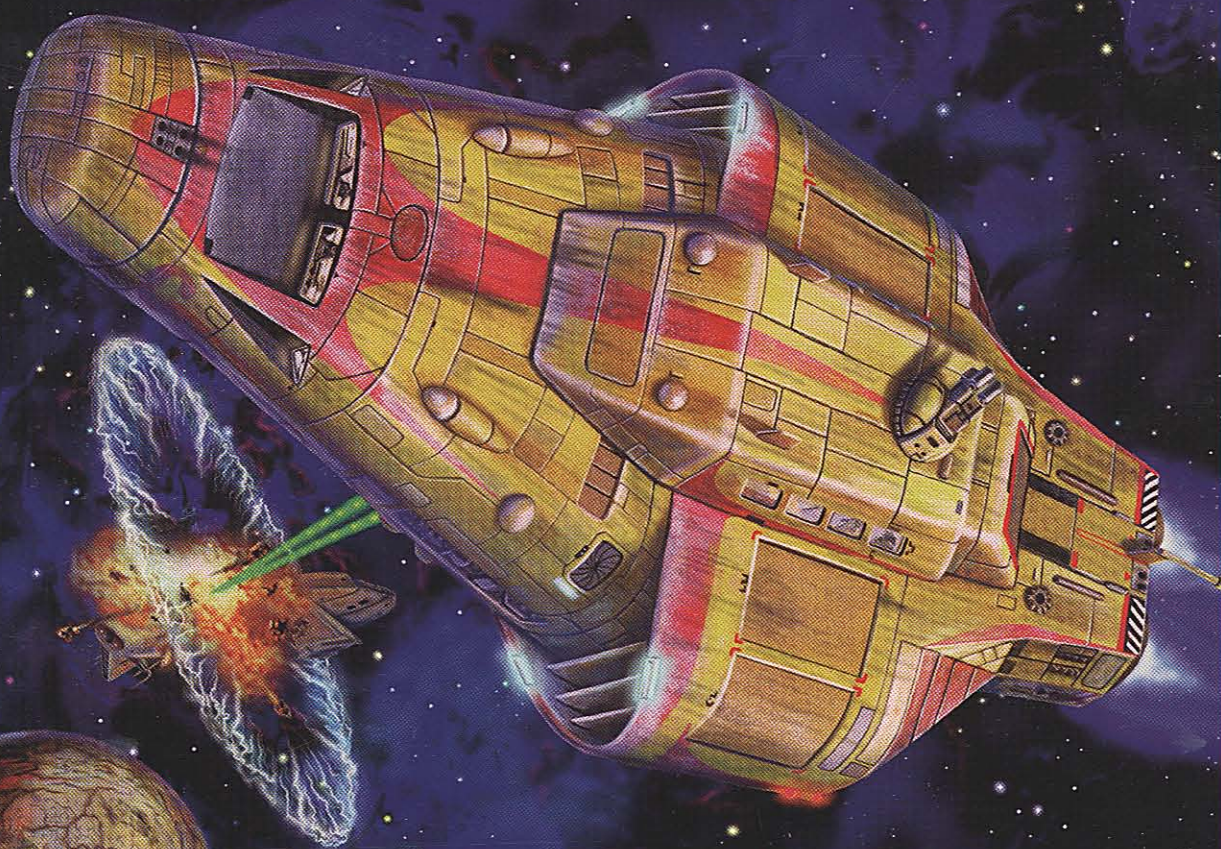


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BEHIND THE CLAW

The Spinward Marches Sourcebook

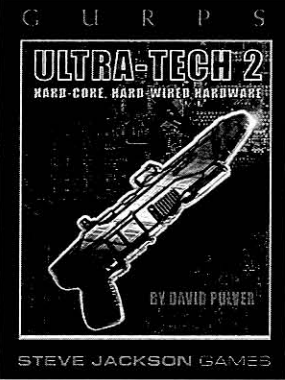
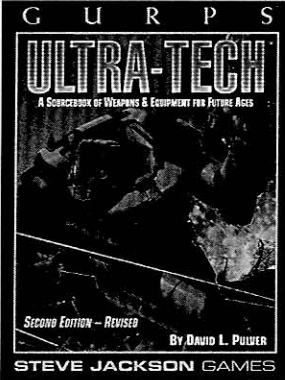
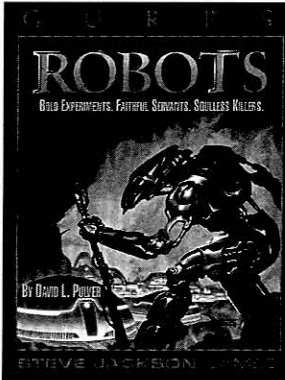
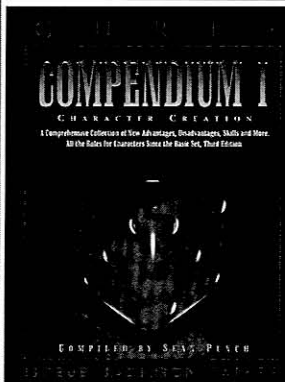
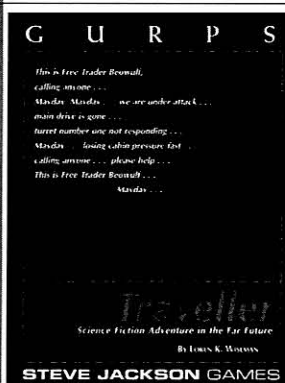


BY MARTIN DOUGHERTY AND NEIL FRIER

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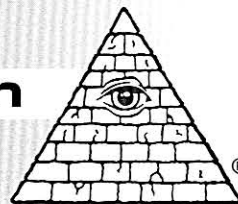
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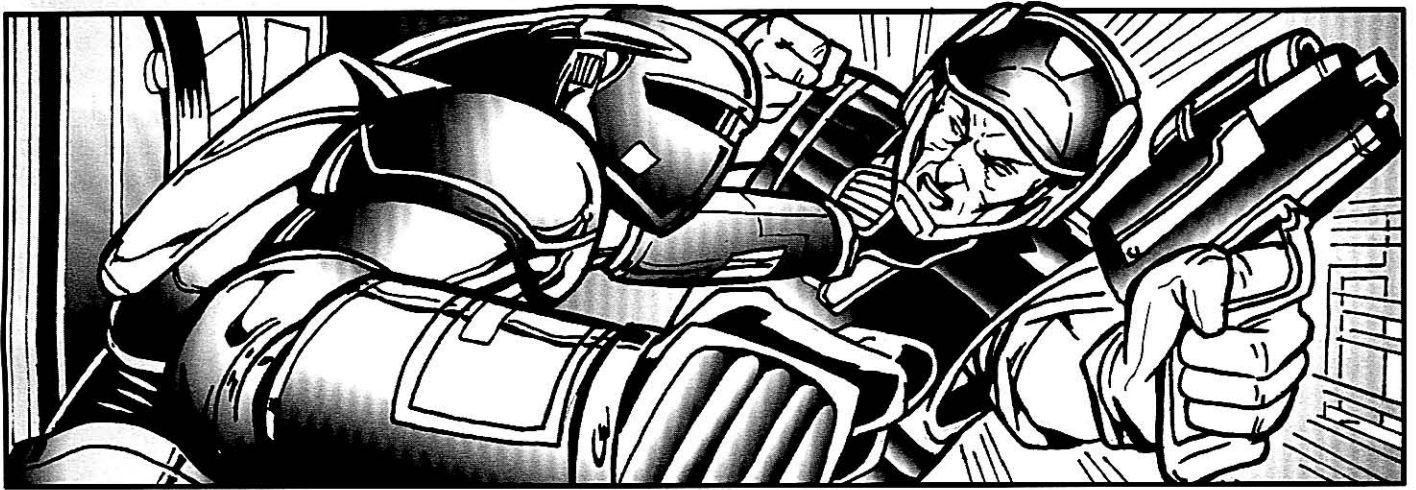


GURPS[®] *Traveller*[®]

Behind the Claw

THE SPINWARD MARCHES SOURCEBOOK

BY MARTIN DOUGHERTY AND NEIL FRIER



Based on the award-winning design by Marc Miller and Frank Chadwick

Edited by Loren Wiseman and Gene Seabolt

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ISBN 1-55634-353-1

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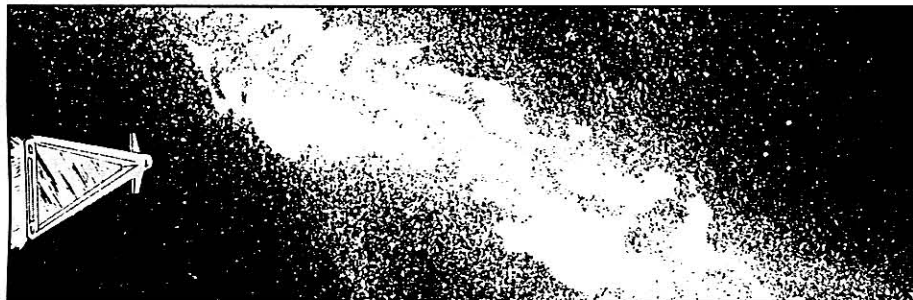
INTRODUCTION

The Spinward Marches sector is the “birthplace of *Traveller*.” It is the Third Imperium in microcosm – the great industrial worlds and the undeveloped frontiers, the megacorporations and the primitive alien species, sinister foes sharpening their knives along the borders (as well as within those borders), corporate competition, internal politics, rebellion and treachery – it’s all here.

In the 19 years since *Supplement 3: The Spinward Marches* appeared and gave *Traveller* a home, a great deal of water has passed under many bridges. There have been other settings for *Traveller* just as exciting as the Marches. But the Marches are “home.” This is where it all started.

The Spinward Marches of 1120 are not the Marches of 1105, of course. The current events of 1105 are history now. Things have changed. Time has moved along. New data has been discovered about races and worlds previously unknown. The political situation has changed, too. The Marches have an Archduke now, and a fleet blooded (and victorious) in the Fifth Frontier War. But the sector has not become a safe backwater overnight – far from it. This is the edge of the Imperium. The frontier. The fringe of civilization. This is where things happen.

Some things don’t change.



Martin J. Dougherty has been involved with *Traveller* since 1983. An electronic engineer by training, he now teaches science, and blames the game’s influence for his career choice. Other occupations have included computer games design and freelance writing. He has written several fiction and non-fiction books, and many articles for gaming magazines.

Martin’s writing partnership with Neil began in 1994, and has not been confined to *Traveller*. Current projects include a new science-fiction novel, more *Traveller* and other games material, and an attempt to get *Traveller* on television. He is married with two cats. Ambitions include paying off the credit card and Getting-His-Act-Together. Interests include fencing, firearms, gaming and annoying Neil.

Neil Andrew Frier lives with his wife and son in South Shields, England, where as a graduate of Loughborough University he pursues a career as a transport engineer for the local authority.

A keen cyclist, Neil splits his free time between this, being a dad and roleplaying. Neil’s love of the roleplaying concept began back in 1980 when he bought the original *Traveller* black box set. Since then he has played all of *Traveller*’s many versions as well as *RuneQuest*, *Pendragon* and *Vampire*.

Both Neil and Martin are members of the British Isles Traveller Support group and have been involved in producing *Traveller* material for Imperium Games and *GURPS Traveller*.

About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new rules and articles for *GURPS*. It also covers all the hobby’s top games – *AD&D*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun* and many more – and other SJ Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures* and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they’re released.

New supplements and adventures. *GURPS* continues to grow, and we’ll be happy to let you know what’s new. A current catalog is available for an SASE. Or check out our Web site (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request. Or download them from the Web – see below.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

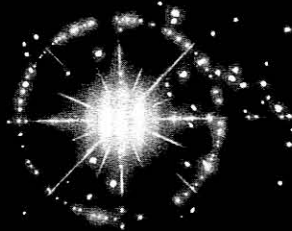
Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata and updates, and hundreds of pages of information. We also have conferences on Compuserve and America Online. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. Much of the online discussion of *GURPS* happens on this e-mail list. To join, send an e-mail message to majordomo@io.com with “subscribe GURPSnet-L” in the body, or point your World Wide Web browser to this URL: www.io.com/~ftp/GURPSnet/www.

Page References

See *GURPS Compendium I*, p. 181 for a full list of abbreviations for *GURPS* titles. Any page reference that begins with a B refers to *GURPS Basic Set, Third Edition, Revised*; e.g., p. B144 refers to page 144 of *Basic Set*. CI refers to *Compendium I*, CII to *Compendium II*, S to *Space*, U to *Ultra-Tech*, VE to *Vehicles* and GT to *GURPS Traveller*.

The Domain of Deneb



Recent History of the Spinward Marches

Historians consider a convenient starting point for “recent” history in the Spinward Marches to be the year 1098, when Norris Aella Aledon was invested as duke of Regina. The event proved a watershed in the history of the region.

1098

Civil war raged on Joyeuse as Norris was invested, but died down before becoming an issue outside the Sword Worlds.

The Imperial Penal Facility at Pixie/Regina was formally opened on 254-1098, seeing a return to the system of converting gutted starships into prison hulks. The *Gaesh*, a former Kinunir Class frontier patrol vessel, was said to be a very model of modern reform and rehabilitation methods, and escape-proof to boot.

Citizens on Horosho/Glisten overthrew the world’s ineffectual democratic government in a rapid and almost bloodless coup, electing an officer of the Imperial Navy to the rank of dictator. Lieutenant Lish Dervan was known for her extreme fascist values, and resigned her commission to take over the world.

1099

1099 was a mostly quiet year for the Marches, marked mainly by the preparations for the Imperium’s 12th century celebrations. The last weeks of the year saw Imperium-wide festivities ranging from organized events such as the Regina Pilgrimage – a cultural journey through the history of the Imperium – to the worldwide street parties on Mercury, which saw a breakdown of order that required marines to be deployed to break up the riots.

Reports in the latter half of the year of an unidentifiable craft sighted at various points along the spinward frontier were dismissed as mistaken, though a number of detached Scout Service vessels were ordered spinward to investigate.

Security forces on Regina/Regina captured a number of Ine Givar operatives and quantities of nerve gas in a raid just before year’s end. The target is thought to have been a mass gathering of revelers celebrating the 12th century.

THE STRUCTURE OF GOVERNMENT

In theory, the governmental structure of the Imperium is simple: The worlds of the Imperium handle their own affairs subject to a few common rules. The Imperium rules the space in between. To paraphrase a great political commentator of the early days of the Imperium: “The citizens govern themselves. The Imperial authorities just make sure nobody’s shooting at them while they do it.”

But the Imperium does maintain control of its member worlds. Individual worlds can be brought into line by many means, up to and including military force. More commonly, a combination of advice, guidance and subtle economic control is used to ensure that the worlds of the Imperium do as the Emperor wishes. Within these loose bounds, the various world governments rule as they please.

The Imperial nobility both serve and rule the citizens of the Imperium. They command the fleets that protect them, conduct diplomacy in their name, represent the citizens at the Imperial Court, directly rule many worlds, advise the government on others and act as “fire brigades” to deal with threats to the citizens’ well-being. It is in return for this service that the nobility receive their privileged status.

The highest Imperial authority is the Emperor and his immediate family. Next come the archdukes who rule the great Imperial domains. Each domain is a region comprising the Imperial worlds of four sectors of space. The Spinward Marches are a single sector within the Domain of Deneb. The archduke of the Domain of Deneb is Norris Aella Aledon, whose capital is at Mora/Mora in the Spinward Marches. The Domain of Deneb covers all the worlds owing allegiance to the Imperium within the Spinward Marches, Deneb, Trojan Reaches and Reft sectors.

Deneb is smaller than other domains for several reasons. Firstly, a few worlds of Reft Sector lie beyond feasible administrative range, on the other side of the Great Rift. Secondly, the Rift itself contains very few systems, meaning that Reft Sector contains very few Imperial worlds and Deneb has three almost completely empty subsectors. Thirdly, the Trojan Reaches lie almost entirely beyond the Imperial border. Only a few Imperial outposts and client states answer to the archduke at Mora. Lastly, even the Spinward Marches and Deneb contain worlds of non-Imperial allegiance.

Despite being smaller than other domains, Deneb is still far, far too big for any one sentient, however talented, to maintain close control. Thus, as the Emperor at Capital/Core delegates authority to his archdukes, the archdukes delegate authority to their subordinates, and they to theirs.

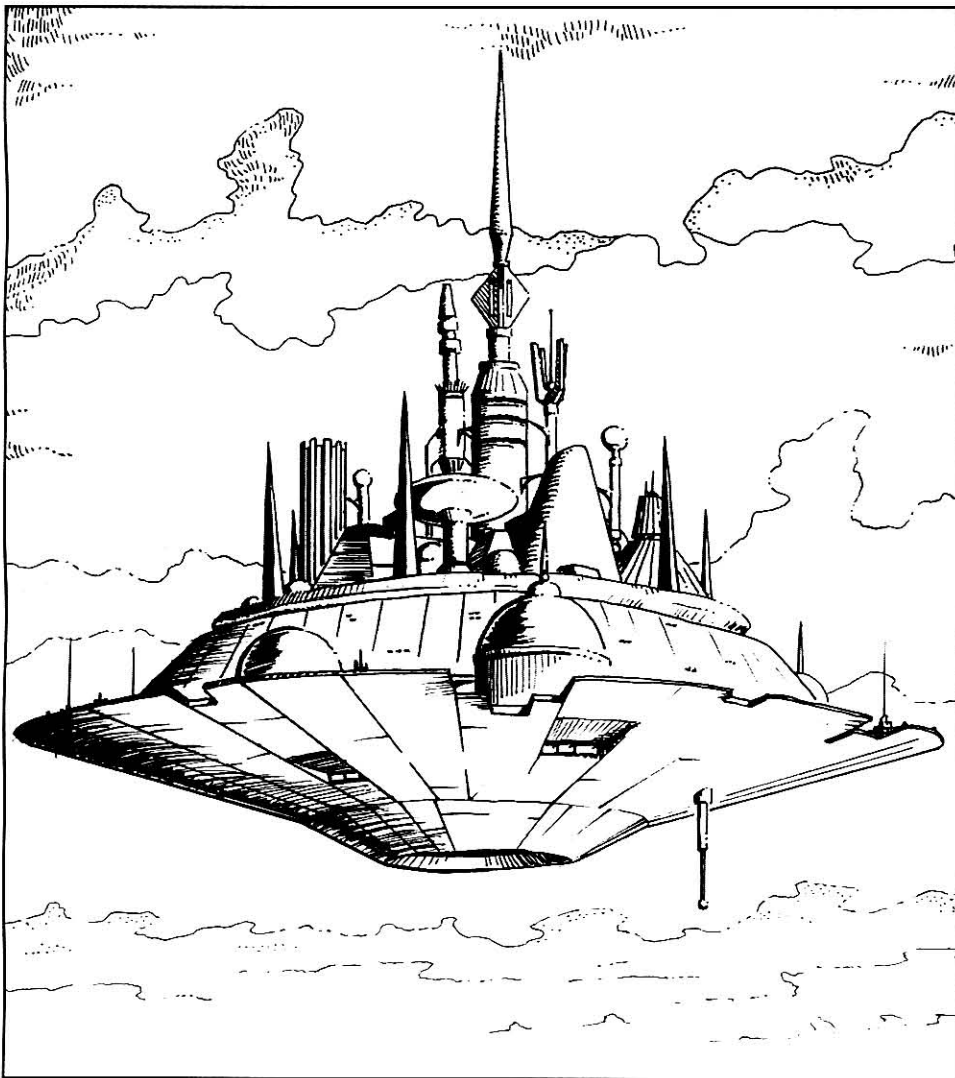
Archduke Norris does not rule the worlds of his domain. Even Regina, of which he is the hereditary duke, does not “belong” to him. In this limited concept of rule, Norris claims authority over his domain in precisely the same fashion that the Emperor rules the Imperium.

The Imperium and its domains are a feudal organization of worlds that have agreed to surrender certain rights, such as control of foreign affairs, and the

“right” to enslave sentient beings. Member worlds have agreed to pay tax to the Imperium and to abide by certain Imperial laws, such as those banning weapons of mass destruction in ground combat or space-to-surface bombardment (use of nuclear-tipped missiles by military vessels is allowed in space combat), slavery, piracy and so forth. In return, member worlds retain autonomy in governance of their internal affairs. They keep the right to maintain armed forces and to engage in trade, research and even limited warfare to enforce their interests. Member worlds are granted the protection of the Imperial armed forces and emergency aid in need. They are granted the services of a member of the nobility to represent the world at the Imperial Court.

The style of government chosen by the populace is each world’s own business. Anarchies, republics, monarchies (even sub-empires), corporate states and religious dictatorships exist in the Imperium. The level of governmental control, the technology employed and the laws to be enforced are all determined internally. The Imperium does not interfere in these matters unless Imperial laws are broken.

Some worlds are the personal fief of a noble, or are protectorates under direct Imperial control due to intervention for one of a variety of reasons. Such worlds are sometimes termed “Imperial” worlds, since the government of the world is the Imperial government. Examples include Jae Tellona in the Marches, which is under naval administration, or Iruurk in Core sector, which is ruled by House Talaton, a powerful Imperial family.



1100 began badly for the Marches, with the loss with all hands of the battlecruiser *Lariinaan* on patrol in the Phlume system, three weeks out of a refit on Denotam. The loss of this old but reliable and popular ship was attributed to an explosion resulting from a collision with an escorting *Rubikin*-class destroyer. Subsequent investigations found the commanding officer of the destroyer guilty of negligence, and her commission was posthumously stripped.

A number of freelance salvage vessels descended upon the system, and “unmarked” vessels thought to be of Zhodani origin arrived soon after. It is not thought that much salvage was recovered from the wreck, as the remaining escorts stood vigil over the hulks from the moment of collision until additional Imperial Navy vessels arrived. The conduct of the salvage crews, including vessels operating under the theoretically reputable banner of Spinward Salvage, was described by an escort commander as “just plain disgusting.” Rumors persist of a Navy cover-up regarding allegations that the escort *Fleetfoot*, (Lt. Comdr. Rewnashii, IN) deliberately rammed one salvage ship and in a later incident fired repeatedly on the merchant vessel *Carataba*. The wrecks, after salvage and investigation, were placed in deep orbit as a memorial to those killed in this tragic incident. Interdiction satellites are in place.

The disappearance of the IISS scout/courier *Blessed Wretch* in the same system a month later is not thought to be in any way connected.

In the Five Sisters subsector, Vice Admiral Petroklev announced his retirement from active duty after a 12-year stint as Officer Commanding, Jone Naval Base. The admiral claimed failing health as a reason, but is rumored to have signed a contract with an unspecified corporation as naval advisor.

Violence erupted on Chamois/Trin’s Veil on 132-1100, as agricultural workers protested at subsidy cuts. A short period of anarchy followed, but in a bizarre twist, order was restored by the protesters themselves when extremists began an arson campaign. Spokespersons for the workers claimed that, “We want no one hurt. We just want the chance to make a living. Justice has been served on those who caused this willful damage and it will not happen again.” Sir Coranis Bilindaan, an Imperial troubleshooter of considerable reputation, was appointed to look into the matter. The workers of Chamois expressed tentative approval. Their optimism was borne out by the swift and equitable solution brokered by Sir Coranis.

"I joined the Scouts because I was drawn to mysteries of the universe – the strange and the unexplained. Like my cousin Stiigilishimu – he was something strange I could never explain."

– comedian Anton Wilson Peale



1101

An accidental encounter on 003-1101 between a Kinunir class vessel and its escorts and a pair of Zhodani Shivva class frigates while gas-giant refueling at an unspecified location in the Outrim Void resulted in the first shots being fired between Imperial and Consulate vessels since the Fourth Frontier War. The engagement was inconclusive, and Zhodani diplomats were eager to smooth over the incident rather than apportion blame.

Oberlindes Lines announced on 041-1101 that a number of new, high-quality freighter-liners would be purchased to supplement vessels currently operating in the Aramis Subsector. These vessels, it was declared, would carry a heavier armament than previously standard.

Brodie was proclaimed an Imperial Protectorate under naval jurisdiction after the collapse of the government.

1102

1102 was a less than successful year for trade and commerce. A scandal involving public funds drove the fledgling Fornice Packet line out of business. The company's interests were bought out wholesale by Tukera Lines, whose stock dipped sharply when unsubstantiated allegations blamed Tukera for undermining Fornice.

