E		De Po		112	Im	M0 II
Kuchenwald	1830	E757887-2				514	Im	K3 V
Kug	3226	B000112-C		As		510	KL	K1 II M5 V
Kukelu	1222	C272688-6		Ni		604	Im	G7 V
Kukugukhe	1406	A654534-C		Ag Ni		814	Im	F3 V
L'Orient	0231	A547644-A		Ag Ni		913	Im	F3 V
LAKEHAM	1014	D454989-9				634	IL	G4 V
Lamda	1607	CA98546-8				204	Im	F1 V A0 D
Landing	2032	B560400-8		De		102	Im	G4 V K1 D K6 D
Larshi	3039	B562575-C		Ni		900	Xx	F7 V
Lasagima	2727	C78A300-6		Wa		602	KL	F5 V
Ledii	1429	D696554-6		Ag Ni		901	Im	K1 V A7 D
Lekharu	2118	A568401-C				203	Im	F1 V
Lempir	1708	E95A610-7		Ni Wa		621	Im	F3 V K1 D
Lepanto	1735	C555565-9		Ag Ni	A	724	Im	G0 V A8 D
Ler	0903	C632536-6		Po		630	Im	K1 V A1 D
Leshuil	0514	D88A140-4		Wa		702	IL	K7 V K1 D
Liar's Oath	1021	C4247A7-8				602	Im	M4 V
Liberty	0707	E796442-8		Ni		613	IU	G2 V
Ligate	0403	B565596-6		Ag Ni		401	Im	F6 V G8 D
Liggusla	3138	C445279-7				903	Xx	F1 V
Lirguu	2239	D786644-5		Ni		310	Xx	F0 V
Lirshe	1231	C202647-9		Ic Na Ni Va		203	Im	G0 V
Lizir	2732	X552425-3		Ni Po		103	Xx	F3 V
Llushtor	0226	A774566-9				412	Im	G7 V
Long Island	1525	C76A7CD-9		Wa		221	Im	F3 V
LonGTCop	0624	E456669-8		Ag Ni		101	Im	K7 V A8 D
Luan	1314	C302653-7		Ic Na Ni Va		813	Im	M2 V K3 D
Luria	0316	C522442-5		Po		702	IL	A7 V
Luur	0811	A56A770-C		Ri Wa		700	IL	G7 V M2 D
M'nanga	2701	A300644-A		Na Ni Va		814	Xx	0 K3 V
Ma	3021	B865134-6				513	Xx	K3 V
Maakar	2533	A2106B9-C		Na Ni		704	Xx	G1 V
Magi	0924	C473441-7		Ni		314	Im	F3 V K9 D
Magulus	2717	C536520-7		Ni		912	Im	M4 V A6 D
Maissia	0504	A000631-B		As		201	Im	M0 V A6 D
Makhan's Hold	1604	D682593-4				500	Im	K3 V K0 D
Makkidaan	2332	C553430-7		Po		212	Xx	M0 V K2 D O1 D
Mamdinga	0519	D878658-6		Ni		502	Im	G5 V K5 D
MAMIKHA	2237	E84897A-6		In	R	602	Xx	G2 V A9 D A4 D

Marda	1434	B000241-B		As		100	Im	K7 V
Marfa	3103	E331699-5		Na Ni Po		401	Xx	K2 V A6 D
Market	0428	D344100-7				822	Im	K9 V
MARUUR LIS	0107	C564976-5				700	Im	F1 V A9 D
Mastiraak	0513	D464200-6				103	IL	F2 V K1 D
Matsu	0908	C424210-6				905	Im	M0 V
Melash	1820	E21067B-6		Na Ni		323	Im	G3 V
MENSURE	3016	D6A89AA-5				900	Xx	K4 V
Mi	2320	E598411-3		Ni		700	Im	F3 V A4 D
Migimmar	2415	C533432-A		Ni Po		900	Im	K4 V
Miip	0819	E999546-3		Ni		300	IU	F1 V
Mishka	2219	C243342-6		Po		604	Im	K5 V
Misig	1427	B654454-A		Ni		500	Im	K1 V A7 D
Misrilou	2801	E647564-7		Ag Ni		623	Xx	F3 V G1 D
Missarge	1712	A544685-7		Ag Ni		213	Im	K7 V K8 D
Mistletoe	1212	C230630-9		De Po		510	Im	M4 V M9 D
Mugdange	1814	B594484-6		Ni		303	Im	F6 V
Mur Mura	0614	B88A305-9		Wa		734	IUL	F5 V
Naasirka Ual	0113	B754696-A		Ag Ni		300	Im	K6 V
Navarino	2538	A547424-E				203	IC	M3 V G0 D
New Batu	1213	B87A878-A		Wa		204	Im	K6 V
New Brunswick	0425	D470204-7		De		911	Im	K5 V
New Durbin	3003	C0008AF-A		As		414	Xx	F9 V K1 D
New G'dansk	1815	A110879-A		Na		523	Im	K1 V
New Konigsberg	1733	X200735-4		Na Va		322	Im	K1 V
New Kurdistan	1134	B140464-A		De Ni Po		703	Im	F7 V A9 D
Nicaceum	0530	A522775-C		Na Po		802	Im	M3 V
Niin	1939	D332465-7		Ni Po	A	503	Im	K3 V
Norwaal	1520	B110656-9				600	Im	K6 V K0 D
Nugun	2313	C624540-9		Ni		902	Im	M0 V K3 D
NUNDIS	1228	A300A99-A		In		700	Im	K3 V
Nushanita	2614	C537731-8		Ni		203	IC	K2 V
OHASSET	1435	A510998-D		In		502	Im	G4 V G6 D
Peraan	0406	D865669-4		Ag Ni		103	IU	G4 V G0 D
PHONIWT	3131	B331A8A-B		Na Po		614	Xx	G2 V
Piir Kalaan	0508	E000643-8		As		403	Im	M5 III M8 V
Piir	3130	A226440-B				414	Xx	M8 V F0 D
Plaisante	0434	C300748-7		Na Va		504	Im	G0 V
Prouse	0411	C000668-A		As		124	Im	K4 V A4 D
Puluke	0517	B345440-C		Ni		105	Im	F4 V A2 D
Qaarz	0414	A652400-B		Po		603	IL	F9 V M6 D
QARAN	2831	B67AAD0-B		In		223	Xx	M2 V
Raa	1927	D564562-5		Ag Ni	A	722	Im	K2 V
Re	0715	C682314-3				913	IL	K8 V K2 D
Revelation	2736	C897453-8		Ag Ni		904	IC	G3 V
Rising	0224	B969454-A		Ni		912	IU	G2 V
Rukirligi	2435	C243678-4	N	Ni Po		213	Im	G7 V
RURUR	0214	B3609BA-7	N	De		403	IL	G4 V
Rushize	2316	D225300-A				204	Im	M4 V
Rusted Root	1616	A110676-D		Na Ni		812	Im	M2 V
Saaka	1724	E4138AA-6		Ic Na		224	Im	F4 V M9 D
Saala Kis	1201	B0007C9-9		As		410	Im	G7 V
Saanshakase	2036	E550589-4		De Ni Po	R	514	Im	G9 V
SARAMID	2222	A20099A-E	N	In		223	Im	G3 V
SARUN	1315	B400993-E		In		233	Im	F5 V K1 D
Sashi	1217	A413542-E		Ic Ni		914	Im	M2 V
Sauma Forain	0915	D664875-6		Ri		904	IL	F5 V
Saviin	1005	B525478-C		Ni		422	Im	M1 V
Schulenburg	2216	A666599-A		Ag Ni		823	Im	G7 V F5 D
SECOND CHANCE	0726	D554955-8			R	900	Im	G3 V
Secord	0608	B380533-B		De		803	Im	F5 V
Secundus	0139	A403400-D		Ic Ni Va		902	Im	M4 V A2 D
SENTRY	0921	B5A8ACB-D				410	Im	M4 V
Shaada Kur	0705	B88A652-D		Ni Wa		903	Im	K6 V K6 D
Shaasi	1203	C888320-8				213	IU	F0 V
Shaasimamir	1822	C564233-7				702	Im	F8 V A1 D
Shagimi	1915	D300789-5		Na Va		802	Im	M5 III

Shah Moran	1413	B7A8660-9		Ag Ni	300	Im	G2 V
Sham	2832	A85977A-D			210	Xx	F7 V A1 D
SHAMOKIN	1002	A54599D-E	N	In	104	Im	F0 V
Shamuus	2133	C453758-9		Po	303	Im	F3 V
SHANAPE	1023	B4379BD-D	B		214	Im	M8 V
Shangri La	0933	A000655-C		As	803	Im	M1 V M6 D
Shanim	1223	D453556-B		Po	103	Im	G1 V A8 D
Sharone	0328	B332630-9		Na Ni Po	122	Im	A5 III K6 D M8 V
Shi	0914	E66A621-7		Wa	300	IL	F5 V
Shikirmi	1730	A364746-A		Ag Ri	101	Im	G1 V A8 D
Shikun Lake	1317	D438645-4		Ni	712	Im	M3 V
Shiloh	2023	C22689B-5			122	Im	K0 V
Shirgegge	1511	B55778B-B		Ag Ni	905	Im	K0 V G5 D
SHIRSHAGI	0815	B8889CC-A			504	IL	M3 V
Shore	0315	A445613-A		Ag Ni	304	IL	F5 V A4 D
Shurmon	1614	C00089A-7		As	902	Im	F2 V K6 D
Shurril Gami	2724	C3337C7-9		Na Po	921	Im	M9 V
Shusknuu	1638	D440110-7	S	Po Ni De	300	Im	F4 V M2 D
Sik	2131	C896422-4		Ni	623	Im	F9 V
Sikali	1636	D324437-5		Ni	703	Im	K2 V
Sikiir	0122	B566437-9		Ni	210	Im	G9 V
Silver	0221	E224678-A		Ni	103	Im	M1 V
SSISSTH	2517	A6249D9-B		In	303	IC	M1 V
Stalwart	0512	A433641-A		Ni Po	403	IL	K3 V
Sunset	1911	C86A846-8	S	Ri Wa	703	Im	G2 V F9 D
Superior	2314	X89A786-1		Ni Wa	204	Im	K6 V A3 D
Tamandare	0912	B227884-7			124	IL	G9 V K1 D
Taylor's World	1728	A110300-C			913	Im	K5 V
Tender Mercy	0314	E447210-5			200	IL	2 V A6 D
TILE	0313	C7C39B9-7			313	IL	F9 V
TOMAUU	1110	D8589B8-8			421	IU	K0 V K1 D A7 D
TREADING	0518	D6669B7-4			210	Im	K2 V A7 D
Triton	1117	B100328-9		Va	811	Im	K6 V M5 D K9 D
Udeshasdiin	2033	C564422-9			322	Im	G7 V K1 D
Udirgimma	2530	A773520-8		Ni	914	KL	G6 V
Ugkimlu	2828	B75A8DE-7		Wa	302	KL	F0 V
Ukham	2521	C978552-6		Ag Ni	323	IC	F6 V G9 D
Ulagaska	2728	B655743-4		Ag	622	KL	F1 V A9 D
Ulikmimki	2029	C100426-A		Ni Va	601	Im	M2 III A2 D
Um Shudu	1704	C235620-6			103	Im	M0 V A9 D
Umshush	0223	C221134-8		Po	613	Im	K5 V K7 D
Umu Harat	1339	C684523-9		Ni	624	Im	G1 V F6 D A9 D
Unlimited	0333	B551410-7		Ni Po	704	Im	G4 V
Ur	1937	A652678-9		Po Ni	200	Im	G1 V
Urchem	0729	D330733-6		De Na Po	113	Im	M3 V
Urdilinu	1417	C87A846-7		Wa	602	Im	G0 V A3 D
UREWR	0123	C887A85-9			505	IU	G2 V
Ushlash	2921	A1206AE-C		De Na Ni Po	502	Xx	K1 IV K4 D
Ushtar	1415	B567665-8		Ag Ni Ri	302	Im	F3 V
Vanessa	2938	B311436-B		Ic Ni	603	Xx	M3 V
Verdant	2115	E5585A9-5		Ag Ni	513	Im	K0 V
Weston	0618	B7788B9-5	S		705	Im	F7 V
Wonder	1913	C86A300-6		Wa	403	Im	G4 V M9 D
Xenophone	0322	C88A667-7		Ni Wa	504	IU	F0 V
Yrial Raa	0906	E64A6AA-7		Ni Wa	704	Im	K3 V
Zaada	2422	A87A778-C		Wa	713	IC	K2 V
Zagu	0310	B100414-B		Va	811	Im	M5 III
Zirziba	1817	D977377-5			304	Im	K6 V
Zuge	2137	B676533-A		Ag Ni	524	Im	G7 V A4 D



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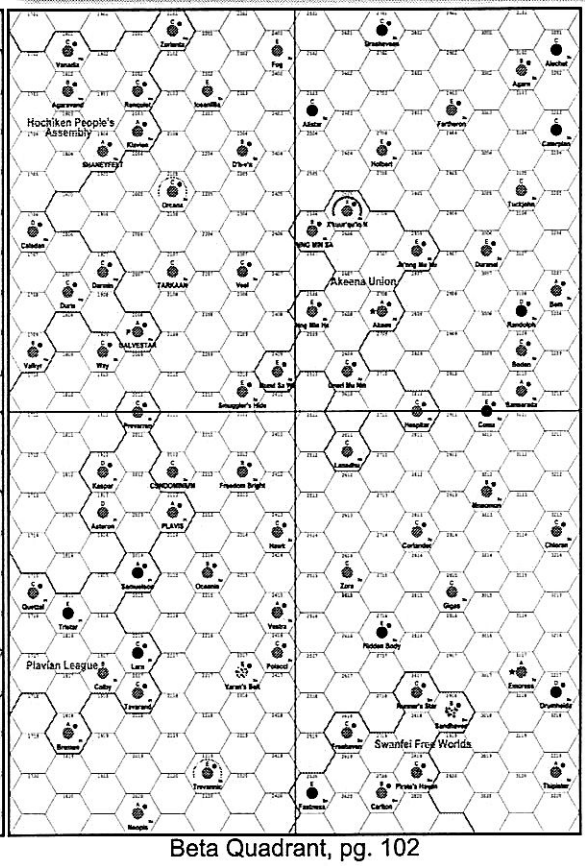

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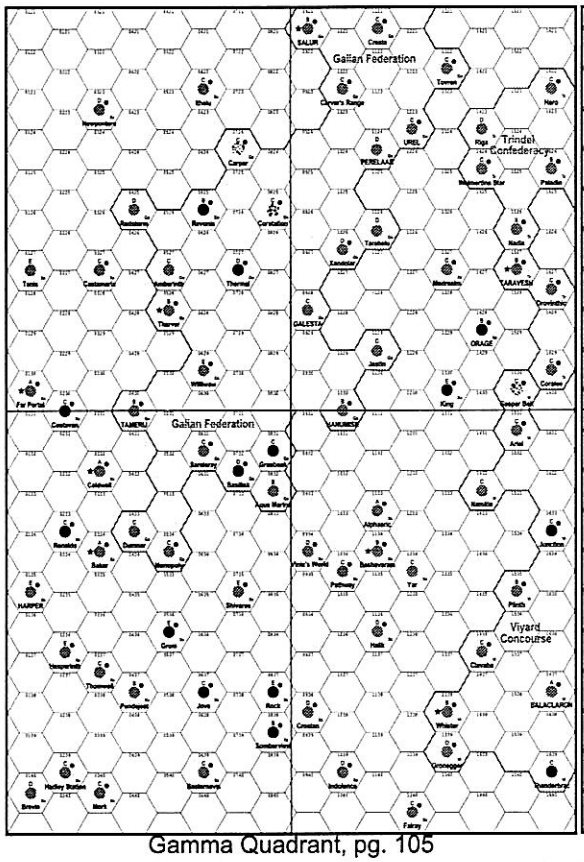
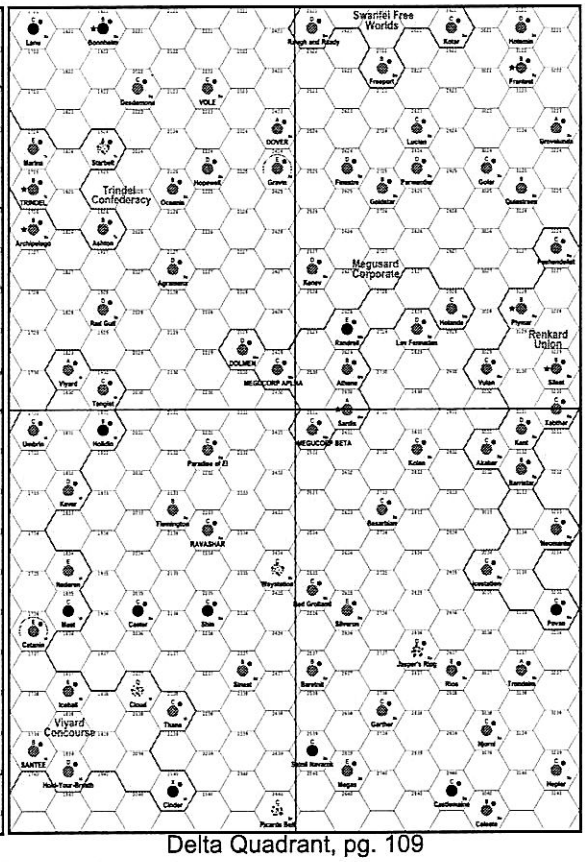


Gamma Quadrant, pg. 105



Delta Quadrant, pg. 109

APPENDIX II: GATEWAY SECTOR

The entire Gateway sector data listing in alphabetical order by system name.

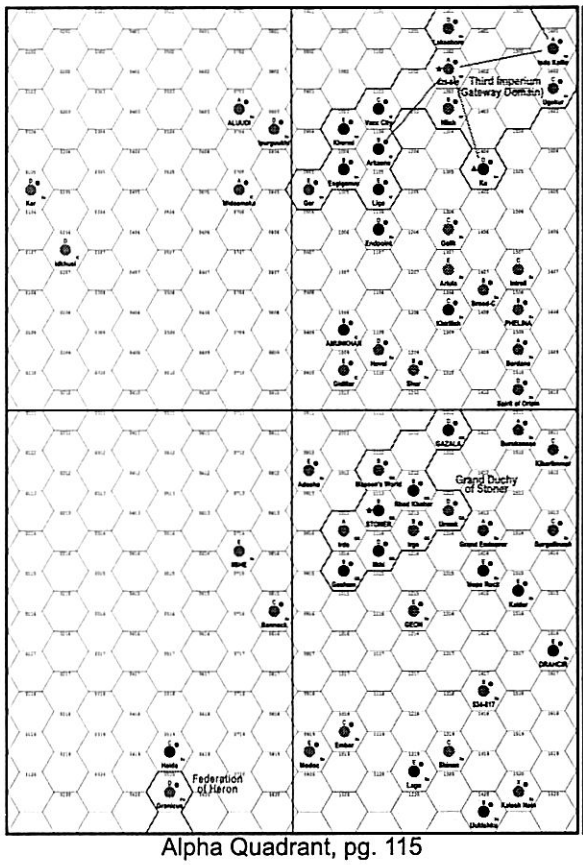
	Coordinates							
Name	*Hex*	*UWP*	*B*	*Trade*	*TZ*	*PBG*	*All*	*Stellar Data*
Agaravand	1802	B66A7F9-9		Wa		411	Ho	F5 V
Agarn	3102	B66A779-9		Ri Wa		712	Xx	F4 V
Agramenx	2127	D837897-4				815	Xx	F2 V
Akabar	3031	C7676AC-9		Ri		524	Re	F9 V
Akeen	2708	A66A620-D	N	Ni Wa		112	Ak	F5 V M5 D
Aldo	1108	B200623-A	N	Na Ni Va		312	Xx	M1 V
Alechet	3201	C230245-9		Ni Po De		310	Xx	M7 II
Alistar	2503	C120654-A		Ni Po De		110	Xx	G9 V M6 V
Alphaaric	1133	A996320-F				832	Xx	F4 V
Amberinth	0527	C7858A7-A		Ri		800	Ga	G1 V
Anaxar	1613	C478861-A				912	Pl	F3 V A2 D
Anderson	1519	CACA356-B		Po		821	Xx	M8 V M9 V
Aqua Marina	0832	B58A854-A		Ri Wa		400	Ga	G7 V M7 D
Archipelago	1726	B78A657-A	N	Ni Ri		616	Xx	F2 V A1 D
Ariel	1531	C684684-6		Ag Ni		113	Vi	F6 V K6 D
Ashton	1926	B67377B-6				914	Tr	F2 V A1 D
Asteron	1913	D855889-A		Ag		120	Pl	F5 V K6 D
Athene	2629	B689757-8		Ni Ri		114	Me	F7 V
Azuris	2727	B66A610-9		Wa		301	Xx	F4 V
Baker	0334	A876677-8	N	Ag		905	Xx	F9 V
BALACLARON	1637	A867989-A				414	Vi	F4 V M8 D
Banserada	3110	A512623-B		Ni Ic		913	Xx	M4 V
Baretnit	2537	B629234-9		Ni		201	Xx	M3 V
Barristar	3132	B964320-9		Ni		511	Re	K4 V
Basilisk	0732	D750300-9		De Po		724	Ga	F3 V
Basternevis	0639	C575556-8		Ag Ni		821	Xx	F6 V M4 D
Bem	3207	AADA330-C		Ni		711	Xx	G9 V A1 D
Besarbian	2733	C534899-7				513	Xx	G3 V O7 D
Beshavaram	1134	B426647-B	N	Ni		835	Xx	G7 V
Boden	3109	C77A565-7		Ni Wa		812	Xx	G0 V
Bonnhelm	1921	B650345-A	N	De Ni Po		922	Xx	F3 V M4 D
Bospin	1508	E456459-8		Ni		100	Ho	K4 V
Bremen	1818	A693633-A		Na		711	Pl	F9 V
Brevin	0140	D463310-A		Ni		320	Xx	F7 V
Caladan	1706	D67373A-9				715	Ho	F3 V F5 D
Caldwell	0332	A401654-A	N	Na Ni Va Ic		323	Xx	M9 V
Carlton	2720	B667754-A		Ag Ri		825	Sw	F2 V M7 D
Carper	0724	C000447-B		Ni As		913	Ga	F4 V A4 D
Carver's Range	1022	C669642-8		Ni Ri		912	Ga	G2 V
Castamaria	0327	C64A672-A		Na Ni Wa		301	Xx	F6 V
Caster	2035	C150559-9		Ni Po De		522	Xx	F6 V
Castlemaine	2940	C230325-8		Ni Po De		612	Xx	M8 V A8 D
Catanin	1736	E673200-9		Ni	A	112	Vi	F6 V A8 D
Caterplan	3203	C1408A9-A		Po De		100	Xx	F5 V M6 D
Celeste	3040	B85A876-8		Wa Ri		311	Xx	F9 V
Chloran	3213	C9C4100-B		Ni		901	Xx	M4 V
Cinder	2140	X710200-9		Ni De		111	Vi	A7 V
Clavaba	1436	C466459-4		Ni		911	Vi	F4 V
Cloud	2037	D000400-A		Ni As		510	Vi	M8 V
Colby	1917	B659867-A				610	Pl	F8 V
Coma	3010	E100586-7		Ni Va		523	Xx	M9 III M9 V
Cometary	1215	D110462-A		Ni		434	Xx	M2 V M8 D
Concord	1410	D68768A-7		Ag Ni	R	700	Xx	F5 V G3 D
CONDOMINIUM	2112	C867A96-5				210	Xx	F3 V
Coralee	1629	C411764-9		Na		615	Tr	M2 V
Coriander	2813	C223669-8		Na Ni Po		401	Xx	M6 V
Corstation	0825	C00A100-6		Ic		811	Ga	M7 V M0 D
Costavan	0230	C360431-A		Ni De		401	Xx	G0 V F4 D
CRESTA	1121	C768988-C				211	Ga	K0 V
Crostan	0938	D243642-5		Ni Po		302	Xx	F4 V A3 D
D'h-v'n	2304	B311323-B		Ni Ic		322	Xx	G3 V

Danovan	1303	E79A5AA-9		Wa Ni		504	Ho	F0 V
Darmin	1907	C68A3FA-A		Ni Wa		301	Ho	G0 V
Desdemone	2022	C454333-A		Ni		812	Xx	F1 V M4 D K6 D
DOLMEN	2329	D942987-6		In		512	Me	F9 V
DOVER	2423	A8999A6-9		In		213	Xx	F5 V G1 D
Drasheveen	2701	C230225-9		Ni Po De		812	Xx	M0 III
Drovinthic	1627	C865520-9		Ni Ri		922	Tr	K8 V K0 D
Drumhelda	3217	D110330-9		Ni		232	Xx	M4 V
Dumnar	0433	C554510-7		Ag Ni		700	Ga	F2 V A3 D
Duranel	3006	E32487B-9				101	Xx	F6 V
Duresthan	1609	C6236FE-A		Po		110	Ho	M5 V M2 D
Duris	1807	C5596FA-9		Ni		611	Ho	F3 V
Emoress	3117	A66A779-9	N	Ri Wa		410	Xx	F9 V
Falray	1240	C244665-7		Ag Ni		215	Xx	F6 V
Far Portal	0130	A238546-A	N			323	Xx	M4 III
Fartheron	2903	E564626-6		Ni		323	Xx	F0 V
Fastness	2520	E110772-A		Na		310	Sw	M0 V K0 D
Finestre	2624	D5A2303-9		Ni		314	Xx	M9 V K5 D
Flemington	2133	B472789-8				400	Xx	F1 V
Fog	2401	E9B3489-9		Ni		920	Xx	M2 III
FORIV	1514	C772A88-A		In		112	Pl	F0 V
Fornook	0804	D100403-A		Na Va		102	Xx	M0 V
Frantest	3122	B66A836-7	N	Wa		211	Xx	F4 V
Freedom Bright	2312	B544585-7		Ag Ni		611	Xx	G7 V K7 D
Freehaven	2618	C624742-6				401	Sw	M0 V
Freeport	2722	B646402-9		Ni		423	Sw	F5 V
GALESTA	0928	C797998-9		In		310	Ga	F3 V
Galvaren	1319	C748651-B		Ag Ni		612	Ga	F8 V A3 D
GALVESTAR	2008	A778AAA-A		In		122	Ho	G5 V F5 D
Ganyvar	1612	C766684-9		Ag Ni Ri		312	Pl	F9 V
Garther	2738	C536422-A		Ni		914	Xx	M1 III M7 V
Gaspar Belt	1530	C000684-B		Na As		712	Vi	M4 V
Gateway	1220	A062688-A		Ri Ni		622	Ga	F0 V A2 D
Gavro	1615	E87A200-0		Ni Wa		101	Pl	G3 V
Gigas	2915	C577100-9		Ni		900	Xx	K3 V
Glee	0801	B130679-A		Na Ni Po De		210	Xx	K4 V
Gneri Mu Nin	2609	C555554-9		Ag Ni		313	Ak	F6 V A8 D
Golar	3024	C87A534-7		Ni Wa		603	Xx	G5 V
Goldstar	2725	B658301-A		Ni		914	Xx	F5 V
GRANTH	1601	B8779FE-A		In		910	Ho	F6 V F7 D
Gravin	2424	E654410-8		Na In	A	802	Xx	K1 V
Grom	0536	EAA0350-8		De		301	Xx	M1 V
Gronegger	1339	D213535-9		Ni Ic		913	Vi	K2 V
Grosbeak	0831	C7C0401-A		Ni De		710	Ga	M9 V M5 D
Grovelunda	3223	A439667-A		Ni		323	Xx	A0 III
Gulf	1012	D679446-7		Ni		913	Xx	F3 V
GUNTAR	1101	A8969AA-A		In		122	Ho	G5 V
Hadley Station	0239	CABA241-8		Wa		713	Xx	M3 V
Halik	1136	D332738-9		Ni Po		132	Xx	M7 V K2 D
Halversons Rock	1520	C000898-A		Na As		712	Xx	F6 V
HANUMISK	1030	B642998-A		In Po		212	Ga	G6 V
Haro	1622	C6696A2-6		Ni Ri		421	Tr	G8 V
HARPER	0135	E647ABC-9		In		215	Xx	F9 V G9 D
Havary	1416	C553559-9		Ni Po		912	Xx	F3 V F2 D
Hawk	2413	C765887-9		Ri		612	Xx	G0 V
Hepler	3239	C687200-7		Ni		921	Xx	G8 V K0 D
Hesh	1308	C46556A-A		Ag Ni		912	Ho	F0 V M7 D
Hesperinth	0236	E673675-9		Ni		605	Xx	F3 V
Hespitar	2810	C446410-A		Ni		813	Ak	F0 V A7 D
Hidden Body	2716	E100000-0		Ni Va		313	Xx	A8 V
Hishan	0901	C200478-9		Ni Va		211	Xx	G6 V
Holande	2928	C534573-9		Ni		900	Me	M2 V A7 D
Holbert	2704	E243442-4		Ni Po		112	Xx	F9 V K0 D
Hold-Your-Breath	1839	DACA324-B		Ni Wa		311	Vi	M6 V F9 D
Holidin	1931	B220475-A		Ni Po De		913	Vi	G7 V M0 D
Hollmann	0720	C9B0589-9		Ni De		113	Xx	M7 V
Hopewell	2224	D5848A9-0				712	Xx	F6 V A7 D