A previously expanding SuSAG operation on Weiss/Glisten was closed down late in the year, dashing hopes for an employment boom.

The loss of an Imperial lines freighter to pirate action over Horosho/Glisten prompted a call for an anti-piracy sweep into the Outrim. No vessels were available, for undisclosed reasons.

A religious schism on Dodds began the bloody "three-way war."

A mysterious explosion destroyed part of Imperial Research Station Alpha on Duale/Mora.

Other worlds have a noble associated with them but are not ruled directly. These nobles may play a small part in world government, but are the world's Imperial liaison; they represent the world's interest on the larger Imperial stage. Many such nobles are not resident on their "represented" world, nor are they natives. All have a fief on that world – some holding or interest that serves the dual purpose of linking the noble's fortunes with the world's and also giving the noble an independent income. The fief might be a factory or a country estate. It might be land deeds or a portfolio of shares in one or more local corporations.

A good example of this kind of noble would be the marquis of Khiidkar in Core. Khiidkar is ruled by its own bureaucratic government, and Marquis Haraani of Khiidkar is not the planetary ruler – though he is the founder and head of KhiidkarCorp, the world's largest corporation, and the most wealthy individual on the planet. His noble title was granted for support given to the Emperor both as a serving naval officer and later as head of a major corporation. The world's bureaucratic government consults all important company heads on major decisions, so Marquis Haraani has a say in government by dint of his holdings on the world, but no direct rule. As the world's representative, he then takes whatever issues the government desires to the Imperial Court or other offices. Other nobles, such as Baron Khivn, whose fief happens to lie on Khiidkar and whose allegiance is to Marquis Haraani, may have a fief on a particular world yet not be its representative. This fief is simply private ownership of land or industry.

THE IMPERIAL NOBLE RANKS

Imperial titles of nobility follow ancient traditional lines. From the lowest to the highest the ranks are: knight, baronet, baron, count, marquis, duke, archduke and the Imperial family.

Loyalty is owed to a noble of higher station – several knights and baronets will owe their allegiance to a baron, several of whom owe allegiance to their count and so on up the hierarchy. This does not mean that, for instance, a knight must be personally loyal to the next higher title, a count. A knight might owe allegiance to a marquis, duke or princess – or even directly to the Emperor. The complex web of allegiances may seem like an unnecessary encumbrance, but in fact the concept of personal loyalty and "noble virtues" is vital in maintaining control of the Imperium.

Generally, the loyalties of a group of worlds whose associated nobles owe allegiance to a particular overlord will group together in a political or trade alliance, and will make common cause in their daily affairs. The highest example of this is the entire Imperium. The domains are another example, as are the three or four worlds associated with a typical marquis.

The many nobles who hold fiefs on particular worlds – perhaps as a reward for exemplary military, scholastic or artistic service – but do not represent that world in an official capacity still owe their loyalty to noble overlords, and serve the Imperium in their various ways. Many noble positions are rewards for service already rendered, and others – especially hereditary positions – are occupied by useless spoiled dilettantes, but most positions carry a stern duty and symbolize the concept of "Imperial trust." When events turn sour, these are the men and women who have the duty to take charge and do something about it. Or they are the ones who will be assigned to deal with or investigate a problem. They hold the trust of the citizens. They are the leaders. They may have no specific duties, but they are there, just in case.

The governance of the Imperium is further complicated by the influence of megacorporations large enough to be considered nations in their own right.

Fortunately, most megacorps are headed by nobles who owe their allegiance directly to the Emperor. Problems do arise though; megacorps and their smaller siblings are in business, and business interests do not always coincide with the well-being of citizens. Money talks, and the influence of business on the government of the Marches should not be underestimated.

THE ARCHDUKE OF DENEK

THE OFFICE OF THE ARCHDUKE

The archduke of a domain is directly responsible to the Emperor, and charged with the administration of an entire domain, which may include more than 1,500 worlds and trillions of inhabitants.

For centuries, the archdukes have been little more than figureheads, their old power chipped away and transferred to the Imperial throne. The archdukes thus became ceremonial heads of state with very limited powers to act or govern. That changed in the reign of Emperor Strephon, who moved to restore the power of the archdukes and make them once more his powerful right hand in regional control. This controversial move has many critics, but the Emperor believes that the only way to effectively govern the vastness of the Imperium is to delegate authority to trusted subordinates who are "on the spot," and who have the power to act. If the archdukes are not trustworthy, the critics point out, then Strephon will have created rivals and threats, not effective governors.

An archduke has many powers of governance. Most important, perhaps is military, specifically fleet control – which is also considered a legitimate right to the Imperial throne. An archduke has control over the fleets deployed in his domain. This does not mean that an archduke must be a naval commander. Some are, but there are plenty of admirals to command the fleets in battle. What the archduke does is exercise political control over the fleets, treating them as tools of policy. He authorizes deployments and changes in basing strategy. He declares alerts and moves his fleets to counter threats. The archduke has responsibility for deciding whether to send in a single cruiser to "show the flag," to build a base in the region and swamp local systems with patrol craft, or to declare war and send in an entire fleet. Other military forces, such as the Army and the Scouts, are also under the archduke's control, but it is the Navy that will be used most often as a tool of state.

1103

The First Spinward Point-to-Point Race was begun on 067-1103, from the specially constructed launch station in orbit over Trin. Contestants in the race were required to collect encrypted data chips from offices on Glisten, Mora, Lunion, Rhylanor, Lanth, Regina and Frenzie, returning the set to Trin in the shortest time. The cost of the elaborate anti-cheating precautions alone was immense, prompting several Imperial ministries to denounce the competition as a "silly game for people with too much money and nothing better to do." Despite this, several nobles entered the race in person, as did teams from the Imperial Navy, Scout Service, and strangely, the Army, competing against sponsored vessels representing corporate and planetary interests. An early casualty was the Tukera Lines entry, which suffered a jump-drive failure and never cleared the system. The skipper was philosophical: "Someone sabotaged us. It happens."

Insurrection flared up on Garda-Vilis as the population showed their unhappiness with the current Vilis-installed administration.

1104

Nine vessels out of the 17 entries of the Point-to-Point returned with the data chips to the starting point on Trin by the end of 1104. Six dropped out or returned without a complete set, or were disqualified. One never cleared the system, and Sir Yaricht Fruenelle is still missing in his private jump-4 yacht. He is believed to have attempted a trans-Abyss transit from Ivendo.

Rumors of Zhodani fleet movements were scotched by the Navy's PR office after forward observation vessels failed to detect any unusual operations.



1105 saw the first experimental use of liquid-hydrogen drop tanks on commercial vessels, by Tukera Lines.

The discovery of the lost frontier patrol vessel *Kinunir*, prototype ship of its class, drifting in the Shinothy asteroid field, prompted a recall of all *Kinunir* class vessels to base for unspecified but urgent "maintenance."

Despite an attempt to cover the gaps with other vessels, the absence of the *Kinunirs* was felt when piracy began to rise again after a decline over the previous 20 years.

A major disturbance on Efate in the administrative center resulted in a massive firefight between the authorities and rioters thought to be connected with some terrorist organization. The starport was temporarily closed, and other facilities remained out of action for some time.

Friends of Sir Yaricht Fruenelle, sweeping the Abyss for transponder signals or other evidence of his whereabouts, reported sighting a large vessel emerging from jump in deep space. It was definitely a warship, and had suffered extensive battle damage very recently. Witnesses report a violent emergence from jumpspace characteristic of a misjump. No reply was received from the vessel except an automated transponder identifying it as the Solomani heavy cruiser *Navarino*, presumed lost with all hands during the Eighth Interstellar War in -2362. Before any further contact could be made, the mysterious vessel vanished.

Rumors that security forces operating against insurgents on Efate/Regina had captured a Zhodani officer serving as an advisor to the insurgents were quickly denied by the Imperial authorities.

The destruction of the Oberlindes vessel *Bloodwell* by Imperial battlecruiser *Adamdun* caused great concern late in 1105, since the incident was attributed to the failure of a recently fitted tamper-proof transponder.

Another insurrection by the Tanoose Freedom League on Garda-Vilis was put down by the Vilis security forces with the help of mercenaries. Atrocities committed by government-backed forces caused an Imperial intervention, with Marine forces sent to protect the erstwhile rebels from the forces of law and order.

Legally, the archduke has the power to pass new laws – though these have to be ratified by the Emperor – to deal with local situations (planetary or domain-wide). He does not have the right to interfere in the internal affairs of a member world unless through a formal Imperial Intervention Order. Intervention is triggered by a world breaching the Imperial laws in some way – supporting piracy, imposing slavery, using nuclear explosives in ground warfare or other such crimes – or "acting against the interests of Imperial citizens." This latter criterion is purposely vague. The archduke must decide if the situation requires intervention, based on many factors including whether popular opinion would suffer as a result, how serious the problem is and whether intervention might cause more problems than it solves. Making this choice is what the archduke is there to do. Intervention can take the form of a military operation, economic sanctions or special restrictions. The archduke's decision is a weighty one.

Politically, the archduke is empowered to make decisions regarding foreign policy and trade rights, the shifting of subsidies to promote trade or the imposition of sanctions against unruly worlds or corporations. He is empowered to create minor nobility – knights, primarily – who are personally loyal to himself. Thus each archduke can reward loyal or talented subordinates with noble titles and create a body of trusted personal followers to carry out his will "in the field."

NORRIS AELLA ALEDON, ARCHDUKE OF DENE

Norris Aella Aledon was the second son of the duke of Regina, and was never trained to be a political leader. His father had envisioned for him a role as advisor to his brother William, who would someday be duke. Thus, when the young Norris announced an interest in joining the Navy, his father actively encouraged him.

Norris graduated Naval Academy with honors, but his tutors' assessment showed him to be unsuitable for the fast-track promotion ladder. He was definitely not the material for starship command, and a staff appointment seemed most appropriate. Norris applied to and received permission to attend the Imperial Staff College as an Intelligence officer. After graduation, Sublieutenant Norris Aledon spent a short time in the field, operating against terrorists on several worlds of the Diaspora and Old Expanses sectors. This was Norris' only active service.

After this risky assignment, Norris returned to the Staff College for a time before graduating as an analyst, a role which suited him perfectly. Lieutenant Aledon was transferred to Diaspora, providing excellent reports on Solomani strengths before being promoted to lieutenant-commander and assigned to the Analysis Office of the Tactics College at Macene/Rhylanor. This was Norris' last Navy posting, and re-united him with an old tutor, Commodore (later Vice Admiral) Vrin Tildaalin.

In 1097, Norris' brother William was killed in an accident. Norris personally pursued the investigation, but no trace of foul play was ever found. With his father's health failing, Norris began hurried preparations for the assumption of ducal responsibilities. Upon the death of his father, Norris regretfully hung up his naval uniform for the ducal robes and assumed the title of duke of Regina.

Duke Norris made a competent enough administrator. Though he had never wanted this role, he was an honest man who tried hard to be fair and just, and to discharge his duties conscientiously.

It was the Fifth Frontier War that showed Norris' mettle. His Intelligence training allowed him to see where the war was going, and he did not like what he saw. Norris was not a man to stand by and watch while there was a job to be

done, so he acted. First taking personal control of local resources, he bought time with a huge gamble based upon a successful deception operation, then took the politically dangerous decision of shaking up the entire command structure of the Marches fleets. Invoking the power of an Imperial Warrant, the retrieval of which is a tale in its own right, the duke began a ruthless purge of the "old guard" of complacent commanders, politically appointed officers too old or unsuited to the demands of their post. The resentment so caused could have been his downfall, but instead it was the Imperium's triumph. Actions such as raising Commodore Vrin Tildaalin to vice admiral and giving him the entire Regina Fleet were risky at best, and some of the bets did not come off.

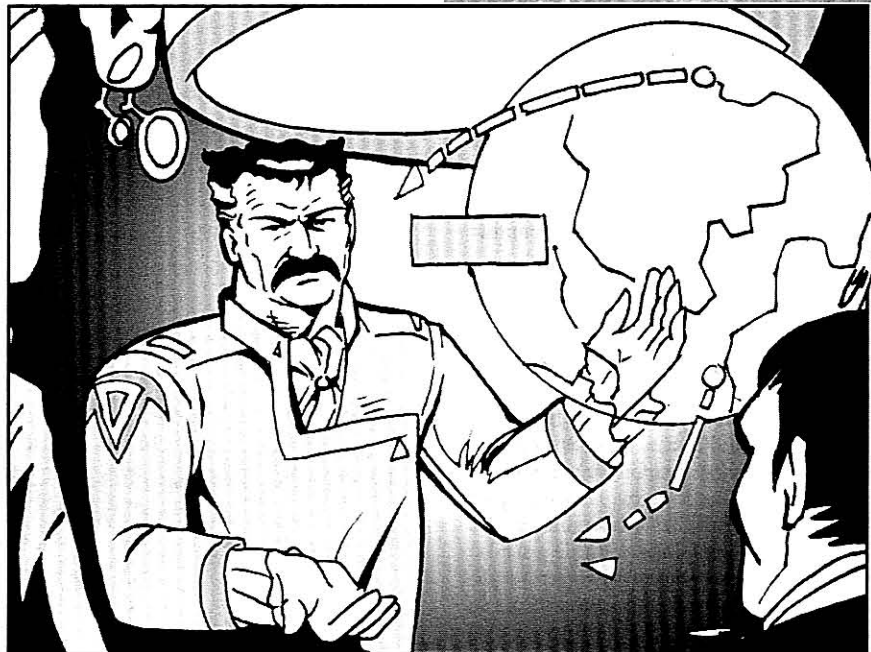
But Norris' actions rejuvenated the Imperial fleets, giving them new fighting spirit and more aggressive leadership. The tide was finally turned, and Norris was honored as a hero. The final reward for this bold, determined action was Norris' appointment as archduke in 1116. Norris Aella Aledon was exactly the sort of person Emperor Strephon wanted on the thrones of the Domains – active, intelligent and morally courageous.

Norris has built on the peace brokered at the end of the Fifth Frontier War, and instituted policies designed to improve relations with neighboring states – specifically the Zhodani – and to repair the damage done to the economy.

Norris is at this time unmarried, and resists pressure to find a suitable partner, claiming that he is far too busy at the moment. Certainly the archduke and his personal staff, headed by Advisor Branj Dilgaadin and Captain Sahl Tildaalin, IN, are very active in their efforts to bring stability and prosperity to the Domain of Deneb.

Vice Admiral Vrin Tildaalin (Ret), IN, SEH, MGC with Swords and Diamonds, offers us a glimpse of this effective team through the eyes of a close friend: "They all have quite remarkable talents. Branj is a great 'people' person. He can read a man like a book and always knows how to get the best from the staff. He advises on political matters. He can drink anyone under the table, too. My daughter is a very skilled naval and military advisor. Norris – Archduke Norris, sorry – is the mind behind it all. He gathers all the information he can then disappears into his library for a while with a glass of wine and a puzzled expression that always makes me laugh. But when he comes out, there's a solution laid out, cold and hard. Every detail taken care of, and whoever gets to carry it out had better get it right!"

Asked about his long-ago assessment that Norris would never make a starship captain, the admiral says, "He never did, did he? Sure, he commands fleets and armies . . . but that's political. I once said that Norris would make a lousy starship captain and it's still true. Why do you think he's got my daughter on his staff?" And on the subject of a possible romance between Norris and Captain Tildaalin, the admiral simply smiles and says nothing more than, "If that were going to happen, it would have happened by now."



1106

Rebellion flared up on Dinom/Lanth on 90-1106, when workers employed in the world's ore extraction and processing industries revolted and overthrew the world's government.

The Tukera Liner *Trimkhana-Brilliance* was lost on 186-1106 due to an explosion thought to have been caused by poor quality control by General Shipyards, which built the vessel's L-hyd drop tanks. General's reputation suffered badly because of this incident and the subsequent Tukera-funded investigation. The yard's stock went into a decline that took years to reverse. Tukera sent the drop-tank project back into the testing stage (no major commercial line has adopted the tanks for safety reasons). The failure of the project was attributed by some to sabotage by Ine Givar terrorists, others blamed rival shipping lines, including Oberlindes and Imperiallines.

The discovery of a secret Zhodani forward base in the Fulacin system by the crew of the free trader *Empress Nicholle* led to its subsequent destruction by Imperial and other forces. Details are unclear as to exactly what occurred on Fulacin late in 1106. A series of large explosions on Fulacin are thought to be connected with this event.

Mercenaries under the command of a group of wealthy adventurers attempted to "liberate" Burtson/Trin's Veil from its overlords. The political situation was spectacularly misjudged, resulting in the population rising against the mercs. The survivors fled in their three-ship squadron.

Research Station Gamma, on Vanejen/Rhyllanor, was damaged in a raid thought to have been conducted by terrorists.

Early in the year, the Baracci Technum launched two "trade scout" missions into the Outrim Void to rimward of Glisten. The merchant cruiser *Leviathan* returned from its initial voyage, but the fate of her sister vessel *Roman de la Rose* remains unknown.

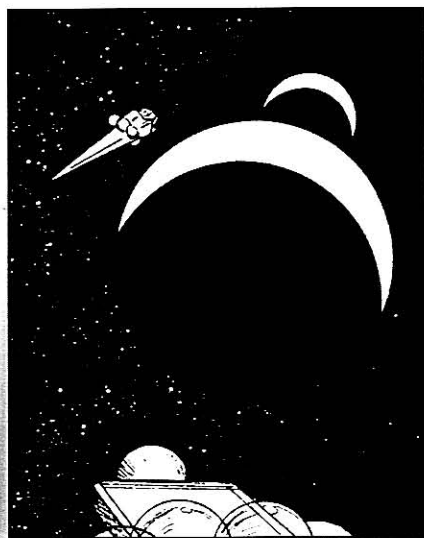
A sudden, sharp rise in the incidence of piracy within the Marches drew many escort and patrol vessels from their assigned stations, and even some fleet elements were redeployed.

The middle of the year saw the beginning of the Fifth Frontier War, with a declaration by the Zhodani Consulate on 187-1107. Consulate fleets were already in position at Ruie, in violation of the Demilitarized Zone. Small strike squadrons, some carrying commando forces, jumped ahead of the main forces to refuel at "corsair" bases and move on, spreading confusion and terror deep into the Marches.

Heavy fighting erupted along the frontier as colonial and Imperial units desperately tried to hold strategic systems or delay the advance while reinforcements came up. The ground war on Efate expanded rapidly, and an orbital invasion of Regina was undertaken.

The Sword Worlders then launched their offensive, attacking Lanth and driving on Rhylanor and Lunion. Vargr fleets began an assault into Aramis subsector while corsair bands roamed freely.

Initial gains by the Zhodani and their allies were impressive, and by the end of 1107 the Imperials were firmly on the defensive, trying to hold out on besieged worlds like Efate or Regina while mustering forces for a counterstroke. This task was complicated by the marauding corsairs and strike units operating in the Imperial rear.



THE ARMED FORCES OF THE MARCHES

From spear-armed tribal warriors to the psionic commandos of the Zhodani Consulate, from the steam-powered tanks of the Aramanx world war to the lethal dreadnoughts of the Imperial Fleet, military force is a fact of life in the Marches. Any political body that feels the need to protect its interests or to project power beyond its local sphere of influence maintains armed forces of some kind – as an instrument of policy, a showpiece or an insurance policy.

In the turbulent world that is the Marches of 1120, these forces see action on a frequent, even regular, basis.

Imperial Forces

The Imperium claims its domain as all the space between the worlds, with the member worlds being self-governing. Many worlds maintain their own local forces and employ them to whatever end is deemed necessary subject to Imperial High Law.

The Imperial armed forces are paid for by taxes levied upon all the member worlds. The personnel who make up the Imperial armed forces are recruited from the member worlds. The officers are Imperial citizens from the member worlds. These are the forces of the Imperium as a whole, and are not commanded by any one world.

The Imperial armed forces exist to protect the interests of the Imperium and its citizens. More specifically, these forces are charged with executing the will of the Emperor and his appointed nobles, with upholding Imperial High Laws and with the maintenance of the Imperium.

Most prestigious among the Imperial forces is the Navy, whose officers come from good, if not actually noble, families. The Navy is considered an excellent training ground for young nobility, and also an excellent route into the nobility.

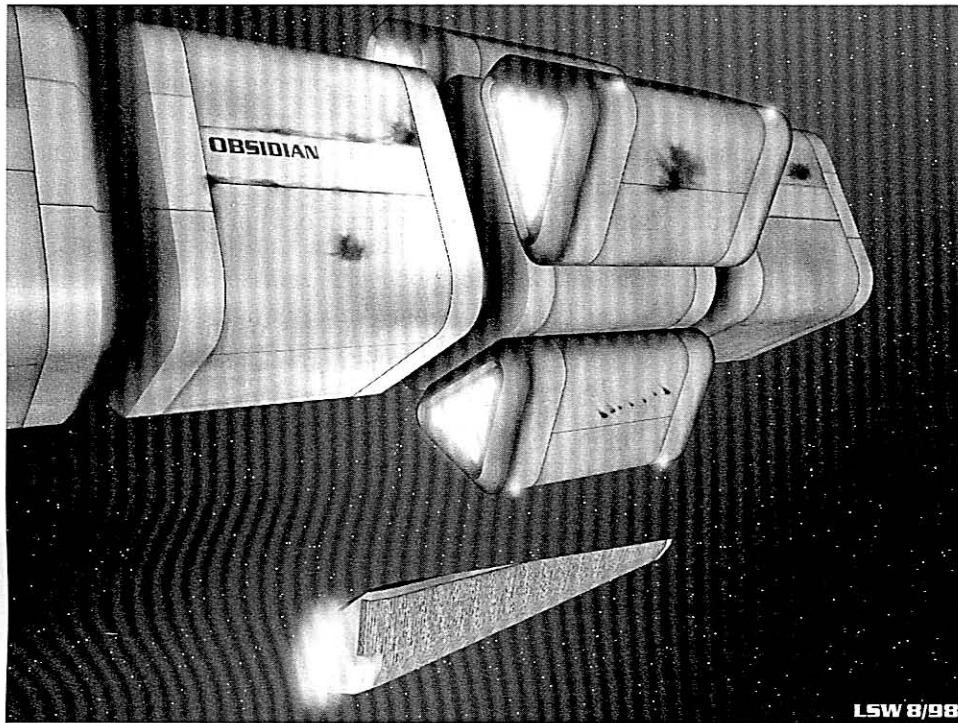
The Marines are the "fighting arm" of the Navy. They provide ships' troops to supplement the armed ratings that all ships can deploy. They conduct boardings and meteoric assaults from orbit. They guard starports and diplomats. The Marines are assault and prestige troops. Marines can also be found manning ship's weaponry and operating shuttles as well as their own assault landers.

The Scout Service is not a fighting service, but fulfills the function of couriers, local experts and information gatherers. The scouts can and do fight for the Imperium, and maintain troops and even large fighting ships, but this is not their primary function.

The Imperial Army fulfills the functions armies always have. It exists to take and hold ground. The term "Army" includes atmospheric aviation and maritime operations. The battalions of the Imperial Army are either specially raised or provided by member worlds for service in some distant subsector. All forces are equipped to Imperial standards with equipment in use throughout the Imperium. Imperial battalions can be redeployed by Imperial command, and are not attached to any one world, though many work alongside local forces that may or may not be using the same equipment.

The Imperial Navy

The Navy maintains a numbered fleet per subsector, plus a reserve fleet assigned to the same subsector. The reserve fleet contains obsolescent vessels and mainly conducts training. In war, the reserve fleet might be mobilized for second-line or line-of-communications duties, or stripped of the better ships and crews to bolster line squadrons. It might be placed on guard duty, or it might be flung into hopeless battle if the circumstances are desperate enough. The sub-



sector reserve fleets technically also include the naval base staff, marines and the crews of fighters, system-defense boats and monitors – non-jump-capable vessels assigned to defend the fleet's bases.

The regular squadrons of the subsector fleet are dispersed, like their reserve counterparts, at naval bases around the subsector. In peacetime, some vessels will be conducting training and/or maintenance, patrolling or showing the flag. In time of war the squadrons will be assigned their war duties – normally massed, but sometimes formed into task groups for a specific purpose.