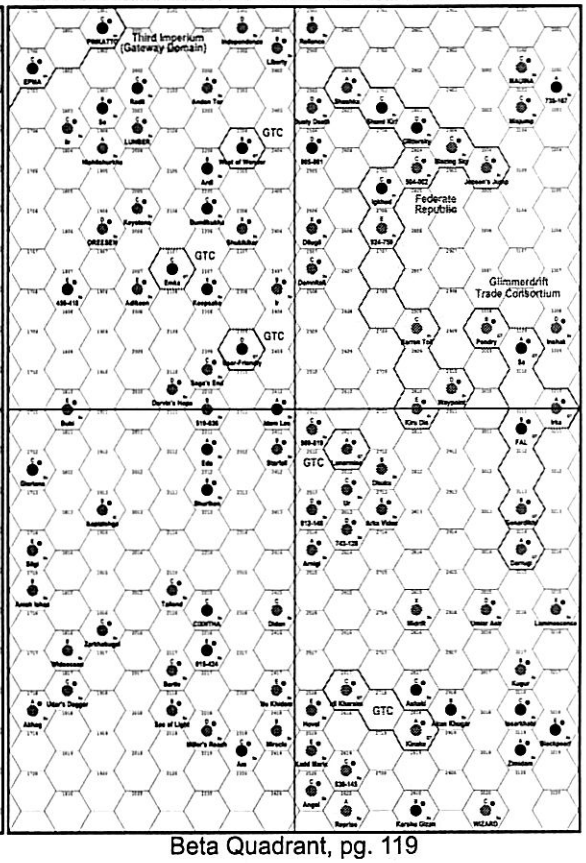
Hotemin	3121	D21366A-7		Ni Ic		211	Xx	M5 V
Iceball	1837	E21A320-A		Ni Ic		212	Vi	M1 V
Icestation	3034	C10A752-9		Ni Va Ic		211	Re	M4 V
Inast	1210	A663669-7	N	Ni		812	Xx	F1 V M9 D
Indolence	1039	D585430-8		Ni		512	Xx	F6 V
Iosanillia	2202	E747679-1		Ag Ni		700	Xx	G3 V M4 D
Isolation	0407	C7C0501-C		Ni De		914	Xx	K1 V K8 D
Ithelu	0622	C675512-B		Ag Ni		933	Xx	F4 V
Jasper's Ring	2836	D000779-C				214	Xx	M5 V
Jastin	1129	C76A624-A		Ni Wa		125	Ga	F8 V
Jh'nng Mu Nu	2806	E683459-9		Ni		413	Ak	F5 V
Jove	0637	C210743-9		Na Ni		112	Xx	F4 V M0 D
Junction	1633	C560432-A		Ni De		812	Vi	F3 V
Kaskaria	1406	C6247AA-9				623	Ho	M7 V
Kaspar	1912	D766684-8		Ag Ni Ri		524	Pl	F1 V M4 V
Kenev	2527	D898314-5		Ni		913	Xx	F0 V
Kent	3131	D434724-6		Ni		111	Re	M9 V A4 D
Kever	1832	D558442-7		Ni		611	Vi	F4 V
King	1330	E480389-8		Ni De		504	Xx	F5 V
Klavien	2003	A7957FA-8		Ag Ni		701	Ho	F2 V
Kolan	2831	C757887-9				314	Xx	F4 V
Kotar	2921	C554650-9		Ag Ni		624	Sw	F8 V
Lanadhu	2611	C223669-A		Na Ni Po		100	Ak	F9 IV
Lanu	1721	C410410-9		Ni		213	Xx	M2 II M8 V
Lern	2016	C310885-A		Na		915	Pl	F9 V F5 D
Lov Fennaden	2828	D682432-7		Ni		613	Xx	M1 V K3 D
Lucian	2823	C6A9334-9		Ni		211	Xx	M5 III O1 D
Luray	1310	B648300-9		Ni		733	Xx	G1 V K1 D
Marina	1724	E77A769-7		Ni Ri Wa		512	Tr	F6 V A5 D
Mast	1835	C20088B-A		Na Va		910	Vi	F4 V
Medrealm	1327	C87679B-6		Ag		914	Xx	K1 V
Megas	2639	EA9A5A9-7		Ni Wa		724	Xx	F6 V
MEGUCORP ALPHA	2429	C77999A-9		In		412	Me	F4 V
MEGUCORP BETA	2531	C53999A-9		In		103	Me	F8 V
Mneomon	3012	BA89537-C		Ni		724	Xx	F4 V
Monopoly	0534	C88889A-5		Ri		213	Ga	F2 V
Mork	0340	C558445-4		Ni		711	Xx	F3 V
Mund Sa We	2409	E853724-6		Po		114	Ak	F6 V A6 D
Nadia	1526	X766778-0		Ag Ni		113	Tr	G6 V
Namitin	1432	C525340-7		Ni		210	Vi	M2 V G2 D
Nederen	1834	E631744-9		Na Po		210	Vi	M7 II M6 V
Neomantel	3233	C65A793-A		Wa		211	Re	F7 V K7 D
Neopis	2020	A676789-A		Ri		521	Xx	G6 V
Newpontere	0323	D597488-9		Ni		424	Xx	F2 V M8 D
Njorni	3038	C651775-9		Po		632	Xx	K9 V
Nng Min Ha	2508	E454500-9		Ni		922	Ak	K1 V K0 D
NNG MIN SA	2506	B477976-B		In		624	Ak	F3 V
Oceanis	2125	B67A799-7		Ri Wa		401	Xx	F9 V
Oceanis	2214	B67A799-7		Ri Wa		201	Xx	G3 V
ORAGE	1428	B410AD9-9		Na In Po De		334	Xx	F9 V
Orcana	2105	C86A575-B		Ni Wa	A	914	Xx	G2 V M4 D
Paladin	1624	B757476-A		Ni		112	Tr	G7 V
Paradise of El	2231	C757863-6				913	Xx	G4 V A6 D M8 D
Parmentier	2824	D567669-7		Ag Ni Ri		625	Xx	G2 V K9 D
Pashendelist	3226	C53789A-A				601	Re	F6 V
Pasternak	1016	B301698-A		Na Ni Va Ic		114	Xx	G3 V
Pathway	1034	C748556-B		Ag Ni		113	Xx	G0 V M9 D
Pendejest	0437	BAB2458-7		Ni		821	Xx	M5 V M1 V
PERELAAR	1124	D8A8997-9				123	Ga	F8 V M2 D
Picard's Belt	2440	C000510-A		As Ni		910	Xx	F6V
Pirate's Haven	2819	C775871-A				826	Sw	F1 V
PLAVIS	2113	A69899A-A		In		214	Pl	F3 V
Plinth	1535	B553310-8		Ni Po		613	Vi	F8 V M2 D
Ploor	0908	D553310-8		Ni Po		821	Xx	F4 V A6 D
Plymar	3128	B554445-A	N	Ni		710	Re	G8 V M3 D M3 D
Polacci	2416	C687400-6		Ni		512	Xx	F0 V
Povan	3235	C430755-A		Na Ni Po De		723	Re	K1 V F7 D

Prevarren	2010	C555555-A		Ag Ni		713	Pl	G7 V
Quetzal	1715	C68289A-5				912	Pl	F4 V
Quiestreen	3125	B48A677-8		Wa Ni Ri		500	Xx	F3 V
Randolph	3108	D140899-B		Po De		112	Xx	F0 V K9 D M0 D
Randrell	2628	E980100-4		De		211	Me	F7 V
RAVASHAR	2233	C5449CC-8		In Po		723	Xx	K6 V
Red Grolland	2535	C511558-A		Ni Ic		814	Xx	M7 V
Red Gulf	1928	D637684-A				903	Xx	F6 V
Redstorm	0425	D626898-7				900	Ga	F7 V
Renaldo	0233	C230568-9		Na Ni Po De		923	Xx	K2 V M6 V
Renquist	2002	CAA33F9-A		Ni		313	Ho	M3 V
Reppler	1404	EA538AC-9				215	Xx	F6 V
Revonis	0625	B220410-A		Ni Po De		702	Ga	M7 V
Riga	1423	D675887-8				810	Tr	G7 V
Rios	2937	E424665-8		Ni		322	Xx	A8 V
Rock	0837	E420200-6		De Po		412	Xx	G4 V
RoughandReady	2521	D789668-9		Ni Ri		712	Sw	F0 V
Runner's Star	2817	C686650-9		Ag Ni Ri		413	Sw	F3 V
SALUR	0921	B746989-9	N	In		811	Ga	M2 V M0 D
Samuelson	2014	A100876-A		Ni Va		114	Pl	K4 V M4 V
Sanderay	0631	C59A578-9		Wa		811	Ga	F5 V
Sandhaven	2918	B000830-A		As Na		322	Sw	F8 V
SANTEE	1739	B777989-A		In		214	Vi	F8 V F2 D
Sardis	2630	A876899-B	N	In		900	Me	F8 V M8 D
Setnil Navarok	2539	C400575-A		Ni Va		710	Xx	A1 V
SHANEYFELT	1904	A7779FA-9		In		313	Ho	G4 V
Shin	2235	C400300-A		Ni Va		712	Xx	M8 V M4 V
Shivaree	0735	E768758-7		Ag Ri		812	Xx	F7 V
Silest	3229	B99A774-8	N	211	Re	G2 V		
Silveron	2635	E978656-7		Ag Ni		323	Xx	F3 V F7 D
Sinest	2337	B575886-8				924	Xx	K4 V
Smuggler's Hide	2310	E978552-7		Ag Ni		123	Xx	K5 V G1 D
Somberview	0838	B210899-7		Na		602	Xx	F2 V
Splinter	0515	DAAA300-8		Ni Wa		312	Xx	M6 V
Starbelt	1924	A000647-9		Ni As		111	Tr	M2 V G0 D
TAMERIJ	0430	B467998-B				405	Ga	F2 V M9 D
Taneriv	1617	C76A866-8		Ri Wa		114	Pl	G3 V A9 D
Tangist	1930	C336256-3		Ni		902	Vi	M6 III
Tanis	0127	EA89655-7		Ni Ri		520	Xx	F0 V
Tarabalu	1126	D454456-9		Ni		911	Ga	F9 V
TARAVESH	1527	B767955-C	N	In		224	Tr	G6 V
TARKAAN	2107	C473976-C		In		820	Xx	G7 V
Tarvad	1604	E6758FA-8				912	Ho	F3 V M3 D
Tash	1513	A968887-B		Ri		410	Pl	F0 V
Tavarand	2017	C6397A8-5		Ni		102	Pl	M9 V
Terrier	1019	C869575-A		Ni		813	Ga	K9 V
Thanderbrac	1639	C150759-9		Ni Po De		410	Vi	K6 V
Thane	2138	C999643-3		Ni		914	Vi	F5 V G0 D
Tharver	0528	B7758C5-9	N	In		911	Ga	F3 V
Therinth	1501	A8208FA-9		De Ni		812	Ho	F0 V A1 D
Thermal	0727	D750500-9		De Po		524	Ga	G6 V F1 D
Thipister	3219	A769624-A		Ni		323	Xx	F3 V
Thomwell	0337	C7768AB-8				601	Xx	G3 V A3 D
Tovis	1412	C664532-A		Ag Ni		510	Pl	F3 V F8 D
Tovren	1322	C879447-8		Ni		813	Ga	F5 V
Trevannic	2219	E876760-9		A		804	Xx	F1 V
TRINDEL	1725	B565989-D	N			214	Tr	K7 V
Tristar	1815	E110436-A				200	Pl	M6 III
Trondelm	3137	A53A8A9-9		Wa		211	Xx	F0 V
Tuckjohn	3105	C567400-6		Ni		900	Xx	F1 V K0 D F8 D
Umbrin	1731	C558442-A		Ni		912	Vi	G9 V
UREL	1223	C88A9D9-A		Wa		213	Ga	F3 V A7 D
Valkyr	1709	BA598FE-B				913	Ho	K0 V
Vanadia	1801	CA877F9-A				801	Ho	F2 V
Vandemeerin	1105	D87876A-9		Ag		112	Xx	G4 V
Varan's Belt	2317	B000730-B		Na As		512	Xx	M6 V M9 D
Veel	2307	C624779-9				901	Xx	M2 V M2 D