The numbered fleets of each subsector are organized at a higher level into a named sector fleet (e.g., the corridor fleet), though this is a command and administrative function. No entire sector fleet has been massed in one system since the days of the Emperors of the Flag, and it was rare even then.

Colonial Forces

Technically, any armed force owned and operated by a particular world government is known as a “colonial” force to distinguish it from Imperial forces (even though most of them are not colonies by any rational definition). The title generally falls on naval units, however.

Any world is entitled to own and operate a star-faring navy, though its operations are subject to Imperial regulations once beyond the immediate vicinity of the controlling world. Several of these locally raised jump-capable colonial fleets or squadrons might (with the permission of the world governments) be grouped into a colonial fleet during war. Imperial forces might form the backbone of this sort of fleet. Such fleets are of non-homogenous composition and generally contain older, less capable craft. In sufficient numbers they can make a difference, or they can free regular units from “guard duty.”

A non-jump-capable squadron owned by a particular world for the purpose of local defense is known as a system squadron. System squadrons are far more common than jump-capable colonial fleets. These local defense forces include monitors, battleriders and system-defense boats, as well as minor units such as fighters and the armed-inspection cutters of the local customs service.

The close orbit and aerospace control (COACC) forces of a world are part of its “army.” COACC includes SDBs assigned to close-orbit defense, trans-

1108

1108 began badly for the Imperials, too. Fleets assembling at Strouden for a massed counterattack were caught before they could concentrate and defeated in detail as they arrived. Commodore Mirtin Jaine withdrew what was left to Duale and from there launched a series of fast spoiling raids intended to keep the enemy off-balance and prevent the small size of his force from becoming apparent.

In the Inthe Pocket, the noose continued to tighten until Duke Norris, commanding Imperial forces there, decided that conventional strategy was not working, and a gamble was the only answer. As an Intelligence officer by training, Norris turned to subterfuge and psychology to give him an edge. Ordering local commanders to surrender their forces to central control, Duke Norris ordered an abandonment of attempts to relieve Regina. Instead, forces were concentrated for a breakout.

Assembling a fake convoy of troop transports and merchants, Norris' forces made an apparent lunge at Regina. Faced with the Consulate blocking force at Yori, the empty transports turned back. The warships, however, jumped into deep space to rendezvous with every available tanker. The tankers were drained dry and abandoned to drift as the fleet jumped on to Efate. Thinking that the Imperials had turned back, Zhodani local commanders made little attempt to push on to Inthe, while the Imperial fleet was freed to launch a month-long rampage that saw fast cruiser squadrons attacking resupply vessels and bases in the Zhodani rear, and the main fleet dramatically reinforcing the squadrons holding out at Efate. Three Zhodani fleets were shattered by this assault, and communications were ravaged. Confusion reigned in the ensuing weeks as Consulate vessels were withdrawn from the front line to deal with this threat. “Norris' Gamble” bought him a little time, and he used it wisely.

Continued on next page . . .

"There is a tendency to make the Navy a glamorous service, but it mainly consists of tedium and routine, punctuated by moments of extreme boredom."

– "A Sailor's Life"
by Lieutenant Jacqueline
hault-Sinholfphen



1108
(Continued)

Norris himself did not lead the fleet, but instead took a single light cruiser and evaded the blockading Zhodani ships, jumping to Rhylander to meet up with the fleet elements and reinforcements there. Invoking the power of an Imperial Warrant that he had retrieved with some difficulty, Norris dismissed his hyper-cautious senior admiral, Santanocheev, dispensing with the formalities normally required. A similar purge of incompetents down to starship captains resulted in a marked increase in Imperial effectiveness. Gathering the fleet, Norris abandoned Santanocheev's policy of trying to react to every crisis, squandering fleet units on piecemeal attempts to reinforce or relieve besieged worlds. Instead, the Imperial fleet became a huge hammer, using the "island worlds" as a pin to fix the besieging fleets while Norris smashed them one by one. Some worlds fell during this phase of the war, but the duke persevered, maintaining that only by offensive action could the war be won and that the cost in conquered worlds must simply be paid. Instead of chasing elusive enemy squadrons, the massed Imperial fleet attacked Zhodani bases and known concentrations, forcing the Zhodani and Sword Worlds commanders to react to Imperial movements. Either the besieged worlds would hold out, or they would fall.

A small colony of dolphins picked this inappropriate time to settle on Nexine, traveling from the Imperial core to their new home.

Arthur of Gungnir began his rise to power early in 1108, consolidating his powerbase among the local nobles before beginning his bid to become king of all Gungnir.

orbital interceptors, missile batteries, high-altitude jet fighters with laser or missile armament, AA guns, SAM batteries, biplanes or balloons carrying parties of begoggled, shotgun-armed locals. Anything that can oppose a planetary landing or give ground support is COACC.

A world's ground forces include elements of the COACC mission, plus nautical and ground troops. Security forces, police and militia are all ground forces. These may be backed by Imperial troops on important or vulnerable worlds.

Huscarles

The private household forces of the many nobles of the Imperium are known as huscarles. These can take any form the noble fancies, and generally range from a couple of bodyguards or the crew of an armed yacht to a battalion or more of battledress-equipped jump infantry backed by a grav tank platoon. Huscarle forces are chosen for personal loyalty and tend to be elite troops, maintained at the noble's own expense. They are tailored to the job at hand. A noble who does a considerable amount of traveling might have no combat troops except a small bodyguard, but maintain three escort vessels plus his own armed yacht. Another, perhaps on a vulnerable frontier world, might maintain an entire grav cavalry brigade and a couple of infantry divisions. Still another might have nothing more than an intelligence staff and a pistol-armed bodyguard.

Corporate Forces

The megacorporations are notorious for operating private armies, but even the smaller corps have a few security troops, often armed with high-tech equipment. Few corps could justify the expense of maintaining conventional armies, although one or two – e.g., Instellarms – do just that. The force is for hire most of the time, of course, but still Instellarms can muster more troops than many world governments. Corporate forces are cost-effective, and mission-tailored (e.g., the Vemene, "secret service" of the Tukera corporation, or Al Morai's "route protectors" – armed escort vessels). Most corporate forces are tailored to security, espionage and similar operations. Warfare is not cost-effective.

Mercenaries

Contrary to popular belief, most mercs are reputable professionals who will fight hard for their pay and are willing to take casualties. There are exceptions, and mercs will not fight fanatically to the death under most circumstances. Most units will consider their prospects for future employment before surrendering – nobody will pay soldiers who won't fight – but there's no prospects at all in being dead. Thus most mercs are reliable up to a point. Where that point is depends a lot on the unit. Imperial law allows the hiring and use of mercenary forces except under certain circumstances, and there is a healthy trade in fighting prowess or knowledge. Mercs are hired for a variety of purposes: to train local forces, to fight in the field, to undertake commando or strike operations, or to advise local governments. Campaigns have been won without a shot being fired simply because a particular unit or individual's reputation so overawed the opposition. Reputations like that don't come cheap, of course.

Mercenaries come in many types: from bodyguards, pilots, security specialists, advisors and spies-for-hire through small units (a commando platoon, a grav tank squadron, a rifle company) right up to brigade-sized units with all-arms support and logistics troops.

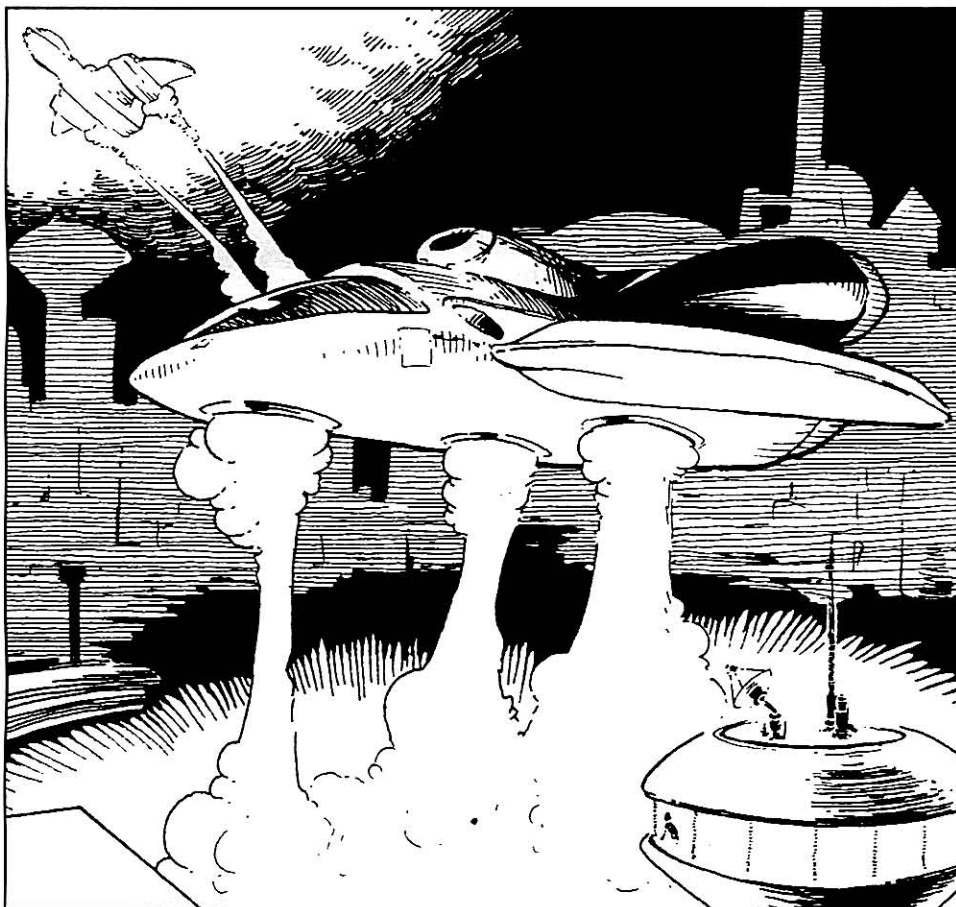
Mercs are not just infantry and armor, either. Logistics formations, engineer units, artillery, air defense, COACC interceptors, even starships with their crews – all can be hired, and all will be encountered fighting the wars of the Spinward Marches.

THE CORPORATIONS OF THE SPINWARD MARCHES

MEGACORPORATIONS

These corporations are major political as well as commercial entities throughout the Imperium. Megacorp offices can generally be found at almost any V or IV class starport, and many IIIs, too. Their offices tend to be large and spacious, and situated in prime business territory. Regional branches offer a wide variety of services, backed by an Imperium-wide reputation. Prices are generally high, but the quality of service or goods usually excellent.

Several megacorps own or control entire systems, and have been accused of meddling in the internal affairs of individual worlds, often with good reason. Megacorporations can bring massive legal resources to bear on a problem, and as megacorp chief executives are generally members of the Imperial nobility, Imperial forces may turn a blind eye to their activities. Besides the common corporate security forces, most megacorps are thought to have extensive espionage operations and even private military forces.



Delgado

Delgado has large interests in military hardware, miniaturization, minerals, publishing, trading and recreational products throughout the Imperium. The megacorp operates a fleet of large freighters rather than rely upon commercial vessels to transport goods. Delgado has a large enough corporate military presence in the Marches to dwarf many worlds' militaries.

1109

1109 saw Norris vindicated. The island worlds held out, mostly. The hammer smashed the Coalition forces. The war ended a year later with a return to more or less the pre-war borders for the Imperials and Zhodani.

Darrian forces retook the Entropic Worlds from the Sword Worlders yet again.

Several warships were lost on trans-Abyss missions in the latter stages of the war. Others reported weak radio signals that could not be translated or identified.

The crew of the shattered Imperial destroyer *Midu Kunivaak*, emerging from a desperate misjump that had been the only alternative to destruction, found their vessel plunging without power into a gas giant somewhere in the Outrim. They claim to have been rescued by a vessel matching no known type, which somehow maneuvered their crippled ship out of danger without attaching tow lines. The vessel departed at high acceleration as soon as the destroyer was safe.

An uprising on Edenelt overthrew the long-established lord high marshal, replacing him with a council of environmentalists. Another coup toppled the Dictator for the Duration on Thisbe after bungles caused a terraforming attempt to almost destroy the city of Giinar.

Darrian troops were deployed to Zamine to contain the situation there. Warfare and violent demonstrations were becoming the norm in some of Zamine's balkanized nations, and this move seems to have somewhat quieted the situation.

1110

1110 saw the end of the Fifth Frontier War, with the signing of an armistice between The Outworld Coalition and the Imperium.

The work of rebuilding an economy ravaged by war, of replacing wrecked starships and rebuilding ports began early in 1110. The many pirates and corsair bands that had taken advantage of the war began to be hunted down.

The Baracci Technum launched its second Outrim Trading Mission from Glisten/Glister on 231-1110. The vessel assigned, the *Leviathan*, returned after six months with battle damage suffered during an encounter with Aslan vessels.

Reports of a number of vessels moving toward Imperial space, traveling sublight from the direction of the Great Rift, prompted a shifting of Scout Service reserves rimward.

Mora businessman Kafa Thinquellie discovered the race known as Shriekers on 567-908 while on a safari expedition.

1111

The Border Worlds were established as an Imperial client state and buffer zone. The Border Office was set up at this time to oversee the peacekeeping operations in this region.

An explosion, smaller than the one that previously devastated the station, was observed at the Imperial Research Station Alpha on Duale/Mora. No explanation has been offered by the authorities.

Dyrnwyn was handed back to its Gungnir-based corporate owners as part of the post-war goodwill package.

Arthur of Gungnir was heard to first use the title "King of Gungnir" when referring to himself on 330-1111.

Belters on Bael/Querion discovered the largest deposit of lanthanum on record. Competition for ownership began at once.

1112

Friction between Baraccai Technum and McClellan factors flared up again, leading to a number of in-port incidents, a ship-to-ship combat in the Trane system and the declaration by BT that armed escort vessels would be purchased very soon.

Kwai Ching was raided by a small fleet of unidentified starships, backed by several companies of ground-fighters or mercenary troops. The starport was systematically plundered.

King Arthur of Gungnir was assassinated by a pistol-armed woman on 127-1112. His followers declared this action to be the work of Imperial forces – only a Sword Worlder could believe that Arthur's "Kingdom" was a threat to Imperial security – and attempted to whip up a frenzy of popular outrage that would lead to war. The result was rather more typical of Sword Worlder behavior – the local nobles immediately fell to fighting over succession to Arthur's throne.

One of Arthur's more deranged and psychotic followers, Baron von Kreden, stood aloof from the petty infighting and instead tried to take on the entire Imperium to gain his revenge. Gathering a ramshackle fleet he attempted to attack Frenzie. Undeterred by the destruction of his followers in a matter of minutes by the system squadron, von Kreden jumped out and began to maraud his way across the sector in a spacefaring berserk death-ride.

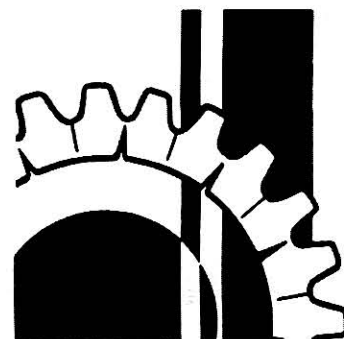


Delgado is notorious for its hiring policies, which employ a two-tier system. Ordinary employees are somewhat underpaid and tied into tight contracts that leave little room for career development. This somewhat exploitative situation is the cause of employee discontent, which is kept in check by two factors. Firstly, there is the "work or you're fired" ethic. Delgado goes beyond merely firing awkward employers. Such is the corp's influence that a worker fired by Delgado will have great difficulty in finding work elsewhere. The second factor is the lure of the "privileged employee" status.

Privileged employees are highly paid and well looked after by the corporation. This status can be awarded at hiring or at any time in an employee's service. The carrot and stick is used ruthlessly by Delgado's managers to keep the ordinary employees meeting their quotas without undue fuss, while the experts and favored employees enjoy the benefits of their status. Delgado is a major employer in the Marches, keeping its costs down and profits high.

General Products

General Products specializes in large machinery – heavy industry, starships and vehicles. Its manufacturing plants are vast showcases of advanced manufacturing technology. General has few facilities in the Marches, though there is a major plant at Zivije that constructs grav vehicles for the general market and heavy-duty grav units for industrial and military use. A smaller installation at Glisten supplies industrial machinery to the surrounding subsectors. General Products owns General Shipyards as a subsidiary, but seems to hold the shipbuilding corporation at arm's length, perhaps because of the recent nose-dive in General Shipyards' fortunes.



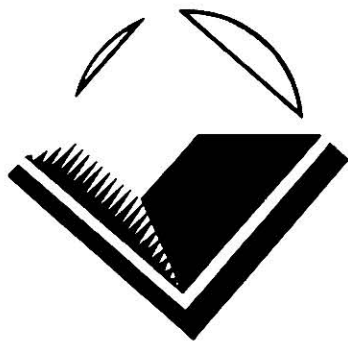
GSbAG

Nicknamed "Gas-Bag," Geschichtkreis Sternschiffbau AG specializes in starship construction but also operation to a lesser degree. GSbAG is a clearing-house for recruitment of crews and personnel, and operates one of the finest naval architecture services in known space. GSbAG scholarships are awarded to promising students in the hard sciences and naval architecture schools throughout the Imperium. GSbAG owns several small plants situated at Class V starports throughout the

Marches, generally controlling only part of the port's ship construction facility. GSbAG is well-known for the quality and zeal of its security force, especially in the field of industrial counterespionage.

Hortalez et Cie

Hortalez et Cie (Hortalez and Company) is a mercantile corp, specializing in finance – banking, investment and other financial services. Hortalez has investments in a vast array of subsidiary operations, but has little in the way of fixed assets of its own – this corp deals in money, not things. Hortalez et Cie has fin-



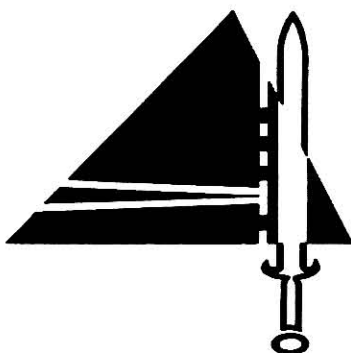
gers in every pie in the Marches, or so it seems. It is an open secret that Hortalez et Cie deals in information and espionage as well as finance. Little of this information is gathered by the corporation itself, which keeps its hands clean by using freelance agents and brokering data "retrieved" by other corporations. Vast investments in a number of projects have yielded not profit but influence, meaning that Hortalez et Cie does not need much in the way of forces of its own – not with several world governments and Imperial nobles in its metaphorical pocket.

Most of Hortalez et Cie's non-financial staff are employed in computer and information-systems security. They quite simply have the best hackers and counter-hackers in the business and pay them very, very well.

Instellarms

Instellarms is a vast consortium, specializing in military hardware and also mercenary units, advisors and personnel. The corp has its own troopships and escorts, and even a few warships available for hire. A contract force of marines and their transports is kept on retainer to the archduke as part of his personal forces. Instellarms deals for the most part in the military rather than the personal-defense market. Buyers are more likely to be corporate or government employees seeking a good deal on 20,000 tac missiles than a handgun for the bedside table. Many prospective buyers are disappointed to discover that Instellarms is a reputable firm, strictly abiding by the Imperial weapons laws regarding permits and release of military hardware to civilians. Most class V starports have a major Instellarms demonstration/negotiation facility. Some smaller ports have more traditional "gun-shops" operated by the subsidiary company Interstellar Ordnance Inc. IO specializes in disposing of military surplus hardware in individual and small quantities. These are the places to pick up a gauss rifle or an ACR, often from "as is" bins about the premises.

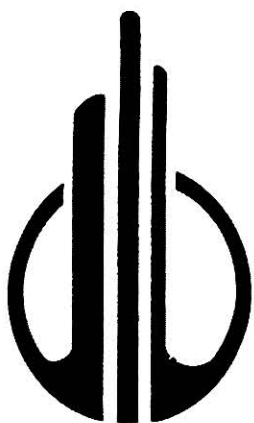
Security in all facilities is extremely tight and well-armed.



LSP

Ling Standard Products deals in mining, electronics, vehicles, weapons and consumer goods. High-tech equipment and electronics are particular areas of excellence. LSP does not maintain large military forces. LSP is known to sail very close to the wind in its business practice at times. An example is the Bowman Confrontation, when LSP-employed miners were involved in a long dispute with the independent belters of the system. Rumors of claim-jumping and sabotage were never proven. For the most part, LSP constructs equipment for others to use. Almost all the vid-phones used in the Marches are constructed under license from

LSP. The LSP Intrepid-class tracked ATV is considered the last word in ruggedness and comfort, though it comes with a high price tag.



"My deepest disappointment was the stars themselves. I grew up watching holovids of nebulae and ringed gas giants with jewel-like moons orbiting them. When I finally saw real space for the first time, it looked like a sheet of black velvet with little white lights poked through it. My school mates and I would have laughed it out of the holotank, it looked so fake."

– "A Sailor's Life"
by Lieutenant Jacqueline
hault-Sinholfphen



1113

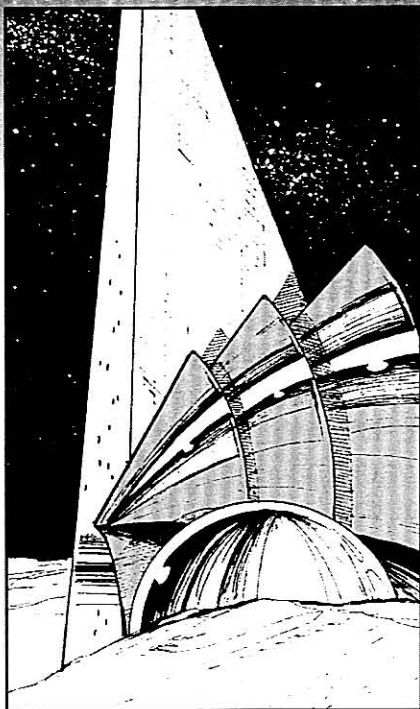
The second Spinward Point-to-Point, following the same "course" as the first, began on Trin, on 001-1113.

Excalibur's government collapsed after several uprisings, and the Excalibur Civil War began. The war flared up several times over the next two years.

The final act of von Kreden's farcical tragedy was played out on 078-1113, when his battlecruiser *Vengeance* came out of jump at Mora, and headed straight for the (then under construction) Imperial Domain Capital, heedless of the system defense squadron and the entire 73rd Fleet in the way. Accounts of the battle differ, but most give credit for the destruction of von Kreden's ship to the brand-new dreadnought *Allamu*. Other accounts claim that the crippled cruiser was blown up by her crew rather than be taken alive, or that her jumpgrid was live as she took a crippling hit. The misjump surely induced, or the massive blow she had taken, must have caused her utter destruction. Little wreckage was recovered.

A romantic Sword Worlder tale has the *Vengeance* plucked from destruction by a flight of Valkyries, to return from Valhalla some day and complete her work. Von Kreden's death-ride is something of a heroic legend among the Sword-Worlders, and has inspired a number of lesser, but similar, pointlessly violent gestures.

Troops from the Federation of Arden seized Zenopit/Jewell in a rapid invasion that overwhelmed the defenders and added another world to the Federation.



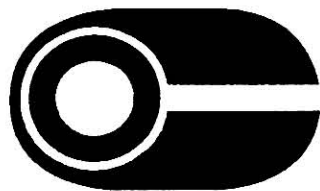
1114

Open warfare flared up on Marastan/Glisten early in 1114, with clashes between LSP and Sternmetal-backed clans rapidly escalating into a bloody three-way conflict as an alliance of minor clans attempted to gain control of some of the mineral-extraction facilities left lightly guarded to free up troops for the "real" fight. A brief lull ensued after a period of nine days, and it seemed that the situation was improving when LSP's facility at Mavinn Downport was seized by Clan Varstander and the entire staff executed. A general rising threatened to sweep the megacorps right off the planet, and provoked a brief alliance between LSP and Sternmetal whose local sepoys, assisted by a militia raised from frightened Imperial citizens at the various downports, managed to hold the ring until an Imperial Marine fast-response force could arrive. The alliance fell apart in more fighting soon afterward.