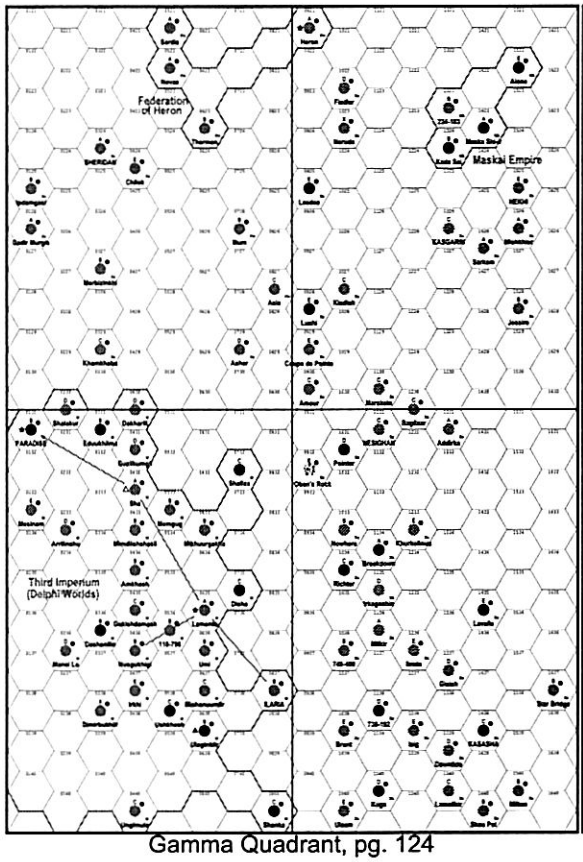
Velan	1505	C87A7FA-5		Wa		210	Ho	F5 V K0 D
Vestra	2415	A23474B-A		Ag		401	Xx	G0 V M4 V
Vinie's World	0934	D4357CC-5				101	Xx	M3 II G4 D
Vishanerella	1202	E1005AA-8		Va		313	Ho	K6 V
Viyard	1829	A76A788-A		Wa		311	Vi	F5 V
VOLE	2222	C9919B9-A		In		211	Xx	F0 V
VOSRIN	1512	D87A987-A		In Wa		823	Pl	K2 V
Vulan	3029	C7886A9-9		Ag Ni Ri		524	Re	F0 V
Way	1909	C658648-5		Ni		111	Xx	F1 V
Waystation	2434	C000749-A		De Va		410	Xx	K9 V
Welmertins Star	1424	C7A7424-9		Ni		712	Tr	G7 V A2 D
Whister	1338	B688327-A	N	Ni		612	Vi	G8 V
Williwaw	0629	E999533-5		Ni		702	Ga	F3 V
WINDFLEET	1413	D779999-A		In		410	Pl	F5 V M8 D
Winternight	0502	C516254-A		Ni Ic		522	Xx	M6 II M0 D
WOLDEN	1218	B4479A9-A		In		315	Ga	F3 V M1 D
X'kuur'qu'io N	2605	X747679-0		Ag Ni	R	813	Ak	F6 V
Xabthar	3230	C643554-8		Ni Po		101	Re	F1 V
Xandolar	1026	D626888-9				514	Ga	F7 V
Yar	1234	C8D3578-8		Ni		400	Xx	G8 V F3 D
Zora	2614	C748551-4		Ag Ni		600	Xx	M3 V
Zorianta	2101	C7778FA-A				713	Ho	F0 V A3 D



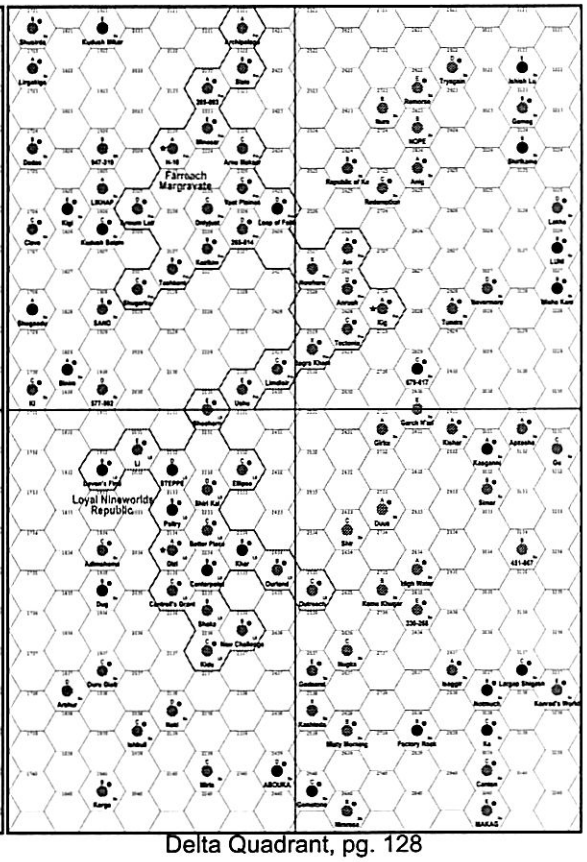
Alpha Quadrant, pg. 115



Beta Quadrant, pg. 119



Gamma Quadrant, pg. 124



Delta Quadrant, pg. 128

Glimmerdrift-Reaches Sector
Gateway Domain

APPENDIX III: GLIMMERDRIFT-REACHES SECTOR

The entire Glimmerdrift-Reaches sector data listing in alphabetical order by system name.

	Coordinates							
Name	*Hex*	*UWP*	*B*	*Trade*	*TZ*	*PBG*	*All*	*Stellar Data*
015-424	2216	E7A08BC-4		De		703	Xx	M3 V
025-841	1302	A9B6631-A	N			904	Im	M2 V M6 D
110-796	0536	BAB4001-B				704	Id	K9 V M5 D
224-103	1323	B9A38BB-6				203	Mk	M2 V
265-514	2326	D9C2345-4				504	Fm	M8 III
285-093	2222	AAB3123-9				724	Fm	M5 V
330-268	2835	E6A3699-3		Ni		514	Xx	M4 III M1 V
451-867	3134	B7A4576-B		Ni		900	Xx	K3 V K2 D
459-418	1807	E9D0654-7		De Ni		204	Xx	M4 II
504-002	2804	C7A2741-9		Ni		102	Fr	M1 V M9 D
519-036	2210	B5A1618-8		Ni		100	Xx	M3 V M7 D
534-817	1417	B6A2100-D				105	Xx	M7 V
569-519	2511	C9A9566-B		Ni		204	Xx	G4 V
577-592	1930	D8C6866-9				500	Xx	K3 V K4 D
679-617	2829	C6B069D-9		De Ni		504	Xx	M4 V
735-167	3202	A6A0402-D		De		710	Xx	M2 V
738-192	1138	D5A0888-2		De		624	Xx	M6 III
743-128	2613	D6A2340-5				203	Xx	K4 V F3 D
749-400	1036	B7A1635-7		Ni		303	Xx	M0 V
805-881	2504	D5A0778-4		De		503	Xx	K6 V
812-148	2513	D8B5589-5		Ni		523	Xx	G3 V
830-145	2619	C9A5486-8		Ni		904	Xx	M2 V
924-759	2706	E8A57A9-3				310	Fr	M3 V A5 D
947-319	1924	B8A1514-8		Ni		700	BK	K1 V
Aapizishga	1913	B262653-A		Ni Ri		403	IC	M3 V
ABOUKA	2439	D100A97-C		In		103	Xx	G7 III M7 V
Adasha	0912	E785675-2		Ag Ni Ri		625	Xx	M2 V
Addirka	1331	A434101-A				712	Xx	K0 V
Adikeen	2007	E88A644-5		Ni Ri Wa		203	Xx	K6 V
Adimshome	1934	CA9A672-8		Ni Wa		702	Xx	M2 V
Akhag	1718	A624559-C		Ni		614	Xx	K0 V
Akun Khugar	2918	B100223-E		Va		600	Xx	M1 V
Alone	1522	E400788-8		Na Va		903	Mk	K1 V A0 D
ALUUDI	0703	A334965-G				114	Xx	K0 V
Am	2319	C110513-7				223	Xx	M9 V K1 D
Am	2626	A8966A9-B		Ag Ni		305	Fm	G0 V K1 D
Amkhash	0434	B2336BD-7		Na Ni Po		324	Id	M0 V
Amour	0930	C535496-9		Ni		223	Xx	G1 V
AMUNKHAN	1008	B1009BB-F		In		405	IC	K0 V
Anden Tor	2202	A548241-D				801	Xx	G4 V
Angel	2520	C784687-2		Ag Ni Ri		611	Xx	K2 V
Anig	2824	A464200-D				911	Xx	K4 V
Anish Ishas	1715	B765668-8		Ag Ni Ri		200	Xx	K9 V
Anrush	2627	D77777A-2		Ni		524	Fm	K2 III M9 V
Apzasha	3131	A528697-A		Ni		903	Xx	M3 V M3 D
Archipelago	2321	A52A422-F		Ni Wa		300	Fm	M2 V
Ardi	2204	B100423-D		Va		910	Xx	M9 III
Arka Videa	2713	E565644-7		Ni		123	Xx	K1 V
Arkaene	1104	B100000-9		Va		603	Im	M9 V M3 D
Arlula	1307	E4568BC-2				700	Xx	M2 V
Armum Lair	2025	D692889-7				223	Fm	G8 V M3 D
Arnigi	2514	A464599-B		Ag Ni		502	Xx	M1 V
Arnu Makaar	2324	C323257-7		Po		700	Fm	K9 III
Arrilinshu	0233	D757545-3		Ag Ni		803	Id	K4 II
Arshur	1837	D4478A9-5				600	Xx	K2 IV
Ashaki	2817	C100630-4		Na Ni Va		614	Xx	M4 V A8 D
Asher	0729	D76A586-4		Ni Wa		523	Xx	M0 V
Asla	0827	C89A798-7		Ni Wa		800	FH	M2 V
Bagilaar	1230	C723356-B		Po		225	Xx	M8 V
Bannock	0815	C454578-A		Ag Ni		903	Xx	G4 V
Barren Toil	2808	C758442-8		Ni		110	Fr	G6 IV

Bartle	2117	C64A634-9		Ni Wa	602	Xx	M3 V K2 D
Berdane	1509	A551378-9		Po	513	Xx	M2 V
Better Place	2233	C568752-8		Ag Ri	513	L9	M0 V
Binim	1829	A100675-D		Na Ni Va	611	Xx	M7 III
Blackpearl	3218	E100887-5		Na Va	604	Xx	G2 V
Blazing Sky	2904	C66A7AF-7		Wa	814	Fr	M2 V
Breakdown	1134	A200459-9		Ni Va	503	Xx	G0 IV M7 V
Broad-C	1407	B76A636-B		Ni Wa	202	Xx	G5 IV
Brunt	1038	E987421-6		Ni	423	Xx	K1 V M0 D
Bubi	1810	E464313-7			903	Xx	G7 V
Burukansse	1511	A542548-B		Ni Po	604	Xx	M2 V
Canton	3039	C786787-5		Ag Ri	902	Xx	M2 V M2 D
Cantrell's Grant	2135	C648200-9			924	L9	K4 V M1 D
Centerpoint	2234	B100557-E		Ni Va	515	L9	G2 V
Chilok	0424	E326632-B		Ni	114	Xx	K4 V
CIXNTHA	2215	C100999-A		In	400	Xx	M3 V M9 D
Clave	1726	C7688A9-7			604	Xx	K2 V
Coupe de Pointe	0929	E835573-4		Ni	602	Xx	M3 V
Dadas	1724	B536866-A			313	Xx	M8 III
Dagra Kham	2529	X674332-0			503	Fm	M4 III
Dakharili	0430	D474452-A		Ag Ni	914	Id	K4 V
Damnitall	2507	C796643-9		Ag Ni	403	Xx	M0 III K0 D
Darrugi	3114	A338885-A			203	GT	M4 III M7 V
Darvin's Hope	2110	D332667-7		Na Ni Po	604	Xx	A1 V
Dashanilin	0336	B100000-9		Va	414	Id	K9 V
Dawntide	1339	D786335-4			303	Xx	K6 V
Devon's Find	1932	B100756-B		Na Va	233	L9	M4 V
Dhuku	2712	B98A400-C		Ni Wa	710	Xx	K7 V A4 D
Didan	2415	C629301-8			300	Xx	M5 V M7 D
Dilugii	2506	X948300-5			405	Xx	M9 III
Dimirbukhiir	0338	X889449-3		Ni	805	Id	K8 V M0 V
Disha	0735	C100644-7		Na Ni Va	300	Id	G1 V
DRAHCIR	1616	E300A96-8		In	514	Xx	A3 V
DREESEN	1906	D343985-6		In	703	Xx	M1 V M3 V M8 D
Dug	1935	B110612-A			213	Xx	K1 V
Dumiikukha	2205	C100779-6		Na Va	413	Xx	G4 V M1 D
Duru Gialt	1937	C543545-A		Ni Po	712	Xx	M2 V
Dusty Death	2503	D255830-2			222	Xx	G0 V
Duus	2733	A877122-C			823	Xx	K7 V F0 D
Eda	2211	A100544-F		Ni Va	505	Xx	G3 V M2 D
Eduukhiima	0331	B100637-D		Ni Va	213	Id	G4 V A4 D
Ellipse	2332	C555132-7			514	L9	G4 V
Ember	1018	C989332-7			724	Xx	M2 V K6 D
Emka	2107	C100622-A		Na Ni Va	500	GT	G1 V
Endpoint	1106	D11079B-6		Na	413	Xx	M2 V
EPMA	1702	C10099C-B		In	414	Im	K1 V
Esgiganuu	1004	B210300-C			902	Im	K5 V
Factory Rock	2838	B100201-F		Va	613	Xx	G4 V G7 D
FAL	3111	B110ACC-E		In	123	GT	M7 V F4 D
Fiedler	1022	D34356A-3		Ni Po	603	Xx	M3 V G8 D
Gadir Murgis	0126	A384630-A		Ag Ni	904	Xx	K9 V
Galik	1306	C437678-8		Ni	923	Xx	G2 V
Gameg	3123	B75A446-C		Ni Wa	303	Xx	K6 V
Gar	0905	E5677BB-4		Ag	304	Im	G0 IV M9 V
Garch N'arl	2830	E443301-4		Po	900	Xx	K2 V
GAZALA	1311	D100AEC-D		In	201	GS	M5 III
Gemstone	2540	C310783-A		Na Ni	214	Xx	G1 V
Genardikhi	3113	B542343-6		Po	304	GT	K0 V
GEON	1215	E647985-6		In	415	Xx	G1 V M8 D
Gesham	1014	B10088D-9		Na Va	601	GS	G2 V
Gidiilar	1009	E491100-6			604	IC	K4 V G2 D
Girku	2731	A481555-D		Ni	620	Xx	M1 V A5 D
Gisish	1337	D636203-9			603	Xx	M4 V
Gizi	2134	A4467AB-7	N	Ag	205	L9	M0 V M6 V
Glittersky	2803	D300654-C		Ni Va	103	Fr	M0 V M3 D
Gloriana	1712	C11068A-B		Na Ni	404	Xx	M3 V
Godsend	2537	E667548-4		Ag Ni	902	Xx	G0 V

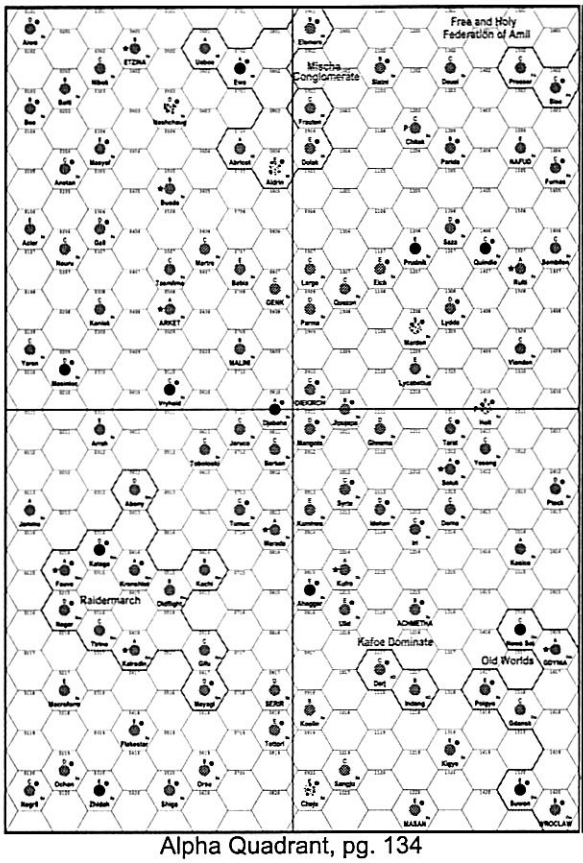
APPENDIX III: GLIMMERDRIFT-REACHES

Grand Endeavor	1413	A475769-A		Ag	102	Xx	K8 III
Granicus	0520	D335589-6		Ni	304	FH	K4 V M4 D
Gu	3231	C372879-4			400	Xx	K7 V
Gukishdamash	0435	C772796-7		Ni	402	Id	F4 V
Gurgaliinash	1613	C672756-6		Ni	704	Xx	M3 III
Guziikumgii	0431	D491778-3		Ni	104	Id	M3 V
H-10	2124	A585A9C-D	N		900	Fm	F6 V M6 D
Haida	0519	C11077A-7		Na	211	Xx	K4 V
Heron	0921	A33278A-A	N	Na Po	504	FH	K0 V
High Water	2834	A897435-9		Ag Ni	805	Xx	K4 V M9 D
Hope Rock	1414	E110489-5		Ni	114	Xx	M2 V M2 D
Hovel	2518	E643743-2		Po	201	Xx	M3 V
Hovel	1109	D62389C-2		Na Po	314	Xx	M1 V A6 D
Idam Lee	2410	A410849-E		Na	604	Xx	M3 V M4 D
Idi Kharsim	2617	C555696-6		Ag Ni	602	GT	G0 V
Idkhusi	0206	D335310-5			720	IC	K2 V
Igkhud	2705	C110332-A			902	Fr	M3 V
Iikhi	1114	D100462-9		Va	515	GS	M7 V
Iimda	1236	E658440-3			904	Xx	K6 V
Iir	1803	C787366-6			203	Xx	K5 V
IISHE	0714	E89A989-9		In	220	Xx	K0 V A9 D
ILARIA	0837	B796A65-D		In	223	Id	M8 III
Ilium	0726	B595847-5			804	FH	M3 V
Independence	2301	D326588-7			720	Xx	M4 V
Inshak	3208	D77A638-A		Wa	104	Xx	F4 V
Intrell	1507	C793578-5		Ni	700	Xx	A4 V
Ipdamgasi	0125	B693356-8			404	Xx	K7 V
Ipurguukhi	0803	D645421-6			802	Xx	F3 V
Ir	2407	B697733-6		Ag	812	Xx	F4 V
Irda	1013	A4238BA-7		Na Po	500	GS	K2 III M3 V
Irge	1213	B879457-C		Ni	303	GS	M3 V
Irka	3210	A47166B-C		Ni	202	GT	M1 V
Irkagashin	1135	D456300-4			520	Xx	K5 V
Irkhi	0437	E452456-6		Ni Po	103	Id	A0 V
Isaggir	2937	A858510-B		Ag Ni	622	Xx	M0 V G5 D
Isda Kaille	1601	A453788-8		Po	812	Im	M2 V
Ishish Lu	3122	E10067A-5		Na Ni Va	120	Xx	M2 V
Ishkuli	2038	C86977B-8		Ni Ri	504	Xx	M3 V
Isig	1238	E77873F-6		Ag	404	Xx	M0 V
Issarkhabi	3118	C200512-A		Ni Va	202	Xx	M9 III
Jensen's Jump	3004	C3337A8-6		Na Po	702	Fr	M0 V
Jessire	1528	B544879-7			904	Xx	K2 V
Ka	3038	C200653-5		Na Ni Va	304	Xx	M8 III A7 D
Kada Sei	1324	B310572-9			203	Mk	M2 V
Kadd Maric	2519	E534789-6			411	Xx	M2 V M0 D
Kalash Nain	1520	X696389-0			712	Xx	M0 V
Kalder	1515	E200200-5		Va	401	Xx	F5 III
Kamu Khugar	2735	B526786-B		Ni	700	Xx	G0 V M3 D
Karshu Gizan	2820	B100879-8		Na Va	803	Xx	K3 V
KASASHA	1438	C1009BE-9		In	304	Xx	K9 V
Kasganni	3031	A310745-B		Na	604	Xx	M3 V K3 D
KASGARIN	1326	C585988-B			500	Xx	K4 V K9 D
Kashleda	2538	X363300-2			320	Xx	M0 III
Keepsake	2207	X300300-2		Va	515	Xx	G2 II M7 V
Ker	0105	D89A225-7			722	Xx	K4 V A4 D
Keystone	2005	C747666-8		Ag Ni	102	Xx	K5 V
Kezikim	2226	B88A537-B		Ni Wa	603	Fm	K9 V M8 D
Khad Khabar	1212	B310885-6		Na	712	GS	M4 V M6 D
Khamkhabu	0329	C3235AB-A		Ni Po	114	Xx	M1 V A9 D
Khar	2334	B100564-D		Ni Va	703	L9	K5 V M4 D
Khermi	1003	E100543-A		Ni Va	202	Im	K5 V
Khirliish	1308	C110400-D			904	Xx	K4 V M5 V
Khurkelinuu	1233	E423653-9		Na Ni Po	602	Xx	G2 V
Ki	1730	C672776-3			414	Xx	M3 V A8 D
Kibarlimmar	1611	C756453-5		Ag Ni	800	Xx	K2 IV A2 D
Kidu	2236	CA9A236-7		Wa	603	L9	G9 V M3 D M8 D
Kig	2728	A638784-A	N	Ni	402	Fm	M0 V

Kigi	1825	E100478-4		Ni Va	504	Xx	M4 II M3 D
Kinake	2818	A68A522-A		Ni Wa	704	GT	K7 V A9 D
Kiru Dis	2810	E588646-6		Ag Ni Ri	424	Fr	K0 V
Kisdish	1027	C86A220-A		Wa	710	Xx	M2 V K9 D
Kishar	2931	A99A68A-D		Wa	824	Xx	M2 V
Konrad's World	3237	E98A210-9		Wa	101	Xx	K0 V
Korge	1940	B527300-C			704	Xx	M6 V
Ku	1404	D210444-6	S	Ni	903	Im	M1 V
Kudush Balam	1926	C100446-C		Va	704	Xx	M0 V
Kudush Mikur	1921	E100359-A		Va	810	Xx	K4 V
Kuga	1140	D210654-7		Na Ni	215	Xx	M1 V M9 D
Kugur	3117	B645478-6		Ni	513	Xx	A1 V K3 D
Lagu	1219	E100400-8		Va	803	Xx	M0 V
Lakeshore	1301	D676400-7		Ni	525	Im	G2 V
Lakha	3125	D84A201-7		Wa	413	Xx	K8 V M5 D K2 D
Lamalikir	1340	C244559-5		Ag Ni	400	Xx	K0 V
Lamente	0635	A88A873-B	N	Ri Wa	404	Id	M0 V M2 D
Largap Shigash	3137	C100489-9		Ni Va	703	Xx	K4 V
Lasdaa	0925	E210578-4		Ni	923	Xx	G4 V
Lavalle	1435	E110557-8		Ni	904	Xx	G3 V K1 D K9 D
Leap of Faith	2425	D100610-6		Ni Va	203	Fm	M5 III
Li	2031	E564416-6		Ni	305	L9	M0 V
Liberty	2401	B7647BC-9		Ag	603	Xx	K0 V G5 D
Liga	1105	E200455-9		Ni Va	803	Im	M2 V F3 D
LIKHAP	1925	A26199A-B			500	Xx	K3 V
Limdisir	2429	C664875-5		Ri	724	Fm	G9 III M2 V
Lirgakiga	1722	A224142-C			501	Xx	M2 III M2 V
Luminescence	3215	X767656-5		Ag Ni	124	Xx	M2 V
Lunarmise	2611	A659868-D			824	GT	M1 V
LUNBER	2003	C265ACH-9			704	Xx	K0 V F6 D
LUNI	3126	B1009DA-C		In	303	Xx	M6 V
Lushi	0928	E100448-9		Ni Va	504	Xx	M4 V
MAKAG	3040	E89AAA9-9		In	122	Xx	G1 V
Manei Lu	0236	D86A252-6		Wa	415	Id	G1 V
Marskein	1130	C463353-9			501	Xx	G9 V K8 D
Maska Shi'ir	1423	A110276-B			104	Mk	M5 V M5 D
Massen's World	1112	B6468AC-6		Ag	515	GS	G4 V
MAUINA	3102	C9D5999-6			511	Xx	K1 III
Memgug	0533	B843302-7		Po	522	Id	K5 V M5 D
Merbizinkhi	0327	B366340-C			111	Xx	G8 V
Mesinam	0133	E564421-5		Ni	324	Id	M2 V
Midaamaka	0705	A652532-A		Ni Po	502	IC	K4 V
Midrift	2815	X346641-0		Ag Ni	610	Xx	G2 V
Miikir	1136	A799100-B			600	Xx	K8 V
Mikhuurgakha	0633	B586200-9			303	Id	F7 V
Miller's Reach	2218	D344348-6			821	Xx	G7 V
Milton	1540	B88867A-7		Ag Ni	134	Xx	K0 V
Mimdiishshasli	0433	B358655-7		Ag Ni	204	Id	G2 V M7 D
Minesar	2223	E523445-5		Ni Po	804	Fm	M8 II
Miracle	2418	B755675-B		Ag	800	Xx	M4 III F4 D
Mirla	2239	C364735-8		Ag Ni	100	Xx	K4 V M3 D G0 D
Misha Kam	3127	B10087B-9		Na Va	212	Xx	M3 V A7 D M1 V
Mishanuumlir	0637	C251885-3		Po	200	Id	M2 V M7 D
Mishkhier	1526	A584404-B			202	Xx	K1 V
Misjump	3103	C557888-3			601	Xx	K3 V
Misty Morning	2638	B88967C-9		Ni	102	Xx	K1 V
Modoc	0919	E65A303-5		Wa	223	Xx	K6 V
Naki	2138	D466310-6			504	Xx	K2 V
NEKHI	1525	E677A96-6		In	205	Xx	K0 V
Neruda	1023	X683766-0		Ni Ri	125	Xx	M2 V M3 D
NESIGHAN	1131	C95A965-8		Wa	303	Xx	F4 V K1 D
Nevermore	3027	D553799-3		Po	804	Xx	M0 V
New Challenge	2336	B778635-9		Ag Ni	901	L9	G2 V M0 D
Niish	1303	B631583-A		Ni Po	424	Im	K3 V M8 D
Nimresa	2640	B669699-8		Ni Ri	202	Xx	M1 V G7 D
Nishlishurkha	1904	A545622-B			820	Xx	F6 V M8 D
NOPE	2823	B252986-B		Po	910	Xx	K3 V