Home rule was granted to Sacnoth as part of the Border Worlds settlement. Cynics regard this move as a reward for Sacnoth's "turning coat" in the last days of the Fifth Frontier War.

Imperial megacorporation Hortalez et Cie, LIC bought the world 975-452 and built a base there, causing ripples of puzzlement across the financial community.

The seat of Imperial government was formally moved to Mora/Mora in the last weeks of the year, symbolizing a return to greatness of the "original port of the Marches."

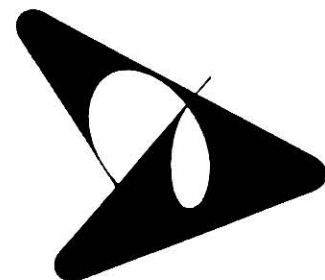


Makhidkarun

Makhidkarun competes with LSP in the field of general electronics. Products include communications gear, computers, entertainment and recreational products, plus shipping interests. Makhidkarun supplies the Imperial Navy with sensors and comm equipment. Passenger and freight ships operate throughout the Imperium, but are confined to the major routes. Makhidkarun produces most of the personal comms and portacomps used by the citizens of the Imperium. The corporation's research division was involved in the highly classified Longbow project, which was thought to be some kind of deep-space sensor array.

Naasirka

Naasirka deals mainly in information retrieval equipment, robots and electronics. A major R&D facility within the Marches, it works closely with the Rhylander Institute of Technology, and recruits many graduate students from its scholarship program. Imperial society is not overly fond of robots, and Naasirka's reputation has been damaged by allegations that its Stevedore III and Longshoreman classes of robotic cargo-handlers have poor safety interlocks. These allegations seem to be unfounded, but public opinion has not swung back in favor of the corporation. A current project researching into high-technology replacement organs and limbs is designed to remedy this situation.



SuSAG

Schunamann und Sohn AG is the leading light in the field of chemicals, pharmaceuticals and genetic engineering within the Imperium. After making an initial fortune in the production of psi drugs, SuSAG had diversified enough by the time of the PsionicSuppressions (p. GT54) to survive. SuSAG has a reputation for carrying out dangerous processes without adequate safety (only partly deserved). Allegations of unlicensed human testing of unsafe drugs on low-tech worlds under the guise of medical treatments are rampant, but hard proof is lacking. SuSAG maintains some of the best internal corporate security forces in the business (some units are equipped and trained on a par with Imperial forces).

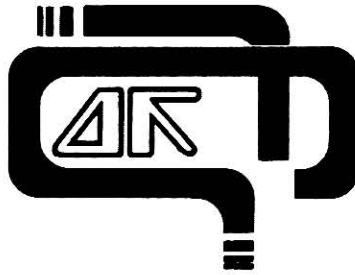
Sharushid

Specializing in trade/speculation and luxury goods, Sharushid does not maintain its own fleet but charters vessels or buys hold space according to need. Sharushid does not involve itself in much investment, but makes a tidy profit on direct buying and selling of whatever happens to be available. Sharushid's network of brokers and agents operates throughout the Imperium, and a broker or factor can be found in almost any commercial port. The corporation has an excellent reputation despite a habit of hard bargaining. A subsidiary firm offers brokers-for-hire in trade negotiations and even peace talks.



Sternmetal Horizons, LIC

Sternmetal specializes in mining, manufacturing, energy generation and food synthesis. Where LSP makes mining equipment, Sternmetal runs the mines (there is considerable overlap, and thus bitter competition). Sternmetal sponsors prospecting operations and mining students throughout the Imperium. Sternmetal is capable of putting an entire colony together from its own employees – feeding, housing and supporting the colonists, who mine and process ore, then manufacture finished goods for sale. A few such industrial outposts have been set up in the Marches.



Tukera

Tukera specializes in passenger and freight transport. The corporation indulges in some speculative trade, mainly along the major routes, but generally confines its activities to the steady market of regular services. Tukera and its subsidiaries have a reputation for aggressive business practice and the elimination of competition. Tukera Lines operates a vast fleet of starships and controls several major routes by dint of gaining control of ports and maintenance facilities, or by negotiating exclusivity deals.



Tukera's head is Duchess Margaret, who is close to the Imperial Throne. There is considerable rivalry with Imperiallines throughout the Imperium, and Oberlindes within the Marches. Tukera's intelligence service, the Vemene, are feared for their ruthlessness by both citizens and the corporation's employees.

Zirunkariish

Zirunkariish specializes in capital investment, real estate and insurance. Its main operations tend to be confined to high-population developed worlds, but not exclusively so. Zirunkariish does not fund the development of backwater worlds unless the potential is awesome. Instead, the corporation's long-term investments are in moderate-technology planets, developing their industrial and economic base.

MAJOR CORPORATIONS

Corporations of major importance within the Marches, these are prominent in the Marches, but less so elsewhere. Their regional power rivals the megacorps in some cases, but is not nearly so widespread. Outside of the Marches, these companies are considered to be minor corporations.

Akerut

A subsidiary of Tukera lines, operating mainly in the Aramis subsector. Akerut was heavily implicated in the Jesedipere Incident, and struggled to remain competitive for several years. The company's fortunes seem to be on the upswing once again, with fresh investment from the parent corporation and renewed public confidence.

1115

Aslan ihatei pushing into the Marches were dealt a severe blow at Talos/District 268 by an unknown force. A group of ihatei vessels moving coreward were apparently attacked without warning by a single powerful vessel. Survivors claim that this vessel resembled a Droyne ship, but armed with weapons of a type unknown in local space.

The gas giant planet Plistii, around which Quiru orbits, suddenly underwent a violent "shudder" beginning on 341-1115. This event is thought to have been a truly massive storm front in the gas giant, or else some kind of "gasquake" deep in the giant's liquid-hydrogen core.

An Imperial Indictment against the Blackhawk Enterprises corporation was served on 359-1115, imposing a huge fine for alleged violations of naval interdictions.

Kwai Ching was raided twice during 1115, once at the starport and once at the city of Yin Vadi.

The Excalibur Civil War finally burned itself out. A popular dictator was installed, and the world applied for membership in the Border Worlds.

A popular uprising briefly threatened Federation of Arden control on Zenopit/Jewell, but failed to do more than cause damage to the starport and surroundings before being put down.



"Megacorporations often operate at cross-purposes – even with themselves. A wholly owned subsidiary of SuSAG once expended several trillion credits in undermining and destroying a competitor who turned out to be yet another wholly owned subsidiary of SuSAG."

– "Brainless Goliaths:
A History of
Megacorporate Blunders,"
Jean Thant-Desfontaine

"The greatest miracle of the universe – and at the same time, its most intuitively obvious fact – is not that life exists at all, but that it takes so many forms in so many places. Life's very ubiquity is worthy of study."

– anonymous letter to the University of Regina's student newsletter, *The Crown of Stars*



1116

A large group of Vargr refugees were allowed to settle on Extolay/Lanth, with the result being creation of a ready-made trouble spot. Exactly what caused the Vargr to flee their home territory is the subject of much speculation.

A demilitarized Durendal/Sword Worlds was allowed to rejoin the Sword Worlds Confederation at the end of the year. The capital of the new Border Worlds state was moved to Beater/Sword Worlds.

Excalibur/Sword Worlds was officially awarded membership to the Border Worlds state.

The Republic of Garoo formed its War Council and began a program of expansion to counter similar moves by the Darrian Confederation.

Al Morai

A sector-wide shipping line serving the Marches, Al Morai operates from Mora and concentrates its services in the Mora subsector. Al Morai is famed for its heavily armed "route protectors," which are warships in all but name. The original route protectors were a mix of military-surplus vessels bought up by the corporation, but the current generation are a class of purpose-built 750-ton vessels optimized for escort of merchant craft – fairly low jump capability but high acceleration and firepower. Crews are recruited from former navy or scout personnel.

Baraccai Technum

BT has its headquarters on Trin/Trin's Veil. While the main operations of BT are in the fields of manufacturing, transport and brokerage, a significant effort is placed into entrepreneurial enterprises if the prospects are encouraging. BT operates a fleet of large commercial transports and a number of small "trade scouts" and *Leviathan*-class merchant cruisers. BT is in fierce competition with McClellan Factors.

Bilstein Yards

Based at Glisten/Glisten, Bilstein Yards specializes in the construction of yachts for wealthy customers, and also custom one-off jobs such as the Pavabidian flying palace. The high standard of workmanship does not come cheap, so Bilstein does not construct military vessels. They are rumored to have access to military weaponry, though.

Blackhawk Enterprises, Inc.

Blackhawk specializes in military and security services, mainly in small-scale operations. The corporation acts as an agent to find individual specialists – e.g., senior security operatives or military planners – and also supplies its own mid- to high-technology weapons systems. Emphasis is placed upon reliability and ruggedness rather than technological excellence. Blackhawk maintains a head office on Rhylanor. Blackhawk also specializes in the supply of simple-to-maintain small arms to colonists along the frontier, along with basic training in the use of such weapons. The corporation has run into trouble with the Imperial authorities several times.

General Shipyards

General Shipyards is a subsidiary of General Products. It is the main starship constructor in the Regina subsector, with a main yard at Regina capable of handling ships up to 5,000 tons and subsidiary yards at Pixie and Efate that can handle vessels of up to 600 tons. Having moved away from the construction of military vessels into the commercial market some years ago, General is rumored to be negotiating for a series of military contracts, including the new 750-ton *Rendek*-class fast escort and the improved Kinunir. Expansion of the Efate yards and a move away from maintenance back to new construction seems to support this theory.

Imperiallines

This shipping corporation has connections to the Imperial family. Most class III and above starports in the Marches are served by Imperiallines vessels. Both freighters and liners are operated. All vessels are capable of jump-2, and can be encountered almost anywhere there is trade. In the Marches, its bulk freighters are more commonly encountered. In keeping with the Imperial connection, the vessels of Imperiallines are very secure. Hijackings are almost unknown.

McClellan Factors

MF, until recently, had cornered the market in District 268, and looked forward to a bright future as the region was opened up to expansion and investment. An involvement in the Scandal of '18, a determined drive by the Baraccai Technum and the efforts of many independent entrepreneurs have all combined to make the MF position seem a great deal less rosy. Rumors of financial difficulties are perhaps premature, but a shift in MF policy seems to be in the wind. A number of worlds in District 268 and elsewhere have become disenchanted with MF's trading methods and have barred their ports to MF vessels. These closures have been enforced by military means upon occasion, though there has so far been no repeat of the Kaldamar Incident of 1107, when the government of Kaldamar in the Egryn subsector used mercenaries to seize MF's holdings on their planet after a long-running dispute.

Oberlindes

Serving Regina and Aramis Subsectors, Oberlindes also trades across the border into the Vargr Extents. A trade war with Tukera some years ago cost both companies dearly, and there is still a great deal of ill feeling between the crews of the two lines. Oberlindes is growing steadily, acquiring no more than one or two new ships a year to ply the new routes opened up by the corporation's trade scouts.

Sinzarmes

Serving the Regina subsector, Sinzarmes specializes in operating on the feeder routes that lead onto the main trade routes. Vessels are small, being mainly normal subsidized-merchant designs.

Spinward DevCorp

SDC is involved throughout the region in two main operation types: colony-proving and world development. SDC recruits specialists and colonists through its own offices. These personnel are assigned to one of the corporation's projects. Operations range from detailed survey through establishment of "seeder" colonies ready for the arrival of the main bulk of personnel, to uplift of undeveloped worlds. SDC takes contracts from Imperial offices and local worlds, and sometimes undertakes an operation on a speculative basis.



MINOR CORPORATIONS

These corporations are of lesser importance in the Marches, though some are very influential in other regions. Major influence might be confined to a single world, while some have no real power at all.

Agworld Combine

Based at Motmos/District 268, the Combine is a loose trade alliance between several agricultural worlds in the region. Its chief functions are to pool resources for the joint purchase and operation of bulk carriers, and collective bargaining.

1117

The year began with the announcement by the Emperor that Duke Norris would be elevated to the rank of Archduke. The Duke was already en route for Capital/Core when this announcement was made public, but the spontaneous celebrations breaking out across the Sector were no less fervent for that.

Beginning on 044-1117, Marastan/Glisten was again the scene of bloody fighting, this time between the local clans and the mercenaries of The Granite Brigade, a merc outfit assigned to peace-keeping duties. TGB personnel allegedly committed acts of violence against a local clan, who resisted and were massacred. General fighting broke out, with the megacorps trying to restrain those clans over which they had influence, without much success.

A team attempting to repeat the achievements of the Ansing Expedition, by penetrating the atmosphere of the gas giant Plistii, was declared lost on 056-1117. Their hurried expedition was an attempt to study the violent change in Plistii's weather patterns the previous year. The heavily armored research ship entered the atmosphere and maintained contact for 12 minutes before being cut off. No rescue attempt was made.

News of the tragic death of Archduke Dulinor in a shuttle accident at Capital/Core reached the Marches late in the year. The office of Archduke Norris announced a day of mourning in Dulinor's honor.

The Third Spinward Point-to-Point fell apart in disaster on 222-1117, when an experimental vessel entered by students of the Jumpspace Institute collided with the launch platform and apparently exploded. Neighboring vessels were damaged or destroyed in the disaster, which claimed 49 lives and left many more injured. Witnesses tell of a peculiar light radiating from the Institute ship, as if the crew were attempting to jump to avoid the collision.

Aslan ihatei attempted to gain control of Romar/Glisten, in a badly planned operation suggestive of male Aslan let loose on their own. Forewarned by the participants' bragging, Imperial forces were able to deal with the incursion easily.

A brief but bloody war on Singer/District 268 saw the rise to dominance of the nation of A'greel, gaining control of the starport and most of the northern continent. The situation remains unstable.

The Republic of Garoo's new war council reclaimed Uniqua/Darrian.

Droyne colonists arrived on Sansibar/Querion and built a small installation far from human habitation.

The 43rd Fleet base at Lunion took delivery of a prototype *Ulanii*-class (experimental) strike cruiser on 001-1118. Extensive trials were conducted within and beyond the system, and the reports on this apparently revolutionary warship class are very favorable.

Prince Varian (Emperor Strephon's nephew) arrived at Mora/Mora with his entourage aboard the luxury liner *Dumaani* as part of the prince's Imperium-wide travels. His highness announced an intention to tour the frontiers of the Imperium, "where it all happens," and cut the formalities short in order to carry on his tour. His liner violated several traffic regulations as it left port, and port officials were alarmed to see His Highness' vessel brought to a halt and prevented from jumping for three hours while Customs Service officers boarded the liner to serve a Notice of Fine, and to conduct a "punitive customs search." His Highness was reported as being "highly amused" by the incident, but cooperated completely with officials.

On the Consulate Frontier, border patrols reported several contacts with a new class of Zhodani vessel. One such contact resulted in an exchange of fire. The firepower employed by the small Zhodani frigate was described as "awesome for a ship of that size" by officers of the intercepting destroyer. The Zhodani ship was firing on some object or vessel when intercepted. It attacked without hesitation, drove off the Imperial vessel, destroyed the target utterly and jumped out. No denial, explanation or apology has been forthcoming from the Consulate.

Sensors on Gitosy picked up an enormous explosion in deep space. Sensor data placed the center of the explosion approximately two light years from Gitosy.

Workers on Zyra/Trin's Veil staged a short-lived insurrection that grew out of demands for redevelopment funding from the Office of Internal Affairs. The revolt was swiftly put down and is chiefly memorable for an Astroburgers publicity stunt (p. 00).

Raiders at Kwai Ching/District 268 met stiff resistance in the form of mercenary units Rifles, Inc. and the Free Aerospace Company. The raiders took heavy losses, but captured considerable loot.

Prospectors found ruins on Excalibur's captured moon, prompting an investigation by scientists and other experts.

Arkesh Spacers

Treading a thin line between cut-throat business practice and outright piracy, Arkesh Spacers had a nominal headquarters on Strouden/Lunion until 1118, when the installation was closed down in a dramatic raid by Imperial Customs Service agents. Arkesh does not set great store by regular bases, and its operations were not greatly affected by this action. Arkesh ships rely on local contacts for maintenance and customers. Those that survived the ICS purge have become a little less flagrant in their disregard for the law. Arkesh remains a persistent if minor player in the game of commercial domination.

Astroburgers

Astroburgers, despite its unbelievably archaic title, is the biggest fast-food franchise in the Marches. The stylized silver "A" against an Imperial starburst symbol is known throughout Imperial space. The secret of Astroburgers' runaway success is their aggressive expansion policy of opening a franchise in every port and on every world, no matter what the dangers. MA pulled off a tremendous media coup during the 1118 Zyra police action when their new-market team hit the planet surface 11 minutes after the first assault drop and were serving Big Sentient burgers before the perimeter was secured. Vids of Imperial Marines "advancing to the Astroburgers position" – and burger-joint staff exchanging fire with local rebels during the counterattack – trebled sales overnight and launched the AssaultBurger line. Similar dangerous media stunts have led to a series of indictments against Astroburger executives.

Delatest

This is a major winery on Zila.

Dirkstrom Industries

This general mercantile corporation specializes in interstellar commerce, chemicals and pharmaceuticals, with a "general" branch dealing in entrepreneurial activities.

Fireau et Fille

A famous family-run winery on Zila/Aramis, the company was pushed almost to the brink of extinction by its competitors decades ago, but has now expanded to great importance in the marketplace with a seal of approval from the archduke's palace.

Free Aerospace Company

A mercenary outfit operating a battery of high-technology aerospace defense weapons – missiles and energy weapons, plus ground support troops – FAC enjoys an excellent reputation.

The Granite Brigade

This is a mercenary unit comprising two mechanized infantry battalions, a light armor battalion and a support formation. Supposedly a high-quality unit, TGB has a habit of recruiting personnel of dubious character. They fight well, but are renowned for mistreatment of civilians and blatant looting.

The Hammermium Corporation

A private concern headed by Count Kantte of Hammermium, this corporation subsidizes a few merchant vessels and operates the starport at Hammermium, with its shipyards, as a private concern. Operations are mostly concentrated in the Hammermium system.

Heroni MinCorp

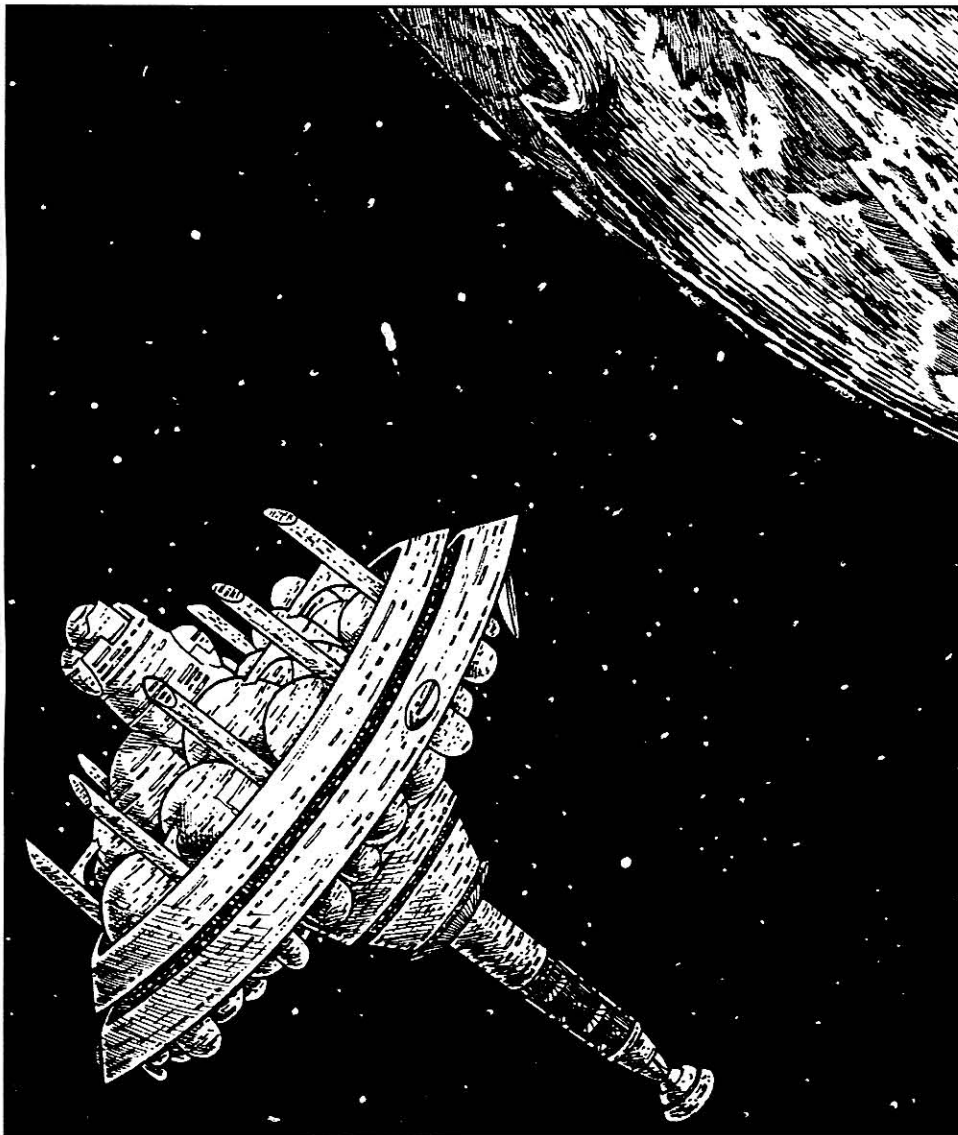
Based on Heroni/Rhylanor, HMC is a largish mining outfit set up to exploit the wealth of Heroni. It has no offworld holdings beyond a few offices on Rhylanor/Rhylanor.

Kaldi Research

Kaldi is a private corporation with two main branches. The bulk of Kaldi's assets are employed in fixed installations that undertake research on contract for corporate bodies and planetary governments. A much smaller proportion of Kaldi's effort is placed into the operation of a number of laboratory ships that travel throughout the Marches and beyond, either hiring out their services to whomever needs a general research team or engaging in ongoing studies.

MagnetoDynamics

A corporation specializing in the extraction of useful chemicals from gas or water suspension, MD suffered badly when it was discovered that the corp had been heavily infiltrated by Zhodani agents, who were setting up a secret forward base on Fulacin/Rhylanor under cover of a MD operation. The corporation has been through a purge, and is trying to recover its reputation.



1119

The 43rd Fleet took delivery of half the experimental squadron of *Ulanii*-class strike cruisers on 023-1119. The remainder of the eight-ship squadron will be delivered as they finish fitting out.

The Kahgagn Deep Space Observatory situated at the coreward edge of the Great Rift has reportedly been destroyed by an unknown attacker or disaster.

On 100-1119, personnel aboard a low-signature "hare" craft acting as a target for a sensor-training flight out of Keanou Scout Base reported sighting Prince Varian's liner *Dumaani* making rendezvous with an unidentified vessel in deep space. After personnel and some sort of equipment were transferred to the *Dumaani*, both craft immediately entered jump. Their destinations were undetermined.

A listening post on the Zhodani frontier picked up a weak SOS signal on 093-1119. The signal was on a band not used for centuries, and carried an SOS broadcast in English, not Galanglic. The signal was lost before it could be properly decoded, but Naval Intelligence is said to be "very interested" in the fragment they have.

The entire Macene/Rhylanor system was placed off-limits to all vessels between 102 and 106-1119. The Navy has offered no explanation.

The research station at Duale/Mora was the scene of yet more drama as personnel were hurriedly evacuated. A military cordon has been placed around the base, but there has been no explanation or attempt to reoccupy the station.

A raid by a Vargr fleet destroyed the orbital port at Feneteman/Aramis before attempting to plunder the world. The fleet was scattered by pursuing Imperial Navy vessels.

Darrian vessels of an unknown design attacked and totally destroyed a Sword Worlds trading post on Ator in an impressive display of pinpoint orbital firepower. No comment was offered by the Darrian government on this action.

The Republic of Garoo claimed 886-945/Darrian this year, with approval from the Zhodani Consulate.

Massive Vargr raids on Foelen/Jewell caused half a million casualties, mainly due to debris from orbital combat falling on inhabited areas. The use of a small nuclear weapon by the Vargr contributed significantly to the death toll, and retribution has been promised.