Notmuch	3037	B100544-B		Ni Va	313	Xx	M6 V A3 D
Novae	0522	A686756-A		Ag Ri	523	FH	M3 V A2 D
Nowhere	2527	X435433-4		Ni	900	Fm	M4 V M9 D
Nowhere	1033	B523575-C		Ni Po	903	Xx	M3 V
Nu Khidam	2417	E765255-5			403	Xx	K0 V A2 D
Nugka	2636	C789432-A			300	Xx	K2 V
Nure	2723	B645620-A		Ag Ni	210	Xx	G4 V
Nusgukhigi	0436	B99A411-C		Ni Wa	203	Id	K4 V K3 D F6 D
Oban's Rock	0932	E000651-4		As	205	Xx	M4 V M9 D
Onlyjust	2225	C456736-5		Ag	200	Fm	G4 V K7 D
Ourland	2434	B67988D-9		In	923	L9	G1 V F7 D
Outreach	2535	C627798-9			311	L9	K2 V
Paltry	2133	B100522-A		Ni Va	301	L9	K1 V
PARADISE	0131	B300A99-D	N	In	512	Id	M2 V O9 D
Pendry	3008	B88A645-A		Wa	604	GT	G5 V M4 D
PHELINA	1508	B873984-8		In	802	Xx	M2 V
PINKATTO	1901	C10097B-D		In	803	Im	K2 V
Pointer	1031	D210335-7			100	Xx	G8 V
Radii	2002	C41045A-A			414	Xx	F0 IV
Redemption	2725	C554200-9			604	Xx	G4 V
Reliance	2501	B655201-C			510	Xx	K2 V M8 D
Remorse	2822	E578211-2			403	Xx	K7 V
Reprise	2620	A673878-B			610	Xx	K4 V M3 D
Republic of Kol	2624	B522842-5		Na Po	322	Xx	G0 V
Richter	1034	C200789-6		Na Va	123	Xx	M1 V
Sa	3109	A110538-D		Ni	504	GT	M2 III M1 V K6 D
Saga's End	2209	C571845-9			914	Xx	M3 V
SAND	1928	E6879D9-4			724	Xx	G1 V
Sardis	0521	A667553-D		Ag Ni	611	FH	K4 V
Sarkam	1426	A546422-8			523	Xx	K7 V A5 D
Se	1903	B210351-A			304	Xx	F1 III M7 D M7 D
Sea of Light	2118	B567356-8			503	Xx	G2 V F8 D
Sha	0432	AA97334-A	W		614	Id	F7 V
Shaka	2235	B557555-8		Ag Ni	320	L9	M1 V
Shalakur	0230	D656775-5		Ag	523	Id	A2 V K3 D
Shallax	0732	C200544-B		Ni Va	600	Id	M2 V M1 D
Shanka	0840	C100733-7		Na Va	405	Id	M4 V
Shashka	2602	A69A510-B		Ni Wa	703	Fr	K2 V
Shau Pol	1440	B683755-5		Ni Ri	604	Xx	G1 V
SHERIDAN	0324	A525AC9-C		In	613	Xx	M0 V
Shinan	1319	C422594-A		Ni Po	420	Xx	M0 V
Shir	2633	C975204-7			520	Xx	G6 V A6 D
Shiri Kal	2232	D243845-3		Po	403	L9	M7 III A0 D
Shirikame	3124	B110763-B		Na	100	Xx	K2 V
Shoehorn	2230	E693756-2		Ni	111	L9	M1 V K8 D
Shugaadu	1728	A200899-E		Na Va	100	Xx	G0 V F5 D
Shugarku	2027	C264699-8		Ag Ni Ri	602	Fm	F4 V
Shukikikar	2306	X553400-3		Po	105	Xx	F7 V
Shumi Kiri	2703	C110551-C		Ni	720	Fr	M2 V K7 D
Shur	1209	B333687-5		Na Ni Po	422	Xx	M3 V A1 D
Shuriken	2212	B300568-A		Na Ni Va	904	Xx	K0 III
Shusirda	1721	B667403-C			704	Xx	G9 V
Siigi	1714	E594646-3		Ag Ni	612	Xx	M9 III
Simer	3032	B679432-B			104	Xx	M3 V M0 D
Slate	2322	B979668-A		Ni	712	Fm	M2 V M9 V
Spirit of Orlain	1510	D653538-2		Ni Po	603	Xx	M0 V M2 D
Star Bridge	1637	B633556-A		Ni Po	104	Xx	M3 V M5 D
Starfall	2411	B654554-B		Ag Ni	803	Xx	M2 V
STEPPE	2132	D31099C-5		In	220	L9	M1 V
STONER	1113	B100ACB-E	N	In	810	GS	A3 V
Tailend	2115	C786764-3		Ag Ri	204	Xx	K7 V
Tashkent	2127	B548337-A			524	Fm	M0 V
Tectonia	2628	C483414-4		Ni	304	Fm	M2 V G9 D
Thermon	0623	B888150-5			624	FH	F5 V
Tryagain	2922	D558333-7			805	Xx	A1 IV K7 D
Tundra	2928	A331530-C		Ni Po	723	Xx	M5 III M0 D
Udar's Dagger	1817	C79879C-4		Ag	204	Xx	K1 V A6 D

Ugekur	1602	C472424-A		Ni	303	Im	M2 V
Ulaam	1040	E576755-6		Ni	404	Xx	M2 V
Ulaginkiir	0638	B210763-D	S	Ni	212	Id	M0 V
Umi	0636	B452867-8		Po	104	Id	G1 V
Umlar Ash	3015	D381666-5		Ni	703	Xx	M1 V G6 D
Ungimula	0440	C43869A-8		Ni	913	Id	M6 III F6 D
Ur	2612	C68A887-5		Ri Wa	304	Xx	A2 V
Urmek	1313	D788563-6		Ag Ni Ri	902	GS	G4 V F7 D
User-Friendly	2309	D100300-5		Va	310	GT	K2 V
Ushkhesh	0538	C400796-7		Na Ni Va	613	Id	M2 V
Ushu	2330	E437876-4			405	Fm	K3 V G0 D
Uukishku	1420	B100574-B		Ni Va	501	Xx	K2 V K6 D
Vacc City	1103	C100243-A		Va	102	Im	K7 V
Vast Plaines	2325	C8467AE-4		Ag	603	Fm	M3 V
Waypoint	2910	D334564-7		Ni	902	Fr	G1 V
West of Wonder	2304	B110653-E		Na Ni	304	GT	M3 V A7 D
Wideocean	1816	B98A620-8		Ni Wa	300	Xx	M1 V K1 D
WIZARD	3020	C776A86-6		In	914	Xx	G1 V
Zarkhakugsi	1916	C244678-9		Ag Ni	322	Xx	M7 II A0 D
Zimidam	3119	A510300-C			913	Xx	K9 V A4 D



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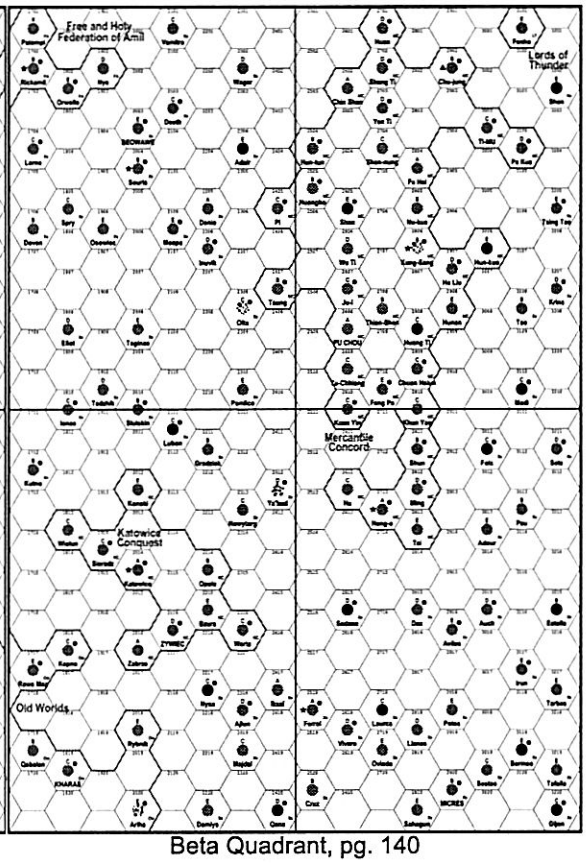

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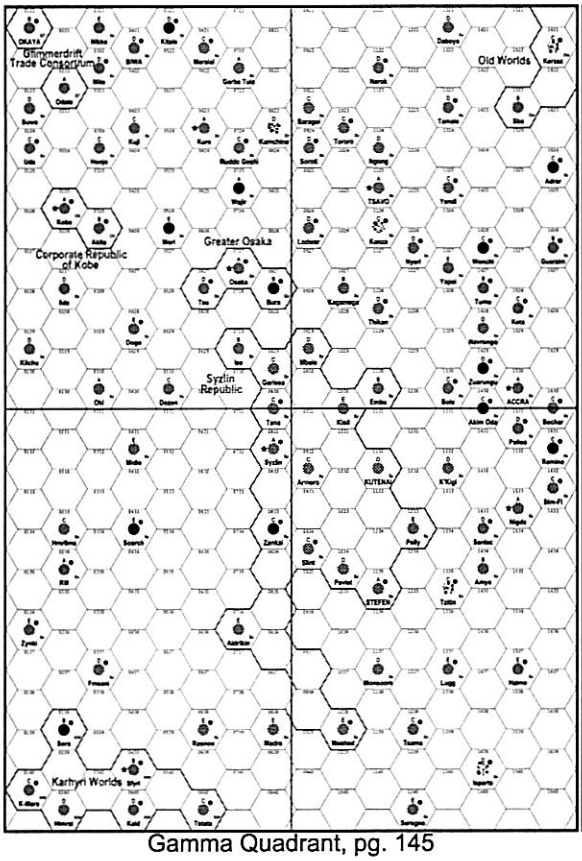
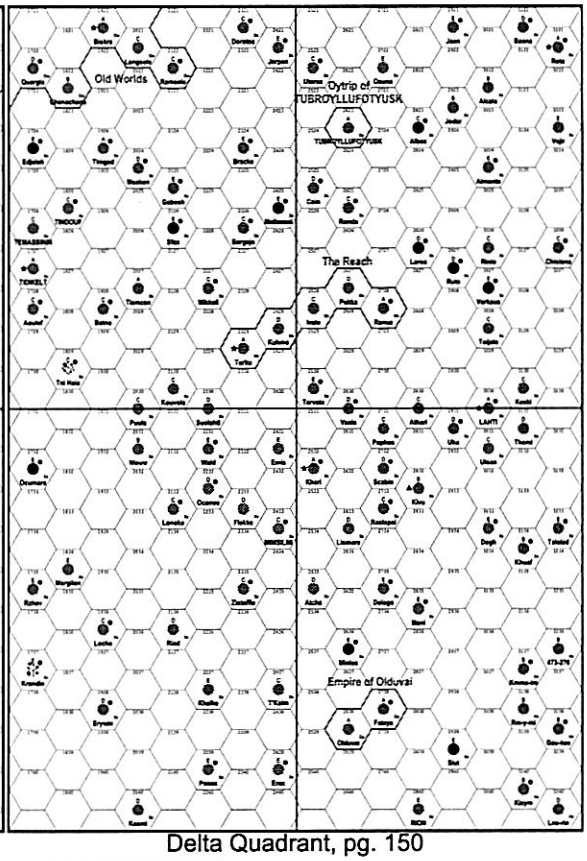


Gamma Quadrant, pg. 145



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Crucis Margin Sector

Gateway Domain

APPENDIX IV: CRUCIS MARGIN SECTOR

The entire Crucis Margin sector data listing in alphabetical order by system name.

Name	Coordinates Hex	UWP	B	Trade	TZ	PBG	All	Stellar Data
473-276	3236	B438673-A		Na		600	Hc	M7 V
Abony	0412	D544473-9		Ni		700	Rm	K8 V
Abricot	0704	A97A899-C		Wa		700	Mi	M3 V K4 V
ACCRA	1530	A6679C9-D	N			800	X	G5 V
ACHMETHA	1215	B326A78-C		In		604	X	M2 V F7 V
Acier	0106	EAC4652-9		Ni		820	X	M7 V F9 V
Adair	2304	E400311-7		Va		500	X	M0 V
Adour	3013	E355511-A		Ni		400	X	G7 V
Adrar	1624	C310527-A		De		513	X	M2 V
Ahaggar	0915	E240422-5		De		104	X	M2 V
Aiwo	0101	D685740-5		Ag		402	X	B9 V F0 V
Ajlun	2318	D7C7663-A				704	X	M1 V
Akim Oda	1430	C220410-B		De		504	X	M8 V F3 V M0 V
Akita	0326	B568649-B		Ag Ri		904	CK	M3 V K6 D
Albox	2823	C220645-4		De		602	X	M2 V
Alcala	3022	B535444-B		Na		400	X	M9 V F3 D
Aldrikin	0736	E656669-5		Ag		810	Sy	K7 V
Aldrin	0804	E000453-9		As		703	Mi	M6 V
Almonte	3024	E6A7585-8		Ni		902	X	M1 V
Amya	1434	B769586-5		Ni		800	X	M2 V
Anetan	0204	C663759-9		Ri		903	X	M3 V
Aoulef	1728	C687787-A		Ag Ri		803	X	B1 IV
Ariha	2020	E000341-C		As		112	Ow	M7 V
ARKET	0508	A886989-C	N			220	X	G8 V
Armero	0932	C96A501-9		Wa		710	Sy	M3 V
Arrah	0311	E4437A8-6		Po		310	X	M3 V
Atcha	2535	D64A370-4		Wa		820	X	M0 V M8 V
Athari	2830	C879739-9				500	X	K5 V
Auch	3015	D581565-7		Ni		413	X	M3 V K1 V
Aviles	2916	E94A676-B		Wa		704	X	M2 V
Babia	0707	E554203-7		Ni Po		700	X	M2 V
Baena	3121	D584839-6				804	X	M0 V F0 D
Baiti	0202	B475436-C		Ni		620	X	G7 V G5 V
Baragoi	0923	C896599-B		Ag		900	X	K9 V
Batna	1928	C547779-B		Ag		605	X	M3 V K8 V
Bechar	1630	C353569-9		Ni		612	X	K6 V F2 V
BEOWAWE	2003	E643953-9		In Po		204	X	A1 V G0 D
Bergsjo	2326	C772200-A		Ni		803	X	M2 V F3 V
Berken	0811	C544686-C		Ag		800	X	M3 V
Bermeo	3119	E110432-7		De		303	X	M5 V M0 V
Biskra	1921	A493876-E	N			210	Ow	M1 V
BIWA	0421	D527A99-7		In		122	X	M6 V F9 V
Boe	0103	B897896-9				101	X	K7 V G2 V
Bole	1330	C659676-A		Ni		712	X	K6 V
Bracke	2324	E458337-6		Ni		613	X	B9 V G0 V
Buada	0505	B232411-B	N	Ni Po		110	X	M9 V
Bura	0827	B310231-A		De		112	Go	B2 V
Bzura	2215	E69A644-9		Wa		100	KC	K6 V G6 D
Cheju	0920	E000367-8		As		602	X	M8 V
Chenachane	1822	B4347A4-A		Na		100	Ow	M6 V G4 V
Chiclana	3226	C776767-B		Ag		802	X	F9 V
Chin Shan	2602	A667657-C		Ag Ri		720	MC	K9 V
Chitek	1203	C76A665-A		Wa		220	X	G5 V
Chu-jung	2902	B85947B-B	S			502	MC	K6 V
Chuan Hsiun	2809	C656659-C		Ag		911	MC	F9 V K3 V
Coin	2525	D543889-7		Po		304	X	G7 V G4 V
Cruz	2520	B55A859-C		Wa		210	X	M0 V
Daboya	1321	D555853-3				310	X	G4 V
Damiya	2220	E8C6200-9				520	X	M6 Ib F9 V
Dax	2815	D6A6408-5		Ni		502	X	M8 V G7 V
Deeth	2103	C231542-8		Na Po		603	X	M3 V G1 V

Degh	3033	EAC9220-9			804	X	M4 V
Delago	2735	E799338-7		Ni	304	X	A6 V
Denio	2205	A6695A6-C		Ni	700	X	K4 V G7 V
Derj	1117	C363748-B		Ni Ri	102	KD	M3 V
Derna	1313	C684896-A		Ri	920	X	G4 V
Deuel	1302	CAA8784-9			100	X	B6 V
DIEKIRCH	0910	C998A89-A		In	711	X	M1 V
Djebeha	0810	A400582-C			915	X	A5 V K7 V
Dogo	0428	E2348C6-9			924	X	M5 V G8 V M3 D
Dolak	0904	E575879-9		Ag	504	Mi	K8 V
Dorotea	2321	C887455-A		Ni	505	X	M1 V
Doven	1706	B67A665-B		Wa	200	X	M1 V G5 D
Dozen	0530	C664512-6		Ag	600	X	M3 V
Edjeleh	1724	E100465-8		Va	713	X	M2 V
Eich	1107	EA8A598-9		Wa	901	X	G7 V
Eliot	1808	D437676-8		Ni	100	X	M6 V
Elsmere	0901	B534429-7		Ni	804	Mi	M7 V
Embu	1130	B844676-A		Ag	800	Sy	F8 V F2 V
Emis	2431	E69A879-B		Wa	220	X	G4 V
Erex	2439	E533432-4		Ni Po	813	X	M8 V
Erywin	1938	D773434-2		Ni	702	X	B8 V
Estella	3215	B300416-A		Ni	300	X	M3 V
ETZINA	0401	B454979-B	N		210	X	M0 V
Ewa	0702	A200689-D		Va	803	Mi	M7 V F8 D
Falaya	2738	A997866-9			103	Oe	M3 V
Fauve	0214	A665656-C	N	Ag Ri	803	Rm	B7 V
Feng Po	2710	E684404-A		Ni	204	MC	K8 V
Fenho	3101	E66A676-9		Wa	710	LT	M0 V G5 V
Ferrol	2518	A438734-B	N		205	X	M6 V
Flakestar	0418	E325653-8		Na	711	X	B1 V
Flekke	2333	D986446-8		Ni	710	X	B5 V
Fmsani	0337	D552635-9		Ni Po	313	X	M3 V M1 V
Foix	3011	C200210-A		Ni Va	904	X	B9 V
Frauten	0903	C767453-B		Ni	300	Mi	K7 V F1 V
Fu Hsi	2804	A657676-B		Ag	400	MC	M0 V
Furnas	1604	C5728A9-A			502	X	M3 V G6 V M9 V
Gabesh	2125	E893888-7			304	X	G4 V F6 V
Gali	0306	D797587-9		Ag	603	X	A8 V
Garba Tula	0722	A696675-B		Ag	600	X	F7 V F8 V
Garissa	0829	C6A9744-B			600	Sy	M9 V
Gau-kee	3238	B787879-E		Ni	811	Hc	G4 V G7 V
Gdansk	1518	C241497-B		Ni Po	920	Ow	M2 V F5 V
GDYNIA	1616	A523AB8-E	N	In Po	600	Ow	M9 V
GENK	0807	C66A969-B		Wa	800	X	F5 V
Ghnema	1111	D5736B9-9		Ni	500	X	B0 V G4 V
Gifu	0616	CAA9665-9		Ni	400	Rm	M2 V
Gijon	3220	C480204-9		De	412	X	M2 V
Gradzisk	2211	B8476A6-C		Ag	810	X	K9 V
Guerzim	1626	B756759-B		Ag	902	X	M3 V K6 V
Heng-o	2713	A748683-E	N	Ag	403	MC	F4 V K8 V
Himrai	0240	D6666A9-9		Ag	100	KW	M2 III F0 V
Hmrilma	0233	C362412-A		Ni	700	X	K6 V
Ho Liu	2907	D652756-A		Po	412	MC	G6 V K6 D
Holt	1410	A000685-9		As	114	X	M3 V G2 V
Honjo	0324	C527503-8		Ni	610	X	M6 V G0 V
Hu	2612	C795464-8		Ni	900	MC	A0 V
Huan	2701	D849779-A		Ni	204	MC	A3 V
Huang Ti	2808	C310652-B		De	420	MC	M2 V F0 V
Huangho	2505	B66A620-A		Wa	503	MC	A6 V
Hun-kuo	3006	E410350-0		De	910	MC	M0 V
Hun-tun	2504	B6487B9-B		Ag	724	MC	K8 V F2 V M7 V
Hunan	2908	E9A8737-6			100	MC	B1 V
Hzimo	1537	E541608-3		Ni Po	923	X	B1 V
Idehan	1113	D476545-8		Ag	403	X	K5 V
Iida	0227	D8C4792-3		Ni	100	X	M9 V M9 V
Iksal	2417	A5548A8-B			300	X	K5 V
Indang	1217	B868678-D		Ag	100	KD	M2 V K0 V

Inuvik	2206	D999865-A			201	X	M2 V G9 V
Ionae	1810	C5797B9-9			913	X	G5 V K1 V
Iri	1213	C563486-A		Ni	913	X	F9 V M3 V
Irun	3117	E768787-9		Ag Ri	404	X	G5 V
Ise	0729	B641438-9		Ni Po	200	Sy	F5 V
Isparta	1439	D000420-A		As	503	X	M4 V
Ivalo	2528	C333314-8		Na Po	900	R	M8 III
Jaen	2921	E557759-7		Ag	313	X	M2 V F5 V
Jammu	0113	A75A448-A		Ni Wa	700	X	G6 V
Jarpen	2421	E8A4595-A		Ni	205	X	M7 V F1 V
Jaruco	0711	C594766-9		Ag	100	X	B8 V
Jipujapa	1002	B786899-A		Ri	714	X	M1 V K9 V
Jodar	2923	B6467A9-B		Ag	100	X	A5 V
Ju-i	2607	C5258B8-C			803	MC	M9 V K5 V
K'Kigi	1332	D445633-8		Ag	600	X	K9 V
K'Mara	0140	C534887-9		Na	211	KW	M5 V G8 V
Kagamega	1027	B566753-A		Ag Ri	100	X	G7 V
Kald	0440	D5A68B9-A			605	KW	M5 V F3 V M3 V
Kalradin	0416	A7878D9-C	N		700	Rm	G4 V F4 V
Kamchina	0823	D000360-8		As	600	X	M1 V F5 V M4 V
Kasmi	2040	D344418-7		Ni	310	X	A5 V K3 V
Kataga	0314	D330426-A		De	103	Rm	M6 V
Katowice	2014	A8A7868-B	N	Ni	522	KC	M3 V
Kepno	1816	C531735-A		Na Po	802	Ow	M1 V
Kerzaz	1621	C0005A6-C		As	704	Ow	A7 V G6 D
Keski	3130	C987553-9		Ag	400	X	M3 V
Keta	1528	C562333-A		Ni	914	X	K5 V
Khalke	2237	E888467-3		Ni	900	X	A7 V
KHARAS	1819	C626AC7-B		In	223	Ow	M7 V G0 V
Kheri	2532	A797551-C	N	Ag	603	X	F6 V F3 V
Khuaf	3134	B7A6575-B		Ni	512	X	M4 V
Khun Yao	2810	C578625-9		Ag	100	MC	G8 V F0 V M1 V
Kigye	1319	E6B5477-9			511	X	M9 V
Kilchu	0129	D431211-5		Ni Po	600	X	M5 V F3 V
Kisil	1030	E366345-8		Ni	210	Sy	K8 V
Kitale	0521	D210467-9		De	114	X	M5 V
Kivu	2832	B784775-B	S	Ag Ri	620	X	G8 V
Kixym	3140	B554585-D		Ag	702	Hc	B2 V F5 D
Kmmo-im	3137	B458739-B		Ag	602	Hc	M1 V
Kobe	0225	A453519-C	N	Ni Po	801	CK	M1 V M3 V
Kochi	0614	BA898B9-A			300	Rm	M1 V
Koniek	0308	C567782-B		Ag Ri	300	X	K6 V
Konski	2012	E535400-5		Ni	800	KC	M5 V
Konza	1126	C000759-B		As	113	X	B7 V
Kosice	1514	A344799-9		Ag	920	X	K5 V
Koslin	0918	B557898-9			720	X	M1 V K2 D
Kouvola	2130	C723536-8		Na Po	600	X	M6 V G5 D
Krandin	1737	E000655-9		As	504	X	M1 V
Krina	3207	D658545-9		Ag	503	X	G7 V
Kronshlot	0414	A454589-C		Ag	102	Rm	F7 V G0 D
Kuan Yin	2610	C636899-9		Na	304	MC	M6 V
Kufra	1014	A581799-A	N		600	X	A7 V
Kuhmo	2428	D8CA885-9		Wa	300	R	M4 V
Kuji	0423	C566524-A		Ni	800	X	K8 V
Kumhwa	0913	E493241-9		Ni	520	X	F5 V K2 V
Kung-Sang	2806	A0008C7-C	N	As	604	MC	M5 V
Kure	0623	A544658-B	N	Ni	820	X	M3 V
KUTENAI	1132	D548989-8		In	700	Sy	F8 V
Kutno	1712	BA98561-C		Ag	903	X	B1 V
LAHTI	3030	A597AD9-E	N	In	103	X	A5 V G7 V
Langsele	2021	C877572-B		Ag	810	Ow	G9 V
Largo	0907	C452597-A		Ni Po	700	X	M3 V
Laurca	2718	C210627-9		De	410	X	M2 V F1 D
Lismore	2633	D434486-9		Ni	900	X	M9 V
Llanes	2818	D57A666-7		Wa	910	X	K5 V G4 D
Lno-rin	3240	D63A654-9		Wa	500	Hc	M8 V F4 V
Loche	1936	C766653-7		Ni	612	X	K6 V

Lodwar	0926	D585869-3			322	X	G9 V
Lonoke	2133	C878784-9		Ag	612	X	M6 III
Lorea	2826	D330652-6		De	604	X	M1 V G6 V
Lorne	1704	C696364-A		Ni	403	X	M1 V
Lubon	2111	C300466-9		Va	813	X	A6 V
Lugg	1337	E433500-9		Ni Po	604	X	M2 V G6 V M1 V
Lycabettus	1209	E563699-9		Po	720	X	M1 V
Lydda	1308	DAB7544-9		Ni	404	X	M8 V
Macroform	0217	E142320-7		Ni Po	400	X	G9 V
Madi	3110	C310528-A		Ni De	302	X	A8 V K4 V
Madra	0838	E496446-5		Ni	710	X	M0 V G2 V
Majdal	2319	C546894-9		Ni	800	X	A5 V
MALINI	0709	B86A989-B		Wa	210	X	K9 V
Mangots	0911	D769663-B		Ni	201	X	G6 V
Mani	2835	E6A78B7-6			623	X	M6 V G7 V
Marada	0813	A4847A5-C	N	Ag Ri	820	X	K9 V G4 V
Maralal	0621	C564784-A		Ag Ri	104	X	K4 V
Marden	1208	B000763-C		As	401	X	M3 V F3 V
Margilan	1834	E654464-2		Ni	810	X	M0 V G9 V
Martre	0606	C343689-B		Ni Po	100	X	G9 V
MASAN	1220	E6559A5-8			413	X	B6 V
Masinloc	0209	D520313-4		De	801	X	M4 V
Masyaf	0304	E756432-4		Ni	802	X	M3 V
Mayagi	0617	D736878-9		Na	701	Rm	M5 V
Mbale	0929	D786300-7		Ni	520	Sy	M1 V G2 V
Mellansel	2425	E200485-9		Va	613	X	M0 V F2 V
Meshed	1038	E543779-7		Na	424	Sy	A1 V
MICRES	2920	B77A999-B		In Wa	324	X	M3 V
Midlo	0431	E696889-7			100	X	F5 V M7 V
Mikkeli	2227	C945898-B			403	X	F5 V F7 V
MIMSILMI	2433	C9989B9-B		In	702	X	K8 V
Ming	2812	D452216-9		Ni Po	711	MC	G6 V G9 V M4 V
Minles	2636	E300699-8		Va	701	X	B0 V
Mito	0322	D8B9441-8		Ni	114	X	M0 V
Moapa	2106	E333574-6		Na Po	903	X	A9 V G9 V
Monsoom	1137	D65A646-9		Wa	520	X	F9 V G2 V
Mori	0526	E260626-5		De	100	X	G9 V
Msaken	2024	D592341-8		Ni	624	X	K5 V M4 V
Muddo Gashi	0724	C424302-9		Ni	804	X	M2 V
NAFUD	1504	E4549D9-6			500	X	F4 V
Nagar	0215	D245522-2		Ni	512	Rm	M7 III
Narok	1122	D5758A3-6		Ag	103	X	G6 V G0 V
Nashchaug	0503	D000353-B		As	214	X	M0 III
Nauru	0206	C499454-A		Ni	500	X	K4 V F6 D
Navrongo	1428	D493854-6			100	X	F7 V G4 V
Negril	0120	C652593-4		Ni	912	X	K4 V
Ngong	1124	D578304-7		Ni	700	X	M1 V
Nibok	0302	C354888-B			110	X	F5 V
Nieuw	2031	B374777-C		Ag	510	X	M0 V
Nigde	1533	A738889-C	N		100	X	B6 V
Nikko	0321	E764786-9		Ag Ri	820	X	M2 V
Nowa Sol	1516	C200464-9		Va	200	Ow	A6 V
Nowytarg	2313	C658662-B		Ag	500	X	M0 V F1 V
Nu-kua	2805	B454459-B		Ni	200	MC	K9 V
Nye	1902	D528753-9		Na	500	FA	M9 V
Nyeri	1226	D387524-9		Ag Ri	903	X	G5 V G9 V
Nysa	2217	C440676-9		De	421	X	F9 V
Ochon	0219	D422530-1		Ni Po	303	X	M0 V
Oconee	2232	D869443-8		Ni	202	X	G6 V
Ocumare	1732	E200599-9		Va	603	X	M4 III
Odate	0222	A441543-A		Ni Po	500	GT	M0 V
Oita	2308	C000554-C		As	312	X	M3 V
OKAYA	0121	B6299D9-A		In	204	GT	M3 V
Oki	0330	A424799-B		Na Po	500	X	M7 V
Oldflight	0515	B463655-A		Ni	700	Rm	G8 V F1 V
Olduvai	2638	A451677-A		Ni Po	600	Oe	M0 V F8 D
Opole	2214	B557568-A		Ag	500	KC	K5 V G5 D