MarchLines

A small shipping concern operating mainly in the Aramanx and Rhylanor subsectors, MarchLines owns five trading ships – four subsidized merchants and a far trader. These vessels are the *March Eagle*, *March Kestrel*, *March Falcon*, *March Osprey* and the famous *March Harrier*. Once affiliated with Oberlindes, MarchLines seems to be fully independent. Operations are mainly risky speculative trade missions, and the company has a string of indictments against its personnel for dubious or outright illegal business practice. The vessels of the line are all showing their age, especially the battered *March Harrier*.

MainLines Shipping

A small freighting concern operating out of Quiru/Lunion, MainLines has been known to sail very close to the wind in their operating practices.

Merchant Princes of Skull

This is a group of “merchant princes” who rule Skull/Lanth and indulge in reckless speculative trading. They or their representatives can be found anywhere in the Marches, generally involved in ventures of dubious legality.

Mordor Industries

Based on Wurzburg/Glisten, Mordor constructs custom weapons and devices for the private market. Blade weapons are a specialty, but firearms made to individual specification are the staple product of this small but highly regarded firm. Many Imperial nobles have bought or have been presented with weapons or devices from Mordor.

Quadric Industries

This is a small corporation specializing in the supply of specialist components to the starship construction industry.

Railen Institute

A private research group, it is currently studying Zeta 2/Vilis.

Riado Commercial

This small merchant concern operates three small freighters out of Tussinian Orbital Starport (TussPort), situated at Tussinian/Trin's Veil.

Rifles, Inc.

A light infantry merc outfit in battalion strength, Rifle, Inc mostly takes on jobs in urban combat and security work. Quality is distinctly average.

Royal Mercantile Navy of Heroni

The King of Heroni maintains a fleet of some 32 trade ships collected over many years. Now somewhat in decline, the fleet's influence is waning as vessels are placed in storage until funds are available to overhaul them. Nevertheless, the subsidized merchants of the RMNH are to be found all along the Spinward Main.

Signal

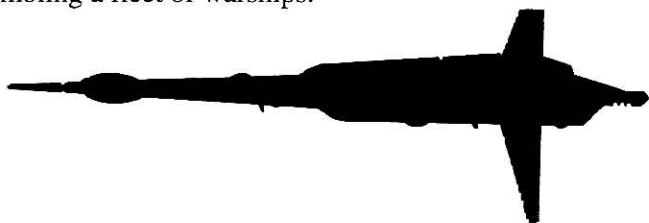
This is a major winery on Zila.

Spinward Salvage

A major salvage contractor in the coreward end of the Marches, Spinward Salvage specializes in starship salvage but is capable of most operations. Generally of good reputation, Spinward does use a lot of subcontractors of lesser reliability.

Trexalon Technical Consortium

A group of industrialists whose holdings cover the world of Trexalon and reach beyond. The TTC has strongly anti-Imperial leanings. Rumors persist that TTC is assembling a fleet of warships.



1120

The year began with celebrations at the announcement that “a close member” of the Imperial Household will visit the Marches as part of the Jubilee Celebrations in 1121. Which member and what the itinerary will be remain closely guarded secrets.

Even though the state visit is a year off, the officials of every world must now make two sets of plans in anticipation of receiving an imperial visitor – one if they do and one if they don't. Some worlds (Regina, for example, or Mora) are almost certain to be on the itinerary. Others will have to make do with holographic recordings of visits elsewhere. In either case, almost every Imperial citizen in the Marches can tell you precisely where they will be on 001-1121.

What's in a Name?

The abbreviation LIC often encountered in the game was invented, and stands for “Limited Imperial Corporation,” equivalent to “Inc.” or “Ltd.” in a corporation's title. The abbreviations SA and SG are similar additions to European corporations.

Hortalez et Cie (French for Hortalez and Company) was deliberately named after the 18th century French shell company used by Benjamin Franklin and the French government to smuggle arms and financial aid to the colonists during the American War of Independence. It sounded too good not to use, and it was years before someone asked about it.

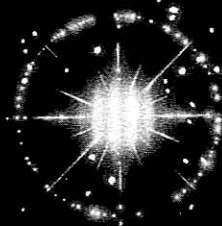
Akerut, the subsidiary of Tukera, is simply “Tukera spelled backward” and was clearly intentional.

Geschichtkreis Sternschiffbau AG (aka GSbAG or Gas-Bag) was a less blatant duplication. Sternschiffbau is “starship makers” in German, and one of the meanings of Geschichtkreis is “horizon.” “Horizon Starship Company” and Sternmetall (“star metal”) Horizon are essentially the same name applied to two completely different organizations (evidently by accident).

Sharushid, Naasirka and Makhidkarun were chosen at random from a Vilani word-generation program. The original designers felt it was important to have a few Vilani megacorps among the Solomani ones.

A final note about Gas-Bag: the word “Geschichtkreis” also means “smiley-face,” which amused (or mystified) German players of *Traveller* for many years.

The Spinward States



Ancient History of the Spinward Marches

In The Distant Past

The history of the region now known as the Spinward Marches could be said to begin around the year -300,000 by Imperial reckoning. For reasons unknown to modern scholars, the beings known as the Ancients transplanted early humans of Terran stock to many worlds throughout this region of the galaxy – and perhaps beyond. In the Spinward Marches region, the race now known as the Zhodani were transplanted at this time. One hundred thousand years later, the Darrians were established on their new homeworld. What other worlds were populated with humans and other species at this time is a matter for conjecture and archeological research.

For thousands of years, the Zhodani, Darrians and whatever neighbors the Ancients provided them with developed on their respective worlds. Perhaps civilizations now lost in the mists of time arose, shone brightly in the interstellar night, and fell into ruin. Little is known of this period, save for tantalizing fragments unearthed by archeologists from time to time.

Millennia passed, and the Ancients fell to warring among themselves. The Final War that destroyed whole worlds and saw the Ancients pass into legend tore through the region around -290,000 Imperial. This spectacular self-removal of the Ancients from the galactic stage left a vacuum that the developing young races eventually came to fill. “Modern” Zhodani arose on Zhdant around -200,000, approximately 190,000 years before *Homo sapiens* achieved the same status on Terra. The Darrians of this time lived peacefully in conditions approximating an Eden, developing little in terms of technology but evolving a peaceful and beneficent civilization.

THE MAJOR STATES

The major states of the Marches are mostly composed of humans, but humans can vary greatly. The same applies to the other races – Aslan ihatei do not represent all Aslan, simply a distinct group of a varied race. The Darrians represent a mild exception, in the less multifaceted nature of their culture, though many races are now included in said culture.

THE ASLAN IHATEI

The Aslan, as they are known to the inhabitants of the Imperium, have a custom that second (and subsequent) sons do not inherit. Anything. They must go out and seek their own fortune. Since trade, commerce, industry, diplomacy and learning are strictly the province of females, the male Aslan has only one avenue for advancement. He must succeed as a warrior, gaining land to call his own. These second sons are known as *ihatei* – which translates as “second son,” also “landless ones.” Landless Aslan males are failures, worthless to society. For the *ihatei*, the pursuit of new land goes beyond even mania or obsession. It is their reason for being, their life.

Consequently, the Aslan overspill their own territory from time to time. *Ihatei* strike out to seek new land, and it is these bands of land-hungry warriors that currently threaten the rimward flank of the Marches. They will land on a world and claim it, then attempt to enforce that claim against all comers. This might be in the form of a duel challenge, or a straight “we have all these guns” face-off. The *ihatei* *know* that their way is right, that their claim is more legitimate than anyone else’s, and they have the weapons to prove it. The only way to show them different is to defeat them.

And that’s not easy.

If the *ihatei* squatters are not evicted from their “new home” – and this may cause a war with the clan the *ihatei* come from – then very soon they will no longer be *ihatei*, but a full Aslan colony, with females and other dependents coming in from the old territories. Reclaiming the world will not be a matter of kicking out a group of *ihatei*, but a full-scale war against the clan. And pretty soon a new generation of *ihatei* will soon be bred. They will push on in search of new lands, too.

This is happening along the rimward frontier. In places the Aslan have found local allies, such as those now forming part of the Darrian Confederation, who are willing to trade land in return for the fearsome ability of the Aslan warriors.

THE BORDER WORLDS

The Border Worlds were created in 1111 as a client state of the Imperium, from worlds occupied by Imperial forces at the end of the Fifth Frontier War. Rather than see an Imperial occupation run on and on, and recognizing that handing back the occupied worlds to the Sword Worlds Confederation was not an option at that time, the creation of a nominally independent state seemed like

a reasonable compromise. The original Border Worlds were Drynwyn, Durendal, Hofud, Beater, Sting, Biter, Iron, Bronze, Steel and Mithril, plus Tyrfin and Sacnoth, which were not occupied but seceded from the Sword Worlds Confederation to become part of the Border Worlds.

The Imperial authorities recognized that this region was likely to be unstable for some years to come. The Border Office was set up late in 1111 to administer the Imperial involvement in this fractious cluster of worlds for the foreseeable future.

The Border Office is rather underfunded, with most available finance going either into repairing economic or military damage caused by the war, or else developing the sector as a whole. The Border Office thus manages as best it can to keep the lid on the situation, and this has necessitated several compromises that might not be tolerated elsewhere.

The citizens of the Border Worlds are humans of Sword Worlder stock, and display all the traits of their brethren. Some Border Worlds are actively pro-Imperial, being badly disaffected with the Confederation. Other worlds struggle for "freedom" from their imposed neutrality, with the population feeling that their world has been emasculated and disgraced by the compromise and the Imperium-enforced rules on military starships and so forth. The Border Office's biggest problem is that most of the Border Worlds change their "world opinion" about these and other matters on an almost daily basis. A world in violent protest against Imperial tyranny might suddenly undergo a counter-revolution against the protesters. Any such event will be violent and bloody, and the veterans of the Border Office have developed a rather cynical self-preservation ethic.

THE DARRIANS

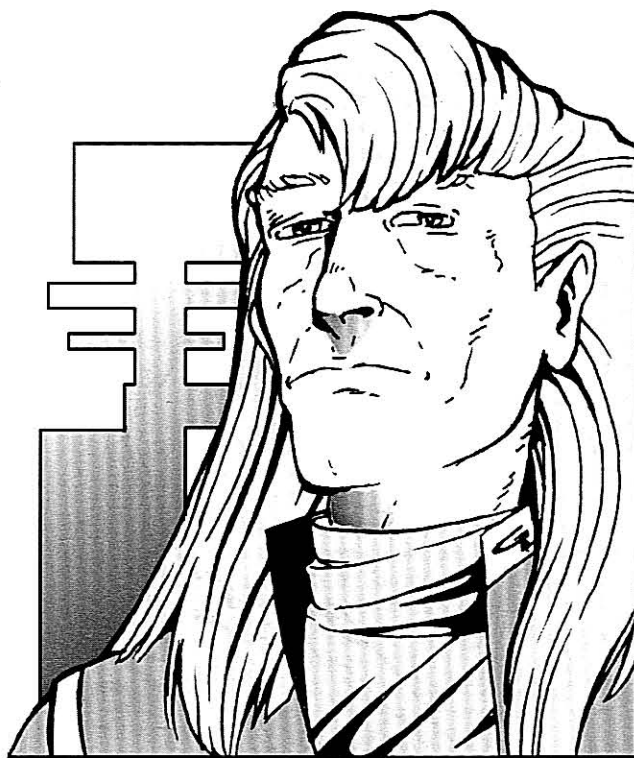
The Darrians are a human minor race who control a single subsector on the spinward side of the Marches. They are a peaceful people who prize learning and knowledge as their highest virtues. Thus Darrian cultural heroes are not brawling adventurers or space pilots; rather they are great teachers and researchers who made a significant contribution to Darrian society. Most Darrians will have a knowledge-based hobby where a Solomani would have a sports-based one. Darrians are on average slightly taller than the human norm, with golden skin and white or silver hair, both of which are adaptations to Darrian's dry climate. They have slightly pointed ears and an appearance sometimes described as "elfin." Despite this slender appearance they are actually stronger than typical humans, though a little less dextrous. A greater proportion than normal of Darrians are ambidextrous.

About 75 percent of the Darrian population are true-blooded Darrians. Of the remainder, most (15 percent or so) are of a mixed Darrian-Solomani heritage, and 8 percent are Aslan who have long settled the Darrian worlds. A mix of other races, including the dolphins of Mire, make up the odd 2 percent of Darrian society. Darrian tolerance accepts anyone willing to live by Darrian values. All these racial groups are "politically" Darrian, while the word also refers to the Darrian race.

While Darrian society does not glorify violence as do many other cultures, it is a generally accepted fact that the universe is a harsh place where self-defense is a necessity. This coldly rational approach to survival, coupled with a racial fascination with research and knowledge, has led to an extremely effective military force that is employed wherever necessary to pro-

The Rise of the Zhodani

Around -6750 Imperial, the Zhodani held their first Psionic Games. The "modern" Zhodani society can be said to date from around that time. The Zhodani were already engaged in space exploration, and despite setbacks caused by plague they had begun sublight interstellar exploration by -6000. By -5800, the newly established Zhodani Consulate was employing early jump-capable ships to explore the local region of space. For the next centuries, the Consulate expanded unopposed until the Vilani *Ziru Sirka* ("Empire of the Stars," see p. GT33) was contacted. The Vilani distrust of psionics inevitably led to conflict, and Zhodani expansion in the rimward-trailing directions halted, leaving a buffer zone between the Vilani and Zhodani.



The Age of Contact Begins

Around -3000, Vargr ships began appearing along the trailing fringes of Zhodani space. Their raids and pillaging led to a long series of campaigns that established a frontier region beyond which the Vargr could not penetrate in any strength. Individual Vargr tradeboats could and did wander far and wide within the Consulate, trading as they went.

By -2400, the Solomani had discovered jump drive far to spinward-rimward, and had come boiling out of their single world to take on the might of the Vilani *Ziru Sirka*. This conflict initially had no impact on the spinward states, but as the *Ziru Sirka* gradually fell to the Terran onslaught, more Vilani ships were withdrawn to defend the central worlds. By the time the Terrans finally overran the whole of the *Ziru Sirka* and founded their Second Imperium (see p. GT59) a large gulf of undeveloped worlds, plagued by Vargr raiders, lay between the frontiers of the Ramshackle Empire and the Zhodani Consulate. There was little if any contact during this period, and consequently when the Ramshackle Empire collapsed and the Long Night (see p. GT48) began to trailing-rimward, the Consulate and its neighbors were little affected.



protect Darrian interests. There is no glory or honor in combat; instead it is seen as merely a survival measure. Since the Fifth Frontier War the Darrian Confederation has shown its willingness to use the threat of violence or actual force to achieve political ends. This willingness to embrace measures normally associated with the despised Sword Worlders has led one leading Darrian pacifist to declare that, "In our rush to save our children from Sword Worlder rule we are becoming what we hate!"

The ultimate tool of state is the Special Arm, which not only crews advanced warships, but also maintains and is prepared to use the Darrians' ultimate deterrent – the Star Trigger.

The Star Trigger is a result of an experiment that went horribly wrong in the distant past, and caused Tarnis (Darrian's star) to flare violently, all but destroying the Darrian race and hurling their development back several centuries. This event is known as the Maghiz (the Chaos). A refined version of this device stands ready for use against aggressors.

The Darrians are currently enjoying a renaissance, having expanded again in the wake of the Fifth Frontier War. While conquest for its own sake is pointless to them, expansion is currently seen as a necessity, as is the ruthless expulsion of any foreign foothold in Darrian territory. The very rationality of the Darrians in some ways makes them more frightening than the Sword Worlders – these people do not enjoy fighting, but are more likely to take decisions costing thousands or millions of lives if the need is seen. No one doubts the Darrians' willingness to use their Star Trigger if it should be deemed necessary.

Rumors of Darrian colonial expeditions departing spinward are currently unsubstantiated.

DROYNE WORLDS

The Droyne are not a power in the Marches – or anywhere else – in 1120. They live peaceful, pastoral lives on their scattered worlds and seem uninterested in conquest or politics. Droyne technology is for the most part of a similar standard to Imperial, though constructed very differently. Most Droyne equipment is hand-made by the technician caste, and this craftsman approach includes starships and other large, complex systems.

Droyne groups do leave their worlds, mostly aboard their own ships, though individual Droyne (usually of the Sport caste) can be encountered anywhere in known space on some errand or another. Droyne trading ships ply the spaceways, though there are few enough that the arrival of a Droyne vessel in port is remarkable.

Many aspects of Droyne society are still mysterious to humans. The Droyne are a private people who do not interact very much with any race, though they are tolerant and seem to get along well enough with those they do encounter. Droyne culture seems to be very ritualized, and these rituals mean little or nothing to most observers. The Droyne themselves do not seem inclined to offer any interpretation.

The Droyne's Warrior caste produces excellent fighters, powerfully armed with high-technology weapons. The race are well able to defend themselves in space or on the ground. Their political motives are unknown but this may simply stem from the fact that the Droyne *have* no political motives.

Perhaps all they want is to be left alone.

THE FEDERATION OF ARDEN

The Federation of Arden is a relative latecomer to the stage of interstellar politics, occupying a unique position as a neutral state between the Imperium and Consulate. This has provided the great powers of the region with an avenue of communications even at times when diplomatic relations have been formally cut off.

The Federation takes full advantage of this situation, and ensures that Arden profits from every exchange undertaken within its territories. The Federation is a hotbed of diplomatic activity and espionage, with information stolen from both sides trafficked freely, though not blatantly. Both Imperium and Consulate allow this situation to continue as long as they perceive the benefits to their own interests to be greater than those to the opposition.

The Federation maintains a policy of passive neutrality in times of war. In practice, this means that the warships of both sides may refuel in Federation systems but may not engage in combat. The Federation maintains a small navy with an emphasis on firepower and the ability to do damage to the opposition with which to enforce this and other policies. Attacks by outside powers are deterred by Arden's navy and also by the special relationship the Federation has with neighboring powers.

The Federation has increased in size and power in recent years, and is suspected of under-the-counter arms deals with various paramilitary organizations including the Border Militia (a self-defense group along the Imperial/Zhodani border) and the Spinward Freedom Front (an out-and-out terrorist group demanding secession from the Imperium for several worlds).

THE SWORD WORLDS CONFEDERATION

The Sword Worlds Confederation can be thought of as a large, violent, extended family, in which the various siblings and cousins alternately support one another (usually in beating up some hapless outsider) and attempt to stab one another over some petty dispute or slight.

Thus the term "Sword Worlds" sometimes refers to a group of similarly named planets and their brawling inhabitants, and sometimes to a body closely resembling an organized interstellar league. As to whether it is correct to say, "the Sword Worlds is" or "the Sword Worlds are," that depends upon how many of the member worlds are at war with one another, seceding, under occupation or suffering internal revolt.

In theory, the Sword Worlds are a group of individual worlds owing allegiance to the Confederation while maintaining their own autonomy. The Confederation exists to handle trade and foreign affairs for the member worlds. A central command structure for the operation of combined fleets is set up in times of need, with joint forces transferred from local control to Confederation command. The Confederation represents (to its members) loyalty freely given, a "band of brothers" united against outside threat. The "brothers" may fall out or fight (the Confederation has dissolved in open warfare on numerous occasions) but the old ties remain strong, and the individual worlds will rally to the Confederation banner in times of danger – all the while bickering, jostling and boasting.

This "family loyalty" has been strained in recent years with the active acceptance by several world populations of Imperial rule. It remains to be seen whether the Confederation will turn its back on these lost comrades, despising them for their weakness, or welcome them back into the fold when the time comes.

The first of the Sword Worlds to be colonized was Gram, by Terran settlers of Germanic and Nordic descent. Over the next 200 years the surrounding

The Long Night Descends

During the Long Night, several groups sought to escape the collapse that seemed inevitable. One such group reached Darrian in -1511, coming as friends and traders rather than conquerors. The Darrians and their new Solomani partners embarked upon an explosion of technological growth, reaching a level exceeding that available in the Imperium, and in only 400 years. Other groups scattered themselves here and there within the spinward region of known space.

Around -1000, the first Aslan groups had percolated across the Great Rift and were beginning to make their presence felt in what would become known as the Spinward Marches. The Zhodani consulate reached its present size and settled down into a long period of stability.

By the -900s, the Darrians had established several colonies and enjoyed a peaceful society utilizing technology that already exceeded that available to any of the neighboring polities. In -924, the peaceful Darrian expansion came to an abrupt end in the event known as the Maghiz, or Chaos. For reasons currently only speculated at, Darrian's home star destabilized and underwent violent nova-like events. The intense wavefront of radiation hurled out by the convulsing star destroyed electronic and computer equipment in every star system it reached, resulting in a globe of destruction expanding at lightspeed. The Darrian civilization was hurled back to barbarism as one colony after another succumbed.

Wanderers continued to arrive in the region, and by -400 the Sword Worlds in the Marches themselves had been colonized (see p. GT65). By -275 the Darrians had returned to the stars, only to find the once-empty local space full of other interstellar states. Contact with the Sword Worlds and the Zhodani Consulate was soon opened.

From -400, the Sword Worlders spread out through their local space, colonizing and claiming many worlds. By -200, 17 worlds were colonized. The capital at this time was at Sacnoth, seat of the Sacnoth Dominate which was founded in -186. By -164 the Sword Worlders had contacted the Darrians.

Never the most stable of societies, the Sacnoth Dominate disintegrated in one of several internal conflicts, this one remarkable for its even-greater-than-normal intensity. By -80 there was no interstellar government among the Sword Worlds. Intermittent conflict sputtered and flared as one or another world vied for dominance.

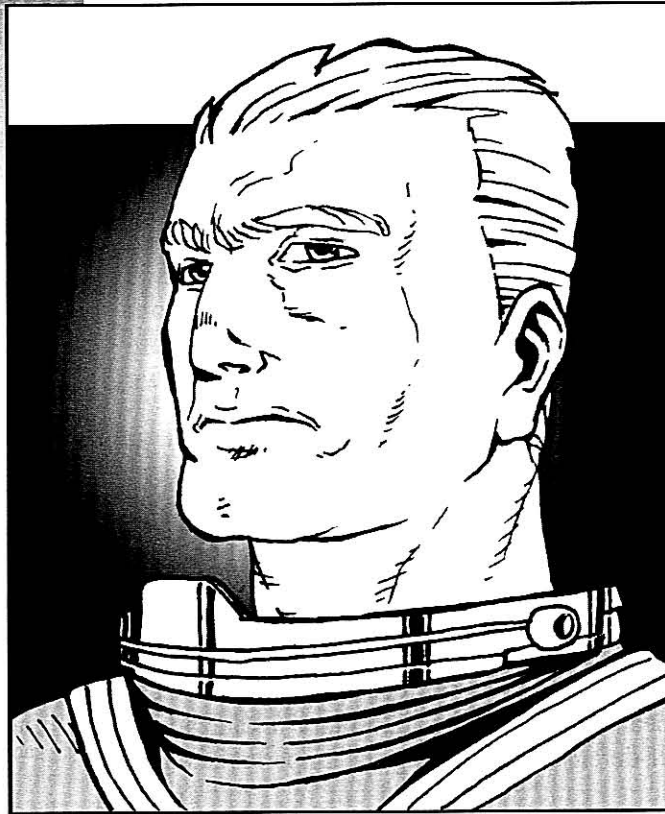
The Third Imperium Arises

As the Third Imperium was being founded by Cleon I away to rimward, the Islands subsectors in the Great Rift were being settled by sublight colonists sent out from Terra hundreds of years previously. The Third Imperium expanded quickly, and by year 50 of the Imperial calendar, the first traders were making contact with the Zhodani. Scouts had mapped and explored the Marches for a few years previously, though detailed exploration took many more years. The first permanent Imperial trade posts were set up around Year 60, and full-scale colonization of the Marches began. The Sword Worlds were individually contacted around 73-79.

The Imperials used a "root and branch" system to expand into the Marches, developing links through existing bases which became increasingly important as the colonies they supported grew and new worlds were opened up further down the chain. Rapid expansion went hand in hand with frontier prosperity as private traders and vast megacorps jostled to exploit the new worlds. Mora became the hub of Imperial expansion in the region, and gained the title "Gateway to the Marches." The sprawling Spinward Main, a chain of worlds linked by jump-1 routes, with several branches, became the artery for trade and expansion. By 75 the world of Regina had been settled, and rapidly grew in importance as a trade port. Clusters of worlds like the one dominated by Regina were incorporated into the Imperium, while others remained backwaters.