Orsu	0619	B766555-C		Ag	702	X	K4 V
Orwelle	1802	E472464-6		Ni	402	FA	F9 V F6 D
Osaka	0727	A867889-C	N	Ri	813	Go	M1 V
Osowiec	1906	E5415A1-6		Ni Po	300	X	B1 V F7 V
Osuna	2722	E84A532-7		Wa	300	X	B9 V
Oviedo	2719	E6A4220-5		Ni	330	X	M6 V
Pa Kua	3104	D585666-A		Ag	603	MC	M3 V
Palompi	1701	X101200-0		Va	600	FA	M2 V
Pamlico	2310	E675206-3		Ni	800	X	B3 V
Paphos	2731	C461624-A		Ni	800	X	M1 V F0 V
Parida	1304	B378776-C		Ag Ni	125	X	K5 V
Parma	0908	DA87313-9		Ni	300	X	K4 V K7 V
Pau	3113	B677778-C		Ag	500	X	M0 V F5 V
Pavlet	1034	D776643-4		Ag	210	Sy	G7 V
Pelieo	1531	D462773-A		Ni	104	X	M3 V
Pelly	1233	E4238C9-6		Po	110	Sy	M8 V F7 V M0 V
Penas	2239	E6A4667-7		Ni	623	X	M3 V
Pi	2405	C876897-9			924	MC	B7 V M2 V
Pokka	2627	D684886-9		Ag	100	R	F8 V F6 V
Polgyo	1417	E999236-B		Ni	914	X	G5 V F9 V
Potes	2918	E5765A5-7		Ag	220	X	M2 V
Prosser	1502	C4695A9-A		Ni	400	FA	K6 V
Prudnik	1206	E200100-0		Va	100	X	M4 V
Ptock	1612	D365856-7		Ri	202	X	M3 V
PU CHOU	2608	A896969-A		In	710	MC	G5 V G0 D
Puula	2030	C543413-A		Ni Po	810	X	K4 V
Qabalan	1719	B897638-B		Ag	810	Ow	M3 V K2 V
Qana	2420	D240370-8		De	703	X	M0 V
Quargla	1722	D552759-A			214	Ow	F9 V G0 V
Quezon	1007	C76A545-B		Wa	320	X	M3 V
Quindio	1406	C320624-8		De	703	X	M7 V
Ramsele	2122	C755373-A		Ni	702	Ow	F4 V F8 V
Ranua	2728	AA69759-B			202	R	M2 II
Raslapsi	2733	C9B6779-9			404	X	M0 V
Rasnoe	0638	E223314-6		Ni Po	102	X	M5 V
Rawa Maz	1717	E6657A9-8		Ag Ri	522	Ow	M1 V
Remino	1631	C100406-A		Va	102	X	M9 V F2 V
Riad	2136	D446473-7		Ni	420	X	K7 V
Rickamil	1702	B7A7668-D	N	Ni	714	FA	M2 V
Rill	0234	A879878-C			111	X	M1 V F5 V
Rinlo	3026	C131636-B		Ni Po	600	X	M2 V
RION	2840	E478AD9-9		In	430	X	M3 V
Rm-y-mi	3138	B534739-C		Na	310	Hc	M2 V F1 V
Ronda	2625	C855634-A		Ag	104	X	G8 V
Rota	3221	A676886-C	N		302	X	M1 V
Rulti	1507	A5586C9-B	N		820	X	G7 V
Rute	2927	D100437-9		Va	613	X	M1 V
Rybnik	2018	EAC8444-9			220	Ow	M0 V
Rzhev	1735	E569320-B		Ni	725	X	K8 V F3 V
Sahagun	2820	E9B8347-A		Ni	420	X	M5 V
Sangju	1019	C657658-7		Ag	900	X	G9 V G1 D
Saza	1306	D647749-B		Ag	823	X	K6 V
Sba	1523	B8788A5-A			800	Ow	G9 V
Scabin	2732	D443405-8		Ni Po	513	X	G5 V
Scorch	0433	E220473-3		De	603	X	M6 V
Sedano	2615	D410452-8		De	323	X	M4 V
Sembilen	1606	C533321-9		Ni Po	810	X	M1 V
Senlac	1433	DAB6477-9		Ni	313	X	M4 V
Seregno	1240	E6A1689-B		Ni	631	X	M8 V F4 V M9 V
SERIR	0817	D649A99-6		In	710	X	F5 V F7 V
Sestao	3019	C6838A8-9			500	X	M0 V
Sete	3211	D663868-A			212	Kc	M2 V
Sfax	2126	E300509-8		Va	614	X	M0 III F9 D
Sfyri	0439	B552769-D		N Po	713	KW	K5 V
Shan	2605	E130359-7		De	324	MC	A6 V
Shang Ti	2702	D67A878-C		Wa	312	MC	M0 V F7 V
Shen	3202	E410200-0		De	400	Kc	M3 III G3 V

Shen-nung	2704	C94A746-B		Wa	410	MC	M1 V G2 V
Shiga	0520	E456443-4		Ni	812	X	M3 V K7 D M9 V
Shun	2811	B586548-A		Ag	612	MC	G5 V F8 V
Sieradz	1914	C233422-8		Ni Po	302	KC	M6 V K6 V
Siut	2939	E510405-7		De	400	X	M4 V G9 V
Slae	1602	C436688-B		Ni	612	FA	M8 V K4 V
Slatni	1102	B685556-B		Ag	802	X	A5 V
Slint	0934	C572639-9		Ni	701	Sy	A6 V
Sluiskin	2010	B767559-B		Ag	622	X	F4 V
Soluk	1312	A5538A9-C		N Po	301	X	M1 V
Sora	0238	B200210-A		Va Po	304	KW	B0 V
Soroti	0924	D875455-2		Ni	804	X	G6 V
Souris	2004	B753636-B	N	Ni Po	724	X	K6 V
Spry	1805	C737862-A			210	X	M6 V
STEFEN	1135	A547AA9-B		In	702	Sy	G6 V
Stm-Fi	1632	C95A477-6		Wa	403	X	G6 V F4 V
Suolahti	2230	D544889-8			400	X	M2 V
Suwa	0123	D7C5305-6		Ni	400	X	M7 V
Suwon	1520	E210457-9		De	503	Ow	M4 V
Syrte	1012	C387739-A		Ag	902	X	F9 V G3 D
Syzlin	0831	A645794-C	N	Ag	204	Sy	G9 V
T'Kaim	2437	C787373-8		Ni	400	X	G9 V
Tadzhik	1910	D565410-5		Ni	600	X	F7 V F5 V
Tafalla	3219	E657865-8			900	X	F5 V
Taginae	2008	E666040-0			600	X	M2 V
Talslad	3233	E7AA343-8		Wa	803	X	M5 V
Tamale	1323	D687686-0		Ag	923	X	G6 V G4 V
Tana	0830	C8A7719-A			504	Sy	M2 V
Tao	3108	B334632-A		Ni	200	X	M4 V F9 V
Tarat	1311	C441455-9		Ni Po	202	X	K4 V
Tarbes	3217	E489342-7		Ni	300	X	K4 V
Tasmilma	0507	C768654-A		Ag Ri	400	X	G6 V F8 V
Temassinin	1726	C324B59-B		In	100	X	M3 V G4 V
Tervola	2530	E8B8220-6		Ni	905	X	M2 III G1 V
Thien-Shen	2708	B693889-C			200	MC	A5 V G5 V
Thikan	1128	D756671-7		Ag	503	X	K4 V F0 V
Thom	3131	D96A754-6		Wa	310	X	K8 V F5 V
TI-MU	3003	C366998-B			504	MC	G6 V
TIDIKELT	1727	A5479C6-B	N	In	410	X	M0 V K7 V
Timgad	1924	A376845-C			303	X	A9 V F8 V
TINDOUF	1825	C6A69B9-B			914	X	M8 V
Tlemcen	2027	A745853-B			420	X	M2 V F9 V
Tni Haia	1829	C000200-A		As	601	X	B8 V
Toboloski	0611	C8B8579-9			300	X	M6 V F8 V
Toijala	3028	C9CA641-A		Wa	410	X	M6 V F8 V
Tororo	1023	C566664-B		Ag Ri	505	X	M0 V M3 V
Tottori	0818	E573224-7		Ni	803	X	A4 V G8 V
Tsama	1238	C563568-9		Ni	721	X	M1 V
TSAVO	1125	A474A99-C	N	In	700	X	K6 V
Tsi	2813	E756453-9		Ni	420	MC	A1 V K6 V
Tsing Tao	3205	E8C9349-A			404	Kc	B2 V
Tstata	0640	C455569-A		Ag	613	KW	M2 V
Tsu	0627	D536557-5		Ni	602	Go	M3 V K1 V
Tsung	2407	B568556-B		Ni	205	MC	G6 V F4 V
Ttrino	0316	C583414-B		Ni	210	Rm	M0 V
TUBROYLLUFOTYUSK	2623	A674A99-E		In	200	Oy	M0 V
Tumu	1427	B355522-8		Ag	314	X	K7 V G4 V M6 V
Tumuc	0713	C2345A5-A		Na	803	X	M9 V
Turku	2329	A442899-C	N	Po	100	R	M3 V G2 V
Tzitin	1335	C000689-A		As	524	X	A2 V
Uaboe	0601	A965669-A		Ag	110	Mi	M2 V F8 V
Uda	0124	C641312-7		Ni Po	603	X	F4 V
Uku	2931	D794897-8			605	X	B3 V
Ulid	1015	E383757-8			304	X	K8 V F1 V
Ulsan	3031	C567472-8		Ni	610	X	B7 V
Uterea	2522	C659695-8		Ni	410	X	K5 V
Vaala	2630	D687775-6		Ag Ri	504	X	F4 V G5 V

Vamitra	2101	C477326-9	Ni	900	X	M0 V K6 V
Varkaus	3027	E310433-4	De	303	X	M8 V
Vejir	3223	E679400-8	Ni	600	X	A2 V
Vianden	1509	C547635-5	Ag	800	X	M0 V
Vivero	2618	D432555-7	Ni Po	213	X	M8 V
Vryheid	0510	C400310-9		805	X	M8 V G5 V
Wager	2302	D566569-9	Ag	110	X	B8 V
Wajir	0725	A310523-8	De	200	X	A6 V G1 V
Wald	2231	E999597-7	Ni	514	X	F6 V
Warta	2316	C8CA778-C	Wa	711	KC	B8 V
Wenchi	1426	C100775-8	Va	303	X	B7 V
Wielun	1813	C667641-A	Ag	320	KC	A9 V K8 V
WROCLAW	1620	B6A5AC8-C		404	Ow	M2 V
Wu Ti	2606	D779279-7	Ni	600	MC	F7 V F8 V
Ya'bud	2412	D000566-C	As	702	X	M5 V K5 V
Yapei	1327	E332591-8	Na Po	400	X	M1 V G9 D
Yaren	0109	C4746B7-8	Ag	510	X	M2 V K1 V
Yen Ti	2703	D262215-B	Ni	424	MC	B4 V
Yendi	1325	C273655-9		921	X	K9 V F1 V
Yesong	1411	C582656-A	Ni	610	X	K5 V
Yu-Chhiang	2609	C868420-8	Ni	510	MC	G8 V G1 V
Zabrze	2016	A464788-A	Ag Ri	600	KC	G8 V F8 V
Zankai	0833	C200444-A	Va	303	Sy	M9 V G5 D
Zhidah	0320	E360314-8	De	214	X	A3 V
Zisteffle	2335	C656749-9	Ag	814	X	F8 V M1 V
Zuarungu	1429	D200889-9	Va	104	X	M5 III G0 V
Zynki	0136	E78A471-3	Wa	604	X	K7 V
ZYWIEC	2116	D6979C7-B	In	314	KC	M1 V G6 V

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