A new central government arose among the Sword Worlders in 104, this one a ramshackle alliance of Colada, Anduril and Dyrnwyn calling itself the Triple Dominion.

It was not until 150 that contact with the Darrians was re-opened by the Imperial Interstellar Scout Service. Sixty years later the Triple Dominion went the way of all Sword Worlder governments and broke up in internal conflict.



important, and rarely meet the women.

The Confederation was soundly defeated in the Fifth Frontier War, but the emphasis for the Sword Worlders is upon the honor and glory their fleets won in battle. To be defeated by a stronger foe is not a dishonor, merely a setback. The universe is harsh, and a true man learns from his defeat and comes back stronger.

The Sword Worlders have made numerous alliances with the Zhodani, but have a low opinion of them for their use of psionics, which is somewhat too subtle for Sword Worlder tastes. Similarly the thoughtful Darrians are despised and mistrusted as sneaky weaklings who rely on technology and don't fight fair; the very antithesis of the bluff, hairy and honestly aggressive Sword Worlders.

The Sword Worlders are too disorganized to be much of a threat to their neighbors, and too busy fighting among themselves to notice. They still can be a major nuisance at times. Trade and diplomacy present problems, as a Sword Worlder expects to be honored and respected for conduct that would get anyone else thrown out into the street.

Sword Worlders see themselves as "real men," holding to ancient virtues in an age of deceit and corruption. Most others see them as a bunch of testosterone-overdosed loudmouths who don't seem to have noticed the passage of the last 53 centuries.

VARGR

There are no Vargr states within the Spinward Marches, except for minor enclaves of a few thousand traders or refugees. There are Imperial Vargr citizens on many worlds, and their tradeboats can be encountered throughout the sector, especially in the coreward-trailing subsectors. Vargr will not attract much attention on most worlds that have interstellar contact simply for being non-human, although there are plenty of worlds where "Vargr" is synonymous with "pirate" or "undesirable rabble." Such worlds are unfortunately familiar with certain aspects of Vargr society.

worlds were colonized; some by colonists moving on from Gram, most by new arrivals from Terra. The new colonies developed a surprisingly homogenous culture based upon a male-dominated and militaristic outlook, with the virtues of the Germanic warrior – honor, stoicism and fealty – being most admired. The official language of the Sword Worlds is a variant of Terran Icelandic, with Germanic, Nordic and Vilani additions. Local variations exist on every world.

Women in the Sword Worlds are expected to be passive and obedient to their male protectors, while men are bluff and decisive, brave and strong-willed. Imperials find the men bigoted, brainless and self-

THE ZHODANI CONSULATE

The Zhodani are humans, differing primarily in cultural ways from Imperial citizens (the physical differences between Zhodani and other humans are minor). The single greatest difference between Imperial and Zhodani culture is the Zhodani use of psionics. This is not merely a gimmick or talent employed by a few individuals, but a major factor in the structure of Zhodani society. The Zhodani view many traits common in the Imperium – unhappiness with one's lot in life, dishonesty and so forth as no different to physical maladies such as dysentery or influenza. The *Tavrchedl'* (Thought Police) identify the "sufferers" who then receive treatment to cure their "illness." Many Imperials are horrified at this concept – to them it is a fundamental right to be unhappy with (and complain about) one's lot in life. It is a vital tool in human interaction to lie or cheat or manipulate – so the Imperials say. In the Consulate, these are no different than cancers or infectious diseases, and they are treated as such.

The Zhodani, meanwhile, view the Imperials as isolated, lonely individuals who are sick and yet refuse to be cured. Most Zhodani cannot conceive of what it must be like to live under such horrible circumstances – and would not want to try.

The Consulate is a stable body, having long ago reached the maximum size that its rulers believed could be administered, and voluntarily ceased expansion. That is not to say that the Consulate is untroubled. There are Vargr and other races occu-



pying planets within Consulate space, and borders with several states that are not always peaceful or friendly. The five Frontier Wars stand as examples of this continual friction.

Generally, Zhodani policy is to maintain the status quo regarding bordering states. If trouble threatens, then the Consulate often will attack, usually without waiting for a "trigger incident." The intent is to foster a defensive mentality in bordering states that keeps them from launching damaging first strikes into Zhodani space. The unfortunate spin-off is a reputation for aggression, but analysis will show that Zhodani "aggression" has never been aimed at conquest, and has always been in response to a perceived threat that might not yet have become obvious.

The Zhodani have launched several major expeditions in the direction of the Galactic Core. What they have found there remains a mystery outside the Consulate.

Border Clashes in the Marches

The 400s saw Aslan contact with the Zhodani leading both to border skirmishes and profitable trading. Dustspice traders traveled deep into the Consulate, while landless ihatei attempted to seize land and were vigorously dislodged.

Bands of ihatei made a mutually beneficial deal with the Darrians, offering their services as mercenary warriors in return for land. The Special Arm of the Darrian armed forces was set up at about the same time. This was a small elite corps charged with the deployment, maintenance and possible use of the Star Trigger weapon, a device capable of causing a repeat of the Maghiz that devastated Darrian space. The combination of doomsday weapon and Aslan conventional forces kept Darrian society safe from invasion for several centuries. The Star Trigger was demonstrated once, in 489.

As the areas settled by Zhodani and Imperials intermingled – in some cases star systems or even continents being shared – there were inevitable conflicts, though these were generally minor, short and local in nature. Imperial exploration of Zhodani space in the late 500s resulted in greater tension and sowed the seeds of future conflict.



"Generally, Zhodani policy is to maintain the status quo regarding border states . . . analysis will show that Zhodani 'aggression' . . . has always been a response to a perceived threat that might not yet have become obvious."

The Early Frontier Wars

The First Frontier War (589-604) saw the first of several large-scale conflicts between the Imperium and the Outworld Coalition, an alliance of the Zhodani Consulate and several Vargr groups from the Gvurdoun Sector. Accounts vary, but it is thought that the initial attacks were made by Imperial citizens without any form of official authorization. As tensions rose, the border colonists decided to strike first rather than be caught unprepared as the victims of Zhodani aggression. Their ad hoc fleet was scattered by the first major resistance it encountered, and the local Zhodani commanders launched retribution raids. Once the ball had started rolling, the Consulate had no option but to attack immediately rather than be smashed by Imperial counterattacks while trying to find a diplomatic solution. Besides, there were many groups with vested interests along the frontier, itching for a fight to remove their competitors from desirable worlds.

The Zhodani attacks caught the Imperial fleets in a state of only partial readiness. Several Imperial settlements were overrun, expelling Imperial presence from the region coreward of the Marches. The massed raiding of the allied Vargr complicated matters for both sides and resulted in a great deal of bad blood that set the stage for a later renewal of conflict.

After a 15-year struggle characterized by deep raids against major production and population centers, the Coalition attempted to break the stalemate with a major assault through Jae Tellona, intended to draw the main Imperial fleet out and destroy it in a single decisive engagement.

The plan was rather too successful in drawing out the fleet, and the Imperial commander, Admiral Olav hault-Plankwell, was able to inflict a punishing defeat on the Coalition forces at Zivije, despite being caught in the act of concentrating with many squadrons still en-route. The unreliability of the Coalition's Vargr members has been cited as a reason for Plankwell's victory – many Vargr ships departed to seek plunder rather than face the Imperial fleet, though some remained and fought tenaciously – but even his detractors admit that the admiral conducted a brilliant defensive battle that ended the ability of the Outworld Coalition to prosecute the war effectively. Imperial strength was also greatly reduced. Armistice lines were drawn up in 604, with the Imperium ceding parts of Cronor subsector to the Zhodani in return for concessions elsewhere.

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THE MINOR RACES OF THE SPINWARD MARCHES

The definition of a minor race – a species which did not achieve FTL travel alone but gained the technology from another species – is applicable to all the races and groups listed below (and to the Aslan, but try telling a male Aslan that he belongs to a “minor” species). In this case, “minor” means “of relatively little importance in the affairs of the Marches.”

CHIRPERS

Homeworld: Several worlds throughout the Marches and beyond.

Physical Data: Chirpers are omnivore-gatherers in the 55-pound mass range. They have vestigial wings, which on low-gravity, dense-atmosphere worlds allow them to fly short distances. Chirpers do use simple tools and have three fingers and an opposable thumb.



Social Outlook: Living in small groups with limited social organization, Chirpers follow ages-old patterns of foraging for fruits and berries, supplementing this diet with occasional small animals. Chirpers can learn human speech and can handle a large vocabulary, but always retain the chirping sounds that give them their name.

Interstellar Relations: Chirpers are recognized as an intelligent species by both the Imperium and the Zhodani Consulate. Most live in established reservations.

DOLPHINS

Homeworld: Nexine/Mora has been recently settled. Several other worlds have dolphin citizens.

Physical Data: Dolphins are descended from the Atlantic Bottlenose Dolphin of Terra, enhanced by genetic engineering to create a hardier and more intelligent species that has since settled on many water-covered or water-rich worlds. They are air-breathing sea-dwelling mammals massing 770-880 pounds, generally gray in coloration. Dolphins are hunters, capable of cruising at 25 mph and short bursts of higher speed. They can breathe most tainted atmospheres without filters, and can hold their breath for up to 30 minutes. The genetically engineered dolphins of interstellar society have highly developed echo-location (sonar) abilities.

Social Outlook: Dolphins are friendly to humans, and are generally sociable and pleasant in outlook. They gather in schools of up to several dozen. Humans can communicate with them using a created language called Delphineese, a mix of vocal and sign language. Most dolphins understand this language, and a few even learn to speak human languages. On Nexine, they have not integrated well and live far from the human habitations, treating non-dolphins with suspicion.

Interstellar Relations: A few dolphins leave the oceans and travel, though the need for a tank or a mobility suit to get about on land causes more than a few problems. Groups occasionally migrate between water worlds, but for the most part the dolphins are happy to remain in their joint human-dolphin colonies. They are cosmopolitan enough to get along with almost any visitor, but do not travel much. There are no important all-dolphin states.

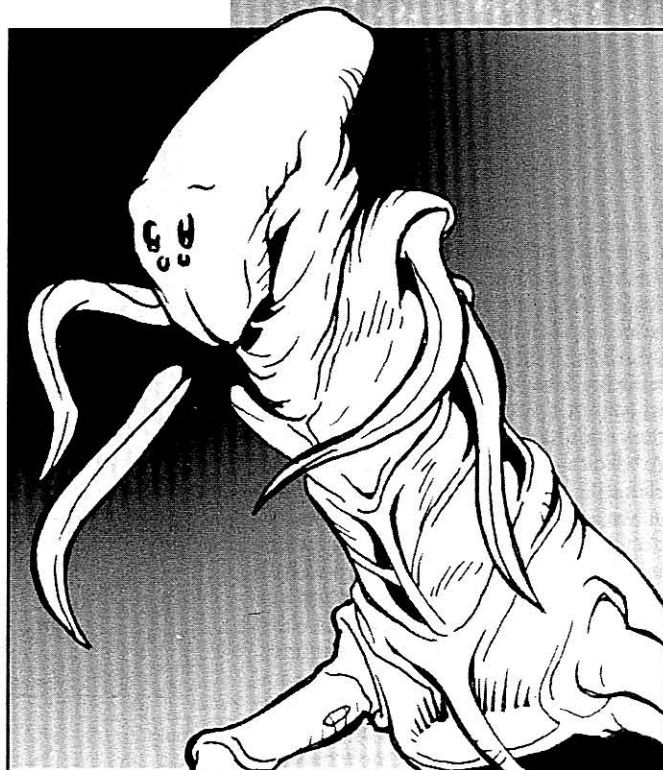
EBOKIN

Homeworld: Yebab/Aramis

Physical Data: Ebokin are bilaterally symmetrical, with four pairs of legs and two pairs of manipulative “arms” near the head. Females mass 330 pounds or so, with males somewhat smaller.

Social Outlook: Ebokin society is matriarchal and extremely conservative, with strict laws that are very slow to change. Outside influences are seen as undesirable. Most Ebokin never leave their homeworld or even travel far.

Interstellar Relations: While the Ebokin will trade (subject of course to strict controls), they see the Imperium as a lawless society of thieves and liars, chaotic in its rapid change. Contact is viewed in this light.



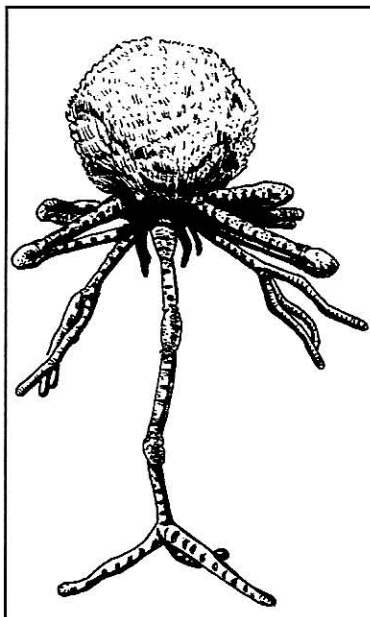
LLELLEWYOLY (AKA “DANDELIONS” OR “DANDIES”)

Homeworld: Junidy/Aramis

Physical Data: Bearing a passing resemblance to a Terran plant, the Lllelleyoly possess five multiply jointed limbs used both as arms and legs, and which also carry sensory organs. An adult stands between two and three meters tall. They have very particular eating habits.

Social Outlook: Lllelleyoly have an incredibly complex social order, with individuals holding several or many different stations depending upon circumstances. To address a Dandelion by the wrong social title is a major social gaffe. Lllelleyoly can absorb and recall an amazing amount of data – perhaps a result of their complex social order – and most can speak authoritatively on several subjects. They are both excellent speakers and listeners.

Interstellar Relations: Lllelleyoly share their world with humans, and meet individuals from many cultures. Hiver ambassadors left behind a number of ideas that the Dandelions readily accepted, and relations with most races are as open.



The Early Frontier Wars (Continued)

While the First Frontier War raged, the expansionist Sword Worlders seized their opportunity and invaded the Entropic Worlds in 593, snatching them from Darrian ownership. This led to a Darrian-Imperial alliance signed in 595 and another Sword Worlder alliance, this one calling itself the Second Dominate.

Admiral hault-Plankwell had claimed an Imperial victory in the First Frontier War, while denouncing the Imperial rulership for the lack of support he had received. This was no mere tirade, for Plankwell immediately took his fleet, gathering support along the way, to the Capital and after assassinating Empress Jaqueline claimed the Iridium Throne.

This action split the Imperium, and between 604 and 622, the Marches were ignored as civil war raged through the core provinces, as first one then another Emperor arose. Much of the Imperial strength was wasted on internal conflict, which resulted in little more than a succession of brief Imperial reigns (some lasting a matter of weeks).

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MEWEY

Homeworld: Mewey/Five Sisters

Physical Description: Omnivore/gatherers massing around 180 pounds, Mewey are slender humanoids covered in short fine fur. Mewey have three fingers and an opposable thumb on each hand.

The Early Frontier Wars (Continued)

In 615, the newly reformed Outworld Coalition took advantage of the internal strife within the Imperium, launching a new campaign that struck deep into Jewell subsector. Memories of devastating Vargr raids fired the resolve of the local citizens, who resisted fiercely with whatever means they could muster. Grand Admiral Arbellatra Alkhalikoi, commanding what elements of the Imperial border fleet had not been stripped away to fight in the civil war, fought a long holding action, utilizing a central position to lunge against each new Coalition thrust while commerce raiders and strike cruisers raided behind the lines to spoil Zhodani preparations. After three hard-fought years, several newly constructed dreadnoughts, plus a few squadrons called up from trailing sectors, gave Arbellatra the edge she needed. Rather than commit the new vessels piecemeal, they were held back until a fleet could be formed. With this new tool, Arbellatra launched a counteroffensive that threw back the Coalition and created a new stalemate.

Arbellatra then took the dangerous step of conducting negotiations with the Zhodani, ceding more territory and rendering several Imperial worlds independent in a settlement designed to create a more lasting peace. Ten of the Sword Worlds were occupied for a period of six years to ensure Sword Worlder compliance with the new treaty.

Arbellatra then took the road first followed by hault-Plankwell, and deployed her fleet to the Imperial capital. Shattering the Central Fleet remnants under the command of the latest Barracks Emperor, Gustus, Arbellatra then broke the pattern of the civil war. Despite a legitimate claim to the Iridium Throne by Right Of Fleet Control, she wisely proclaimed herself regent and left the choice of a new emperor to the Imperial moot. As the leader who restored peace to the troubled Imperium, her election as Emperor was a natural consequence. Taking the role of regent and peacemaker brought her a great deal of support from many factions, and ensured that hers was not another brief and bloody occupation of the throne supported by might alone.

During her reign Empress Arbellatra worked to build on the fragile peace that existed along the spinward border and ushered in a period of relative tranquillity.



Social Outlook: Mewey are unaggressive creatures who have slowly and carefully advanced their society into the nuclear age. They have dealt carefully with the Aslan and received the jump drive from them, which has allowed a colony to be built in Ocheate.

Interstellar Relations: The Mewey have a good relationship with the Aslan but view the Imperials as owning far too many systems near the homeworld.

OBEYERY

Homeworld: Stave/Cronor

Physical Data: Obeyery are amphibian omnivores massing around 880 pounds. They resemble very large monitor

lizards with a fine covering of short fur.

Social Outlook: The Obeyery, like the Vargr, are always attempting to show one another who is boss, a trait dating back to their origin as pack scavengers in the swamps of Stave. Obeyery society is much more stable than that of the Vargr, as Obeyery find it necessary to show that one is capable of what one claims. The lord protector is a first in Obeyery history, having united the whole race under a single leader. A bloody civil war was necessary to accomplish this.

Interstellar Relations: The new government welcomes any trade, but the lack of a starport and finances to build one makes relations difficult.

OTARRI

Homeworld: Faldor/District 268

Physical Data: The Otarrri are referred to as "lung fish" by most humans. They are very primitive humanoid amphibians who appear very fish-like. Their skin resembles very fine scales, fingers and toes are webbed and their bodies are streamlined. Humans generally find the big eyes of an Otarrri vaguely disturbing.

Social Outlook: The Otarrri have a primitive pre-industrial society in the swamplands of Faldor's western land mass. They are ruled by their high queen, a non-hereditary position apparently held for life. Although the



supreme ruler is always female, Otarri society is very egalitarian, with leadership positions held by both sexes.

Interstellar Relations: The Otarri undertake a little trade with the Sword Worlds via Enos. This trade brings in little but a few high-tech devices to make life more comfortable for richer Otarri.

SAURIANS

Homeworld: Saurus/Vilis

Physical Data: Upright warm-blooded bipeds massing about 220 pounds, Saurians are tailed and have scaly skin. Their claws make quite effective weapons, but see use more often as the equivalent of a pocket-knife. Saurians are omnivorous, but eat mainly meat to maintain their highly active bodies.

Social Outlook:

Saurians have a complex social order only partially understood by humans. They have been heavily influenced by human colonists on their homeworld, and now build tribal villages. They are also learning to farm crops and herd the beasts they once hunted. With an IQ equivalent to about 8, Saurians are not great thinkers, but seem well-disposed toward one another and their human neighbors. The Imperial research team studying their society seems to greatly amuse the Saurians, and are treated as honored guests, who are continually “shown things” – often the same things – over and over again.

Interstellar Relations: The Saurians share their world with humans, and intermingle in some towns, trading useful items and even joining the local Defense Force for mutual protection against marauding megafauna. They could be considered to be Imperial citizens – indeed, a few particularly bright Saurians have left their world to seek their fortunes elsewhere.

SHRIEKERS

Homeworld: 567-908/District 268 (Shvreeyiyi)

Physical Data: These are omnivorous pseudo-mammals with four pairs of limbs and three pairs of eyes. Each pair is attuned for a different purpose (near sight, distant sight and infrared). One set of limbs is used as manipulators while the other three provide locomotion. Because these limbs are very short, Shriekers are able to move only very slowly. To overcome this problem, some Shriekers are fitted with a set of prosthetic stilts to facilitate faster movement. The surgical process used means that an adapted Shrieker whose “walking legs” are removed is crippled. The eggs of Shriekers are fertilized outside the body and left to hatch. Shriekers gain their name from the fact that most of their vocalizations are at frequencies above the human threshold of hearing.

The Inter-War Years

The inter-war years were a period of steady growth for the Marches. In 350 years of stability, many worlds grew from backwater colonies to become important commercial hubs. The sheer distance from the Imperial Core, and the requirement to pass around the Great Rift to get there, meant that the Marches remained a frontier, with relatively little corporate funding for development. Successful corporations remained near the capital, with Marches companies being of only local importance.

The establishment of the Imperium-wide Xboat network in 624 not only improved communications with the Imperial core in terms of reliability and speed, but had important repercussions for many worlds and corporations within the Marches. Previously, fast couriers and packet boats had carried information between the worlds. Now many such vessels were available for redeployment as custom-built Xboats and their near-instantaneous turnaround time shaved weeks or months off the communications lag. Many couriers and packets found their way onto the market at bargain prices, and were bought up by private concerns for commercial employment. This glut of relatively cheap ships facilitated a brief commercial explosion in the Marches. For those worlds designated as Xboat links, the benefits were enormous. Along with the Xboats came their support personnel and starport improvement grants, plus bulk freighters following the Xboat links, contracted to carry the large cargoes that Xboats could not. The routes of the Xboat network became the arteries of commerce within the Marches, and worlds competed vigorously – not always honestly or fairly – to be chosen as link worlds. Big businesses from the Imperial Core began to open facilities in the Marches as communications became faster and more reliable. Worlds not chosen as links tended to become backwaters, having to rely on mail ships plying routes that radiated out from link worlds. Worlds off the Xboat network were often passed over by corporate investors, as the added communication lag and decrease in starship traffic would adversely affect business. Some worlds invested in a private fleet of subsidized merchants and mail ships to compensate. Many of these ships were the very vessels made redundant by the Xboat system.

More internal strife in the Sword Worlds around 698 scarcely made the news in the Imperium, but the result was the Gram Coalition, which lasted nearly 90 years.

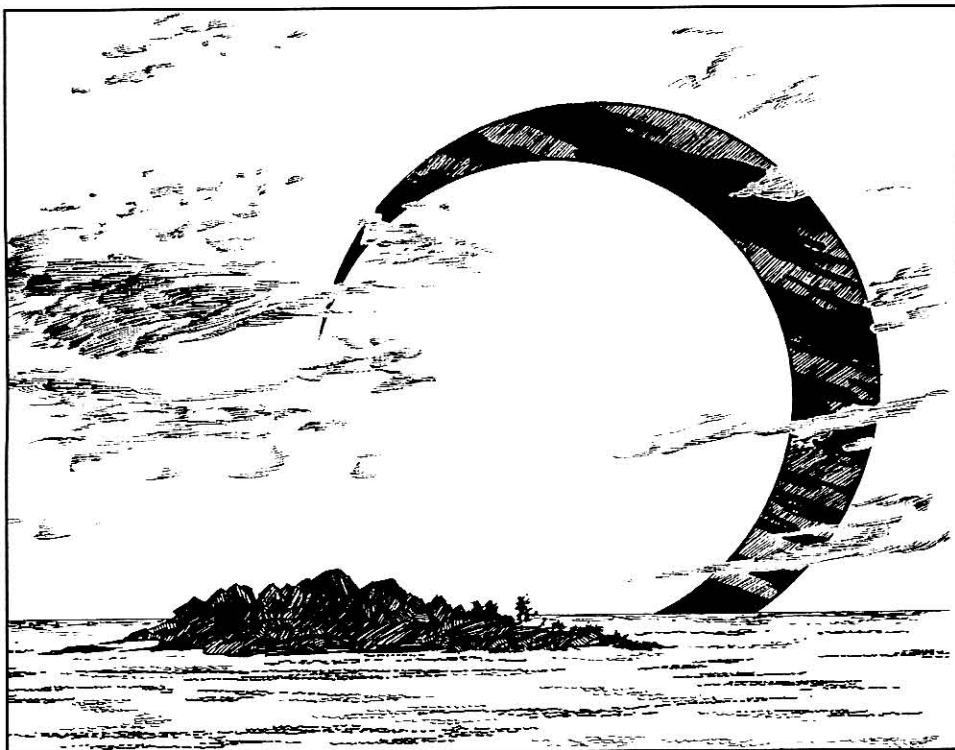
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The Inter-War Years (Continued)

The year 750 saw the launch of the seventh Zhodani core expedition, and this period was also marked with increasing tensions along the spinward-coreward border. This came to a head in 799, when war was narrowly averted by a mixture of diplomacy and shows of naval strength along the border. Perhaps as a result of tensions with the psionic Zhodani, the Imperium began what became known as the PsionicSuppressions, which saw public opinion swing violently against the use and study of psionics. Institutes were forcibly closed or driven underground. The ill feeling toward psionics currently felt has its roots in this campaign. Particularly noteworthy was the Psionic Rebellion of 818 on several worlds of the Trin's Veil subsector. This uprising began when a mob stormed the prestigious Murchison School of Mental Excellence and lynched several of the staff and students. The failure of the Imperial troops present to keep order incensed many citizens – most of them non-psionic – and a minor uprising took place. With powerful psionics on their side, the rebels were hard to put down and several days of bloody street fighting took place, followed by months of guerrilla activity. Imperial brutality in dealing with the rebels caused a further, more widespread insurrection that sputtered on and off throughout the Trins's Veil subsector for several months.

A swift Darrian campaign in 788, launched to retake the Entropic Worlds, might have had wider implications considering the web of alliances then extant, but the lightning campaign was over before either Imperium or Consulate could respond. The Gram Coalition immediately dissolved, to be replaced by the Trilateral Alliance of Narsil, Sacnoth and Durendal after the obligatory period of skirmishing. This Alliance managed to stay more or less in power until 848.

Out of the chaos of 848-852 came the current Sword Worlder government, with its capital at Gram. By late 852 the region was once again peaceful. Anti-Imperial rhetoric on the part of the new Sword Worlds government came to nothing as the problems of governing a supposedly united Sword Worlds Confederation proved more than enough to keep the leaders busy.



Social Outlook: The Shriekers are ruled by a caste of priests, who live in the last Shrieker city, known as the Great Retreat, and follow the teachings of the Dtai-denuli. The rest of the race leads a nomadic existence.

Interstellar Relations: Ignorant humans refer to Shrieker eggs as “Denuli Gems,” which can fetch up to Cr10,000 on the market. Attempts to harvest the unborn offspring of the Shriekers have led to a great deal of friction and even conflict. An Imperial Protection Order is now in force to prevent any further exploitation of the species.

TASHAKI

Homeworld: Retinae/Querion

Physical Data: Tashaki are a silicon-based humanoid lifeform whose bodies require the presence of high radioactive elements, as do all the lifeforms on Retinae. Research has shown all the animal and plant life, including the Tashaki, did not evolve on the world, but were introduced 600,000 years ago, predating the Ancients by at least 250,000 years.

Social Outlook: Nothing is known of Tashaki society. No one is certain if there are different sexes or even personalities. All the Tashaki are called Tashaki, but this doesn't seem to cause them any trouble. Tashaki communicate by flashing various colored silicon nodes, which can be translated by an Imperial computer.

Interstellar Relations: The Tashaki keep themselves to themselves but appear to “like” the Imperium and are thought by many to be studying the Imperial researchers.

THE REPUBLIC OF GAROO

Homeworld: Garoo/Darrian

Physical Data: Garoo are a human minor race who are more or less identical to Imperial humans.

Social Outlook: Garoo have maintained a democratic government since the world was settled by Solomani colonists in -1508. They have since been contacted by the third Imperial and once again have become a stellar society.

Interstellar Relations: After an initial phase of exploring space in 800, Garoo lost interest and contented themselves with providing an excellent starport for Imperial traders. In 1117 the Garoo took action against the Darrians' Renaissance and a war council made up of all the main political parties was formed to ensure Garoo independence. Since 1117, the Garoo have claimed Uniqua, and in 1119 claimed the system 886-945 and formed the New Republic. They have begun to build a space-defense fleet at TL9.

URSTY

Homeworld: Yurst/Regina

Physical Description: Omnivores massing around 130 pounds, Ursty are octopus-like with spherical bodies covered in gray spongy skin with three very good eyes. They have seven limbs, one of which appears to be reserved for mating and display. Ursty are water breathers.

Social Outlook: Ursty have bio-culture that uses other living creatures or plants found in Yurst's oceans like humans use tools. The Ursty are governed by a council whose members are elected by all the population and once on the council serve for life.

Interstellar Relations: Ursty don't have a concept of ownership and have nothing to trade or acquire, so have been left alone by humans.

TETHMARI

Homeworld: Gyomar/Chronor

Physical Data: Tethmari are vegetarians massing about 220 pounds. They are squat creatures with a hard leathery skin, supported on three five-toed limbs. The front limb contains visual, audio, olfactory and digestive organs. Tethmari often stand on their rear two limbs in order to manipulate tools or other equipment with the front limb. Tethmari have three sexes: male, female and enabler.

Social Outlook: The Tethmari are ruled by their enabler caste, who appear to be born from Tethmari but are very different. Enablers mass over 275 pounds. They number 1 in 8,000 or so, but control all aspects of Tethmari society. Individual Tethmar are given their lifelong job (caste) at the whim of an enabler. Social choice and free will are very alien to the Tethmari.

Interstellar Relations: The Tethmari have built a D-class starport, but due to Gyomar's cold and very high pressure, few craft can land without being specially outfitted.

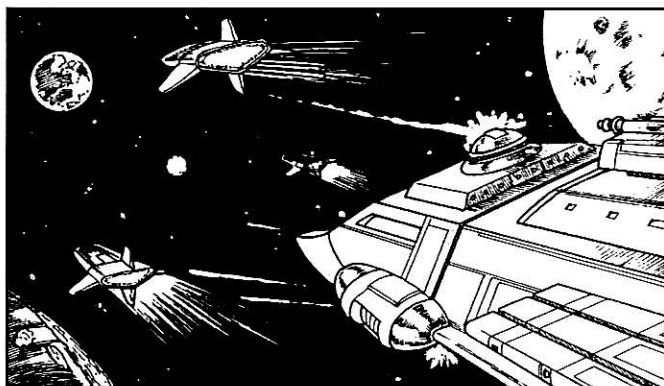
Viji

Homeworld: Zeta 2/Vilis

Physical Data: Viji are apparently a silicon-fluorine-based lifeform that resemble small crystalline insects, not much more than microscopic in size. They seem to swarm in vast "hives" or mountains of beings, somehow extracting nourishment from the lethal atmosphere of their hellish world.

Social Outlook: Unknown. Probably a hive mind or collective consciousness.

Interstellar Relations: Probably none. Even the existence of the Viji is doubtful. Contact and study are part of the Railen Institute's brief, but as yet have not proven possible.



The Later Frontier Wars

In 979, the Third Frontier War broke out. Tensions had risen over the previous few years, and the Zhodani thrusts at Jewell and Querion should not have been a surprise to the Imperial commanders. Imperial reaction was at first half-hearted and confused, though. Not even the early arrival of Imperial reinforcements made much difference until the mantle of complacency was shaken off.

This war saw less of planetary sieges and instead a great deal of commerce raiding by cruiser squadrons. Deep strikes against soft targets were the order of the day, and the damage done to civilian interests during the war led to public resentment against the high command and the Emperor. A peace settlement ceded systems to the Zhodani in the Jewell and Querion subsectors, and provided for the creation of a demilitarized zone through much of the Vilis subsector. Other worlds became independent.

Controversy caused by this settlement led to the abdication of Emperor Styryx, but the borders created by the treaty were reasonably secure and allowed a new period of peace and prosperity to begin.

The beginning of the Solomani Rim War in 990 saw replacement vessels intended for Imperial squadrons in the Marches diverted to the war effort far to rimward-trailing, but the border fleets were not weakened and no significant incidents occurred in the Marches as a result. Still, the average age of Imperial warships stationed along the spinward frontier increased, and this deficiency was not made good for many years.

The Fourth Frontier War, or False War, began in 1082 with an incident at Quar/Cronor, where the Imperium maintained a forward naval base. A series of naval battles ensued throughout Jewell and Cronor subsector during the next 18 months. Before the capital had a chance to issue instructions for the conduct of the

war, an armistice was signed, which made some very minor territorial adjustments. Another territorial adjustment was made in 1084, when the Sword Worlds retook the Entropic Worlds.

Worlds

OVERVIEW

The Spinward Marches Sector lies at the extreme spinward-coreward edge of the Imperium, separated from the Imperial Core not only by distance but by the Great Rift, which necessitates a long detour through Corridor Sector. The shape of the Great Rift, which resembles a giant lobster claw, is the source of a common habit of referring to the Marches and other regions beyond the rift as being "Behind The Claw."

Not all of the sector is under Imperial control, and that control is tenuous in some areas. Several interstellar societies jostle for their place on the pages of history; the land-hungry Aslan, the thoughtful Darrians, mysterious Droyne, aggressive Sword Worlders, disorganized Vargr and the mighty Zhodani Consulate all pursue their own ends in the Marches.

The Marches have been the scene for five major wars and innumerable skirmishes, not all of them external. Corporate interests and ambitious world governments add to the melting pot of conflicting interests. The Marches are also home to several non-starfaring races, some of which welcome offworld contact, while others are off-limits to protect their development.

Astrographically, the Marches is dominated by the vast Spinward Main, a chain of 223 worlds linked by

jump-1 routes. The Main and its branches provide a high-way for trading ships. As a rule, worlds off the main are less developed due to their lack of accessibility.

The Imperial worlds within the Marches are part of the Domain of Deneb, ruled by Archduke Norris from the new capital at Mora. Archduke Norris has considerable autonomy, as do his subordinate nobles. With a 44-week trip by Xboat link to the Capital, and the same lag on the journey back, there is no other way to govern the Marches. Threats must be met, initially at least, with local forces. Local solutions must be found to problems. The Marches are a frontier, and sometimes frontier justice is the only answer.

THE WORLDS OF THE MARCHES: A SUBSECTOR-BY-SUBSECTOR LISTING

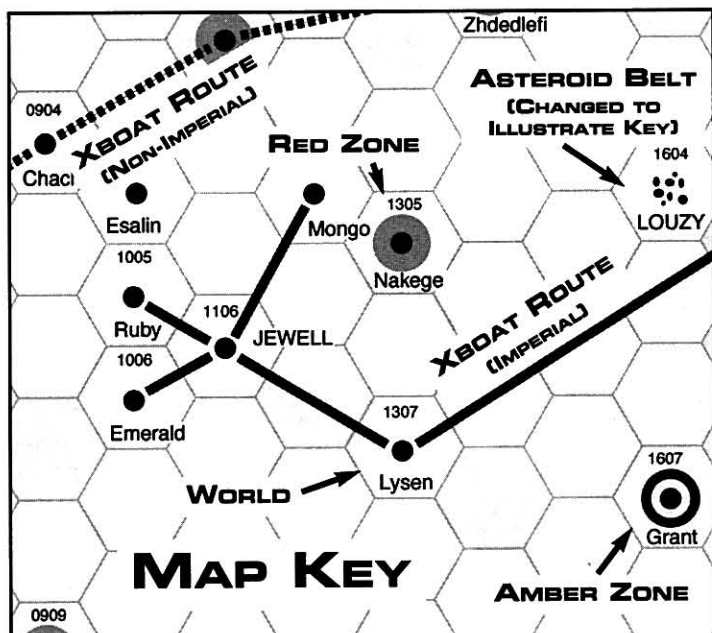
CRONOR SUBSECTOR

The Cronor subsector lies at the extreme spinward reach of the Imperial frontier and has long been a point of friction between the Imperium and the Zhodani Consulate. For the Zhodani, the Cronor subsector is a frontier, far from the center of the Consulate and is not particularly well-developed. Several worlds have been but recently absorbed into the Consulate and are not fully integrated. Most worlds off the Zhodani Postal Routes (ZPR) are underdeveloped industrially and culturally.

The Zhodani subsector capital is Chronor, which is the main nexus for trade and ZPR operations as well as the Consulate Navy's main base in the region.

Forces assigned to the Cronor subsector form part of the Iadr Nsobi Provincial Forces headquartered in the Ziafrplians sector, and include some of the Consulate's best fighting ships to act as a counterbalance to Imperial strength in the region.

Several races are found in the subsector, including Chirpers on Errere, Tethmari on Gyomar and the Obeyery of Stave. Imperial spelling of the subsector name ("Cronor") and Zhodani spelling ("Chronor") are used interchangeably.



0101 Zeycude (Zhodani)

Starport: Class III.

Diameter: 3,306 miles (5,320 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* None. *Climate:* Cold. *Population:* 6,600,000. *Government:* Impersonal bureaucracy. *Control Rating:* 4. *TL:* 9.

Zeycude was settled by the Imperium in 368 to exploit its considerable mineral wealth. In 620, at the end of the Second Frontier War, the world became part of the Consulate. It has taken until 1120 for the nomadic population to become integrated into Zhodani society, and even then not fully.

The world's population lives and works in huge mobile ore factories – combined extraction plant and foundry – that protect the workers from the world's poor environment. The Port Council acts as the only central government, and enforces laws mainly by economic measures, by way of its control of offworld trade and the few static trade centers.

The rest of the Zeycude system is underdeveloped, though a few belters work the single planetoid belt.

0102 Reno (Zhodani)

Starport: Class III.

Diameter: 590 miles (950 km). *Atmosphere:* Very thin oxygen-nitrogen, tainted by sulfur dust. *Surface Water:* None. *Climate:* Very cold. *Population:* 60,000,000. *Government:* Ruling council headed by an unpopular chairman for life. *Control Rating:* 4. *TL:* 9.

Reno is the third moon of the gas giant Tarlik, second and largest gas giant in the system. Reno is honeycombed with tunnels forming the habitation complex in which the population lives and travels out to exploit the mineral resources of the moons of Tarlik. The recent discovery of mineral wealth in the remote third gas-giant's ring system has led to economic restructuring by the council. This has resulted in some unemployment and anti-Zhodani demonstrations.

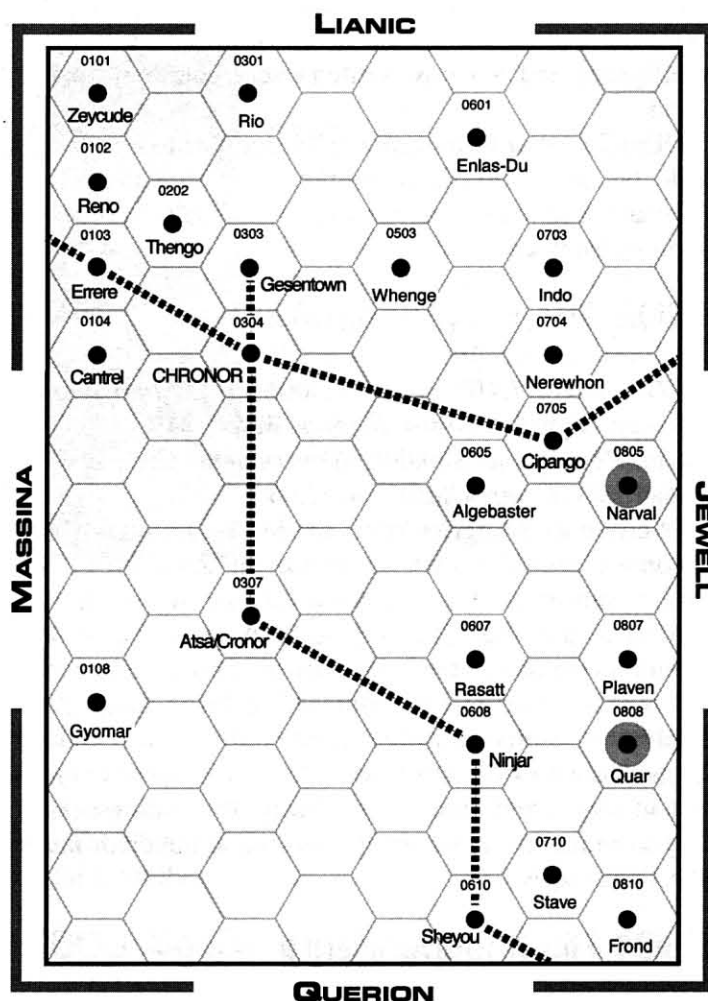
0103 Errere (Zhodani)

Starport: Class IV. Naval base.

Diameter: 2,329 miles (3,748 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 27%. *Climate:* Warm. *Population:* 9,000,000. *Government:* Oligarchy (Cronor High Council). *Control Rating:* 2. *TL:* 9.

Capturing the world from the Imperials who had never settled it, the Zhodani found a small population of Chirpers living in the dense equatorial rainforests. Chirpers have been looked upon fondly by the Zhodani, since the days when ancient Zhodani shared Zhdant with them. The equatorial region remains a reservation for Chirpers, with the world placed under central authority to protect them.

CRONOR SUBSECTOR MAP



0104 Cantrel (Zhodani)

Starport: Class III (orbital facility only).

Diameter: 3,008 miles (4,840 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 56%. *Climate:* Warm. *Population:* 619. *Government:* Representative Democracy. *Control Rating:* 2. *TL:* 9.

The population is all farmers, who have set up a collection of small farmsteads along the coast of the northern continent. The rest of the world remains unexplored, with jungles and mountains that teem with life. A set of ruins was discovered in the southern mountains, but as yet neither age nor origin has been discovered.

The Cantrel out-system is regularly used for naval exercises, mainly free-fire gunnery practice and squadron maneuver training.

0108 Gyomar (Independent)

Starport: Class II.

Diameter: 7,620 miles (12,260 km). *Atmosphere:* Corrosive (ammonia). *Surface Water:* None, 20% ammonia seas. *Climate:* Very cold. *Population:* 8,030,000 (all

Tethmari). *Government*: Civil service bureaucracy. *Control Rating*: 5. *TL*: 6.

Even with Gyomar's -184° F temperature and tremendous atmospheric pressure, the world is covered in ammonia-based life forms. One life form has even developed intelligence and has now settled every continent of the world.

The Tethmari have developed a starport to encourage trade, but the world's cold and pressure means that either Tethmari or humans must wear encounter suits in order to meet one another.

0202 Thengo (Zhodani)

Starport: Class III.

Diameter: 7,462 miles (12,006 km). *Atmosphere*: Standard oxygen-nitrogen. *Surface Water*: 84%. *Climate*: Warm. *Population*: 800,000. *Government*: Civil service bureaucracy. *Control Rating*: 4. *TL*: 6.

Settled as an agricultural world, Thengo has since become a major tourist resort for the Zhodani of the Cronor subsector. Tourists come for one of two things: surfing or hunting. The surfing is great; some surfers claim it is the best in the Imperium, but you have to watch out for the "surfer's nightmare," a large dangerous amphibious carnivore with four pairs of powerful clawed limbs, known as the sea-bear. Adult sea-bears average 8 feet in length and hunt alone. During the mating season they assemble in social groups of several hundred, much like Terran seals.

0301 Rio (Independent)

Starport: Class III.

Diameter: 6,215 miles (10,000 km). *Atmosphere*: Dense oxygen-nitrogen. *Surface Water*: 62%. *Climate*: Cold. *Population*: 1,100,000,000. *Government*: Representative democracy. *Control Rating*: 4. *TL*: 8.

Rio was first colonized by humans during the Rule of Man. The landing went badly, and left the settlers with no way off-world. It took hundreds of years for the settlers to regain past knowledge until they were contacted by the Zhodani and the Imperials. The government of Rio has kept the planet neutral for the past 530 years, and allows both Imperial and Zhodani vessels to use its starport as long as all starship weapons remain covered.

0303 Gesentown (Zhodani)

Starport: Class IV.

Diameter: 1,529 miles (2,460 km). *Atmosphere*: Trace oxygen-nitrogen. *Surface Water*: 5% water ice. *Climate*: Very cold. *Population*: 8,045,000. *Government*: Military rule. *Control Rating*: 5. *TL*: 10.

Gesentown is the moon of a huge brown-dwarf gas giant, which dominates a system possessing only two rocky planets and no planetoid belts. Gesentown was built

for the elite Consular Guard, a Zhodani military formation representing the very best armed forces the Consulate can field. The Guard maintains this forward base close to the Imperium in order to counter any threat from that direction, while situated away from civilian centers. The Consular Guard's commander answers only to the provincial council of Iadr Nosobi, and is separate from the naval command at Cronor.

0304 Chronor (Zhodani Subsector Capital)

Starport: Class V. Naval base.

Diameter: 5,718 miles (9,200 km). *Atmosphere*: Very thin oxygen-nitrogen. *Surface Water*: 60% water ice. *Climate*: Very cold. *Population*: 8,000,000,000. *Government*: Chronor High Council. *Control Rating*: 2. *TL*: 10.

Chronor (Cronor to use the Imperial spelling) is the frontier district capital, and has a large naval base with a powerful fleet and several system defense flotillas deployed. The High Council is housed in a large grav-powered "ball" that floats 100 yards above the planet's surface on a random course. The world's wealth comes from its status as a main nexus for trade and the Zhodani postal routes. Chronor is also home to the headquarters of the *Tavrchedl* (Thought Police) frontier office, which controls operations in Chronor, Jewell and Querion subsectors. Chronor's surface is dominated by vast ice fields punctuated by huge expanses of bare rock. The world has little life of any sort. Most construction is concentrated around the starport area, with the rest of the planet left untouched except for a few isolated outposts.

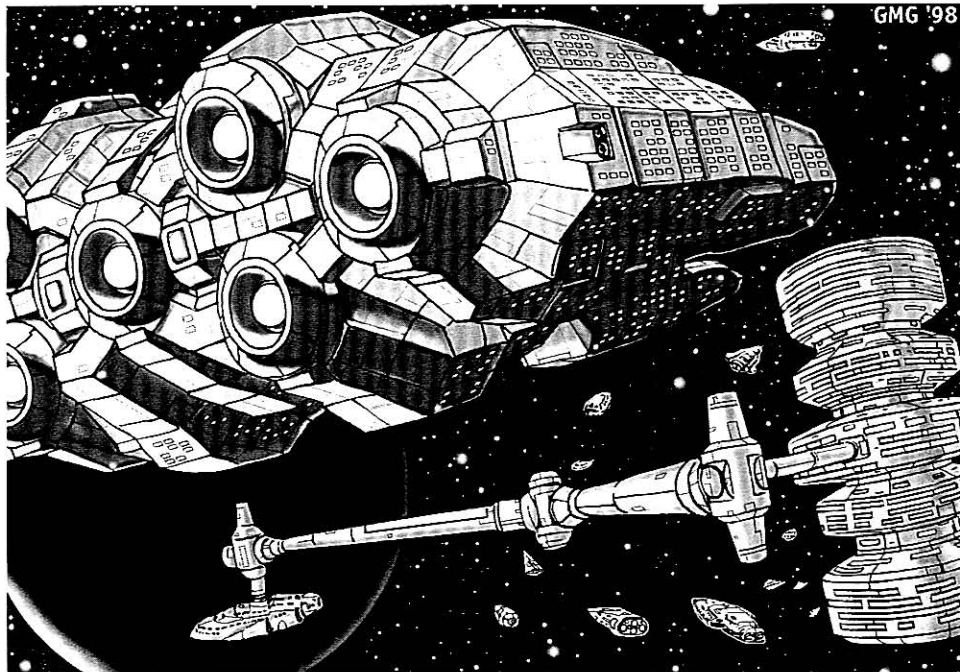
The Chronor system has no gas giant, and only two other rocky worlds. A large planetoid belt contains little of value, though it is regularly patrolled and supports bases for this purpose. Both minor planets in the system are colonies with a population of under 10,000,000, governed directly from Chronor. Both are iceballs even less appealing than the mainworld.

0307 Atsa/Cronor (Zhodani)

Starport: Class IV. Naval base.

Diameter: 4,261 miles (6,857 km). *Atmosphere*: Very thin oxygen-nitrogen. *Surface Water*: 32%. *Climate*: Cool. *Population*: 62,000,000. *Government*: Oligarchy (Zhodani nobility). *Control Rating*: 4. *TL*: 10.

Atsa is a poorly developed world, with the population mainly clustered around the large downport and surrounding industries. Much of the planet's surface is rugged badlands and cold desert with only a few scattered settlements. The world is mainly important as a naval installation and communications link, with several squadrons of courier ships stationed in-system. A naval squadron backs up the considerable system defenses. Atsa's significance



as a refueling point on the Cronor approaches was amply demonstrated in the closing stages of the Fifth Frontier War, when an Imperial deep-strike squadron from Quar attacked the system, intending to secure refueling facilities for the following assault squadron, which was engaged in a daring attempt to attack Cronor itself. Despite the assault force managing to gain a foothold at the starport, the attempt was unsuccessful, and the attackers withdrew. The port has since been rebuilt and greatly strengthened to resist a future attempt.

The damage caused in the Battle of Atsa is still evident, and security is very tight at the port. A project is under way to salvage the orbital debris from the action. Scientific craft and tugs are in constant activity around the system.

0503 Whenge (Zhodani)

Starport: Class II.

Diameter: 6,224 miles (10,015 km). *Atmosphere:* Thin oxygen-nitrogen atmosphere, tainted by industrial pollutants. *Surface Water:* 80%. *Climate:* Cool. *Population:* 500,000. *Government:* Tribal/family society approaching anarchy. *Control Rating:* 0. *TL:* 8.

Whenge is another colony dating from the Rule of Man. Unlike Rio to spinward-coreward, Whenge's thin atmosphere could not handle the industrial pollution that the young colony produced. Nearly all of the world's native life died out in the first 100 years. As if they had not done enough damage, the colonists then engaged in a bloody civil war. Whenge remains a broken, empty world with the surviving humans clustered in extended family groups relying upon a barter economy.

Feuds and inter-clan violence break out on an almost daily basis. The Consulate Navy maintains a presence in

the system, with a minor installation on Whenge's single moon. A special trading license is required to visit the world's surface, more for the protection of the visitors than anything else.

0601 Enlas-du (Zhodani)

Starport: Class I.

Diameter: 8,875 miles (14,280 km). *Atmosphere:* Standard oxygen-nitrogen, with very low oxygen content. *Surface Water:* 53%. *Climate:* Normal. *Population:* 31,000,000. *Government:* Multiple societies. *Control Rating:* 1-2. *TL:* 6.

The inhabitants of Enlas-du are clearly of Zhodani stock, but exactly when or how they arrived on their world is unknown. The locals are well on their way to becoming a sub-

species of humaniti in their own right, having adapted to the very low oxygen levels by developing extremely efficient lungs. Visitors are quite rare, though the Hrgeruek Collective, a Vargr government, has recently opened a trade station to buy the world's plentiful agricultural products. Society is not progressive, but friendly and egalitarian. The Enlas, as the locals are known, do not like to travel far from their homes.

0605 Algebaster (Zhodani Client State)

Starport: Class III.

Diameter: 5,502 miles (8,853 km). *Atmosphere:* Standard. *Surface Water:* 50%. *Climate:* Warm. *Population:* 4,400,000. *Government:* Technocracy. *Control Rating:* 4. *TL:* 9.

Algebaster lies on the edge of the Chronor Cleft, an astrographic feature that divides the subsector. Large sums have been invested in developing the starport to improve trade, though the highport remains rather poor. With the world's water being the only source of fuel in the system, any ship passing through is required to pay an extra "fuel tax" of Cr50/ton.

The world is governed by the starport engineers, who make all governing decisions on behalf of the populace. This system seems to be very popular with all concerned, and living standards are rising with the influx of trade.

0607 Rasatt (Zhodani)

Starport: Class 0.

Diameter: 8,213 miles (13,215 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 25%. *Climate:* Tropical. *Population:* 90,000. *Government:* Anarchy. *Control Rating:* 0. *TL:* 7.

Rasatt is covered by huge mountain chains as a result of highly active tectonic plates, with some mountains rising as much as 1.5" to 2" (3-5 cm) per year. The world's population is a mix of belters and miners who exploit the world's ore seams, which are always being uncovered by geological activity. There are no buildings of a permanent nature, with miners living in mobile bases constructed of easily transported prefabricated dwellings.

0608 Ninjar (Zhodani)

Starport: Class V. Naval base.

Diameter: 1,618 miles (2,603 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* 5% water ice. *Climate:* Very cold. *Population:* 4,100,000. *Government:* Subjugated (ruled directly from Chronor). *Control Rating:* 2. *TL:* 10.

Ninjar is the gateway to the Querion cluster of worlds. This bare rock is therefore host to a large naval base and associated fleet, its attention constantly on the Imperial base at Quar. The system has a planetoid field that is a restricted area due to its use by the Navy as a starship weapons-testing area.

0610 Sheyou (Zhodani)

Starport: Class IV. Naval base.

Diameter: 6,487 miles (10,438 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 63%. *Climate:* Cool. *Population:* 10,000,000. *Government:* Multiple societies (ruled by 23 separate local councils). *Control Rating:* 3-4. *TL:* 9.

Sheyou forms part of the Querion Cluster, and is in fact considered to be part of the Querion sub-sector by the Zhodani authorities. Sheyou is a very wet planet, covered in shallow seas with most regions receiving an inch or two of rainfall every day. Local ranches raise vast herds of Noql, an amphibious crawler imported from Zhodane that thrives in the swampy conditions. The dispersed population operates a number of small local spaceports serving the one large highport.

0703 Indo (Independent)

Starport: Class I.

Diameter: 2,521 miles (4,057 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 37%. *Climate:* Cold. *Population:* 3,000,000. *Government:* Meritocracy (Nerewhon Confederation). *Control Rating:* 2. *TL:* 6.

Indo's population all arrived 120 years ago in three generation ships, having traveled sublight from Nerewhon as that world's Confederation began to expand its power outside the local system. While the flag of the Confederation still flies over the planet, nothing has been heard from the Confederation since the colonists left. Indo's TL does not allow the building of ships to investigate this ominous silence from the homeworld.

Indo is remarkably like the colonists' old world; its thin oxygen-nitrogen atmosphere and low temperature require the use of sealed buildings and compressor masks, just like home.

0704 Nerewhon (Independent)

Starport: Class I.

Diameter: 6,429 miles (10,345 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 78%. *Climate:* Cold. *Population:* 80,000. *Government:* Multiple societies (divided into 16 city-states). *Control Rating:* 2. *TL:* 7.

The Nerewhon Confederation ruled 70% of the planet by the year 853. Its greatest accomplishment was the launch of four huge generation ships over a 40-year period, all aimed at Indo. These vessels were built locally and rejected Imperial and Zhodani aid. Three of them reached Indo and set up a colony, while the fourth was lost en route. Its fate remains unknown.

In 981, just after the launch of the last generation ship, the world's other government decided that the Confederation would be weakened sufficiently by its



obsession with the colonization attempt to fall to a swift strike. The attack was halted only with the use of tactical nuclear weapons. Escalation swiftly finished off all government and much of the population. Today, large parts of the world remain highly radioactive.

0705 Cipango (Zhodani)

Starport: Class V. Naval base.

Diameter: 7,670 miles (12,341 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 64%. *Climate:* Normal. *Population:* 100,000,000. *Government:* Subjugated (Chronor High Council). *Control Rating:* 2. *TL:* 10.

Cipango is the gateway to the Zhodani defensive line known as the Riverland Wall. This line includes naval bases at Chwistyoch, Clan and Farreach and stands to oppose the famed 212th Imperial Fleet. As the main route to the Riverland Cluster, the world enjoys a booming economy based upon trade and commerce, supported by extensive agricultural and industrial holdings.

0710 Stave (Independent)

Starport: Class I.

Diameter: 6,511 miles (10,476 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 61%. *Climate:* Normal. *Population:* 80,000,000. *Government:* Dictatorship (Lord High Protector). *Control Rating:* 4. *TL:* 5.

Stave is an Earthlike planet that is home to a minor race called the Obeyery. A world war has just ended, and for the first time in Stave's history there is a single world government under a dictator known as the lord high protector. While the starport is nothing more than a large, flat space near the new capital's harbor, the Obeyery welcome any chance to obtain offworld goods and ideas.

Obeyery do have one main product – their “Stave corn” that provides a grain which contains most of the trace elements and vitamins needed by most carbon-based life.

0805 Narval (Zhodani Client State) – Amber Zone

Starport: Class II.

Diameter: 4,537 miles (7,300 km). *Atmosphere:* Very thin radioactive. *Surface Water:* 45% water ice. *Climate:* Very cold. *Population:* 6,000,000. *Government:* Civil service bureaucracy. *Control Rating:* 4. *TL:* 6.

Narval was originally settled by Imperial citizens, and was lost during the early frontier skirmishing that went on in the region. The world was seen by the Imperial Navy as too important to be left to the Zhodani. During the Third Frontier War, Narval was attacked in a deep thrust by Imperial forces. To the horror of the Zhodani, the Imperials used mass-drivers to totally destroy the world's

major cities and starport. Even the atmosphere was almost torn away from the planet.

Instead of abandoning Narval, the Consulate sent massive aid that saved many lives and built the sealed cities within which the population now resides. In response to this aid, the Zhodani were allowed to build a naval base to protect Narval from the Imperials.

0807 Plaven (Independent)

Starport: Class I.

Diameter: 7,528 miles (12,112 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by sulfur compounds. *Surface Water:* 48%. *Climate:* Varies from very hot to very cold. *Population:* 9,486. *Government:* None. *Control Rating:* 0. *TL:* 5.

Plaven is a tidally locked world, and therefore has three zones: daylight, where the temperature is hot enough to melt lead; night, where atmospheric gases tend to freeze; and the habitable twilight zone. Plaven is a young and very volcanic world. Its atmosphere has a very high sulfur content. The only human population is a small group of scientists from the University of Cronor, who are trying to find answers to several questions, most notably: What happened to the Zhodani colony sent here in 623, which vanished in 949 leaving all the buildings, vehicles and equipment untouched?

0808 Quar (Imperial) – Amber Zone

Starport: Class IV. Naval base.

Diameter: 4,575 miles (7,361 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 28% water ice. *Climate:* Cold. *Population:* 40,000,000. *Government:* Athenian-style democracy. *Control Rating:* 0. *TL:* 9.

Through the five Frontier Wars, the Imperials have held this world, due first to Zhodani lack of interest and later due to the awesome defenses of the armored port and the deep-site meson guns on-planet. Today, Quar remains a “fort” world. It is home to several battle squadrons of the 212th Fleet (Batrons and Crurons), together with Baron Araperula's personal huscarles.

No ship known to be jumping from Quar will be allowed entry into the Consulate. Any vessel trying will be impounded at best, fired upon at worst. Smaller defensive installations are placed throughout the system to base patrol craft and to deny all refueling points to hostile vessels. Missile launchers and meson-gun sites festoon the many moons of the system's gas giant world, Rahindo.

0810 Frond (Independent)

Starport: Class I.

Diameter: 8,844 miles (14,230 km). *Atmosphere:* Insidious methane-based. *Surface Water:* 39% methane seas. *Climate:* Very cold. *Population:* 1,000. *Government:* None. *Control Rating:* 0. *TL:* 9.

Fron'd's surface is hostile, with vacc-suit seals being breached by the atmosphere within 1.5 hours. On the surface of this methane world can be found large amounts of silver and rare metals. The atmosphere has made their retrieval an uneconomic proposal for the large mining companies. A small group of belters has set up a base in orbit, however, from where they risk everything to mine the metals.

QUERION SUBSECTOR

The Querion Subsector is the most truly neutral subsector in the Spinward Marches. Most of the worlds remain low tech and non-allied, with the coreward worlds belonging to the Zhodani Consulate and the rimward Entropic Worlds belonging to the Darrian confederation. Imperial interests are confined to a few client states.

The Zhodani subsector capital is Querion, which contains a large Consular Guard Naval Base. The neutral worlds were mostly settled by members of the Third Imperium, but were left as independent worlds as Imperial boundaries were pushed back by the first three Frontier Wars.

The subsector is now seen by many as a powder keg. Zhodani, Darrian, Arden and Imperial powers attempt to increase their own power base in this, the last frontier of the Spinward Marches.

Several races apart from humans are found in Querion, including Vargr on Rushu, Droyne on Sansibar and Tashaki on Retinae.

0111 Atson (Independent)

Starport: Class IV.

Diameter: 3,045 miles (4,900 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* None. *Climate:* Frozen. *Population:* 900,000. *Government:* Bureaucracy (starport authority). *Control Rating:* 4. *TL:* 8.

Aston is a volcanic rockball with an atmosphere made up of volcanic gases. The entire population works in the starport, which provides a jump route via Mizen-Fel to the Foreven Sector from the consulate at Terra Nova.

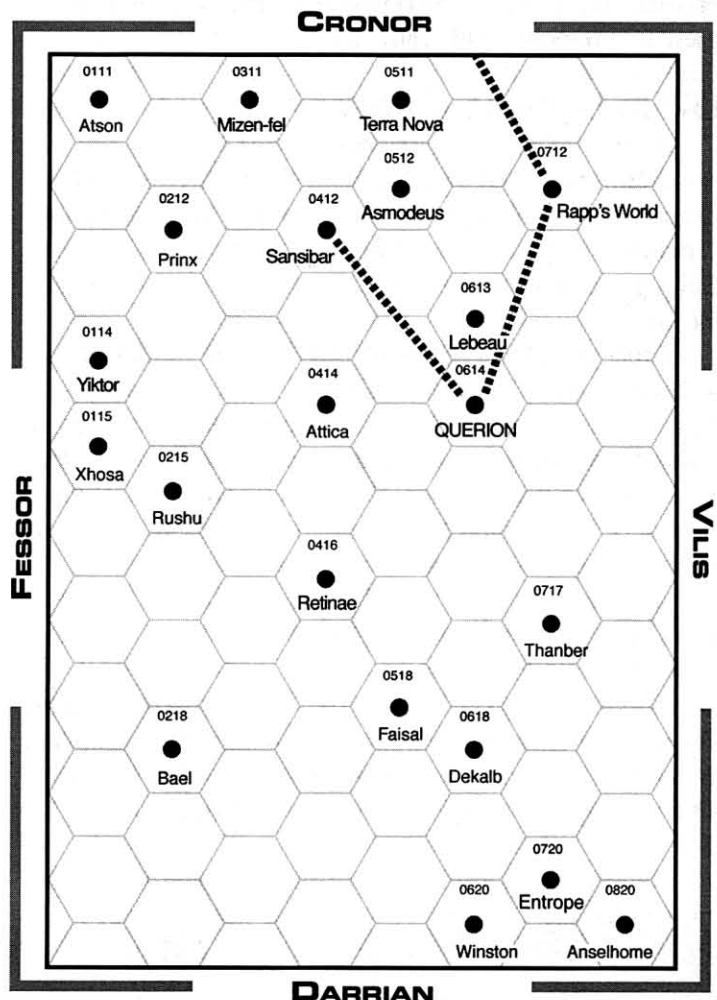
0114 Yiktor (Independent)

Starport: Class III.

Diameter: 6,259 miles (10,070 km). *Atmosphere:* Very thin oxygen-nitrogen tainted by chlorine. *Surface Water:* 61% water tainted by dissolved chlorine. *Climate:* Very hot. *Population:* 10,700. *Government:* Self perpetuating "clone" oligarchy. *Control Rating:* 1. *TL:* 9.

Yiktor trades heavily among the Foreven Sector in the rare organic substances left by the corrosive atmosphere. Yiktor's government is stranger than its exports, with the Council of 10 all consisting of clones of the original council. Clones are "hatched," then taught the ways of the previous clone so the council never changes.

QUERION SUBSECTOR MAP



0115 Xhosa (Independent)

Starport: Class I.

Diameter: 9,820 miles (15,800 km). *Atmosphere:* Dense oxygen-nitrogen, tainted by a very high humidity. *Surface Water:* 52%. *Climate:* Warm. *Population:* 90. *Government:* Athenian-style democracy. *Control Rating:* 1. *TL:* 5.

Populated by a research team from the Querion xenobiology department for the last 20 years, Xhosa and its massive jungles are simply alive with flora and fauna. The moist air offers problems, with disease and fungal infections being very common (counting as an atmospheric taint).

0212 Prinx (Independent)

Starport: Class III.

Diameter: 3,915 miles (6,300 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 60%. *Climate:* Cool. *Population:* 7,350,000. *Government:* Dictatorship (military junta). *Control Rating:* 2. *TL:* 6.

The junta took power 50 years ago when the civil government economically ruined the world by building a Class III Starport with Zhodani help. The military stepped in with popular support, banned psionics, kicked out the Zhodani and nationalized the starport. The Consulate has not seen fit to alter this situation by force, while the Imperials have offered nothing but words of support. For a world with a military government, the citizens enjoy a great deal of personal freedom and support the government strongly.

0215 Rushu (Independent)

Starport: Class I.

Diameter: 6,712 miles (10,800 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 45%. *Climate:* Normal. *Population:* 9,300,000 (including 175,000 Vargr). *Government:* Dictatorship (Vargr minority). *Control Rating:* 1. *TL:* 5.

In 986, a Vargr raider cruiser misjumped to Rushu, melting its jump drives in the process. The crew used their high tech level to take control of the world. Now, 134 years later, the human population has grown more and more discontent with Vargr rule. Minor outbreaks of violence have been put down with harsh measures by the ruling elite. It is only a matter of time before the world erupts into civil war.

0218 Bael (Independent)

Starport: Class I.

Diameter: 1,523 miles (2,450 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* Frozen. *Population:* 80 belters. *Government:* Anarchy (belters' unwritten rules). *Control Rating:* 0. *TL:* 8.

In 1111, a team of belters discovered one of the largest deposits of lanthanum in the Spinward Marches. The belters claimed the world and are now on their way to becoming multimillionaires. Such a planet has of course created massive competition between the Zhodani and the Imperium. The belters have wisely sold to everyone, and a standoff between the various outside powers has so far kept the system from being annexed.

0311 Mizen-fel (Independent)

Starport: Class IV.

Diameter: 4,040 miles (6,500 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 20%. *Climate:* Normal. *Population:* 309,000. *Government:* Liberal civil service bureaucracy. *Control Rating:* 5. *TL:* 8.

Most of Mizen-fel's population is nomadic, following the herds of crate lizards – large, 2,200-pound, slow-moving grazers whose meat is highly prized due to its low fat content. Mizen-fel nomads live in large “traveler” camps that are coal-driven mobile towns set on two sets of 30-foot-wide tracks. A small population of static miners fuels the camps in return for food and manufactured goods.

0412 Sansibar (Zhodani)

Starport: Class IV. Naval base.

Diameter: 2,051 miles (3,300 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* Frozen. *Population:* 7,000 (300 Droyne). *Government:* The Zhodani company Chtaklpets. *Control Rating:* 1. *TL:* 9.

The world of Sansibar was a normal company colony with a border naval base until 1117, when a Droyne colony ship arrived and built a home on the opposite side of the world to the Zhodani. Since then the Droyne have kept themselves to themselves. Where they came from is unknown.



0414 Attica (Independent)

Starport: Class III.

Diameter: 4,040 miles (6,500 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* Frozen. *Population:* 802,000. *Government:* Representative democracy. *Control Rating:* 4. *TL:* 8.

Attica sits at the edge of the Consulate, but its population is very anti-psionic and no ship is allowed in the downport with Zhodani on board. Attica has been courted by the Imperium, but has decided to remain a neutral state without turning down trade from the Federation or Imperium. The world government maintains small outposts on the three rocky worlds of the system and in the planetoid belt.

0416 Retinae (Imperial Client State)

Starport: Class I.

Diameter: 8,390 miles (13,500 km). *Atmosphere:* Dense oxygen-nitrogen, with a high radioactive content. *Surface Water:* 55% (tainted). *Climate:* Very hot. *Population:* 9,000,000 (25 Imperials in the research dome). *Government:* Charismatic dictatorship (the Divine Lord). *Control Rating:* 4. *TL:* 6.

The population are Tashaki (p. 00), a silicon-based humanoid lifeform whose bodies require the presence of high radioactive elements.

0511 Terra Nova (Zhodani)

Starport: Class III.

Diameter: 6,899 miles (11,100 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 61%. *Climate:* Normal. *Population:* 8,800. *Government:* Representative democracy. *Control Rating:* 1. *TL:* 9.

Terra Nova is a large moon tidally locked around a brown-dwarf gas giant. Its twilight zones offer the potential to be a very productive agricultural world, and are being slowly developed by the Consulate in order not to disturb the local ecology.

0512 Asmodeus (Zhodani)

Starport: Class I.

Diameter: 5,469 miles (8,800 km). *Atmosphere:* Dense oxygen-nitrogen tainted by nuclear fallout. *Surface Water:* 60%. *Climate:* Normal. *Population:* 20,000. *Government:* Small family groups. *Control Rating:* 0. *TL:* 5.

Asmodeus was the site of a major nuclear war that ended 115 years ago. Fallout slaughtered 99% of the world's population and left the atmosphere tainted. Rebuilding is proceeding under Zhodani direction, with academic research by the Consulate concentrating on how to recreate a planetary government.

0518 Faisal (Imperial Client State)

Starport: Class II.

Diameter: 3,605 miles (5,800 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by a high level of carbon dioxide. *Surface Water:* 47%. *Climate:* Hot. *Population:* 82,000. *Government:* Self-perpetuating oligarchy of land owners. *Control Rating:* 2. *TL:* 5.

The population lives in a coastal city set just below the waterline, allowing water to filter the carbon dioxide from the air.

The world has seen a steady fall in tech due to poor government by the landowners council. The filter machines now need to be maintained by Imperial Scouts, who in payment were given the rights to the starport.

0613 Lebeau (Zhodani)

Starport: Class IV.

Diameter: 8,017 miles (12,900 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 94%. *Climate:* Mild. *Population:* 900,000. *Government:* Technocracy of Zhodani nobles. *Control Rating:* 2. *TL:* 10.

The University of Lebeau is famous in the Querion cluster for its excellent facilities, especially in the departments of psionic studies and psychology.

The world itself is run by the University Governors, a group of 12 nobles. The population – outside of the relatively small university staff – maintains a low-tech agricultural life.

0614 Querion (Zhodani Subsector Capital)

Starport: Class IV.

Diameter: 2,113 miles (3,400 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 40%. *Climate:* Cool. *Population:* 82,362,000. *Government:* Civil service bureaucracy divided into 16 Bureaus, or councils. *Control Rating:* 4. *TL:* 9.

Querion is the cluster capital. It sits at the very rimward edge of the consulate and is protected by a military base that takes up all of Querion's sister planet, Eriouque. Querion's main industry is the bureaucracy of the subsector, with a large number of ambassadors based here before going to the various neutral worlds. Imperial agencies claim that the *Tavrchedl* (Thought Police) keep a large contingent of agents here to plan the overthrow of the neutral worlds.

0618 Dekalb (Imperial Client State)

Starport: Class I.

Diameter: 9,695 miles (15,600 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 100%. *Climate:* Warm. *Population:* 30,429,000. *Government:* Impersonal bureaucracy. *Control Rating:* 4. *TL:* 6.

The seas of Dekalb are low in animal life, but high in metals. Mining platforms sit all across Dekalb's shallow seas, with populations of about 25-40,000 miners working each rig. The starport is a sheltered area of sea set in a coral reef, but each rig also has a landing platform for starships of up to 400 tons, in order that their ore can be exported.

0620 Winston (Darrian)

Starport: Class I.

Diameter: 7,644 miles (12,300 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface:* 68%. *Climate:* Normal. *Population:* 528,000. *Government:* Martial law (under a Darrian admiral). *Control Rating:* 1. *TL:* 6.

Winston has lost a great deal of its population and technology in the repeated wars between the Darrian and Sword Worlds. On the Darrian victory in 1110, some nations were sympathetic to the Sword Worlds, so the navy overturned the world's government in 1115, did away with the various nations, and installed a governor to rule with the support of a regiment of Darrian Confederation militia.

0712 Rapp's World (Zhodani)

Starport: Class III.

Diameter: 5,096 miles (8,200 km). *Atmosphere:* Dense oxygen-nitrogen tainted with industrial pollutants. *Surface Water:* 15%. *Climate:* Warm. *Population:* 4,345. *Government:* Athenian-style democracy, by a computer ballot of all the adult population. *Control Rating:* 2. *TL:* 8.

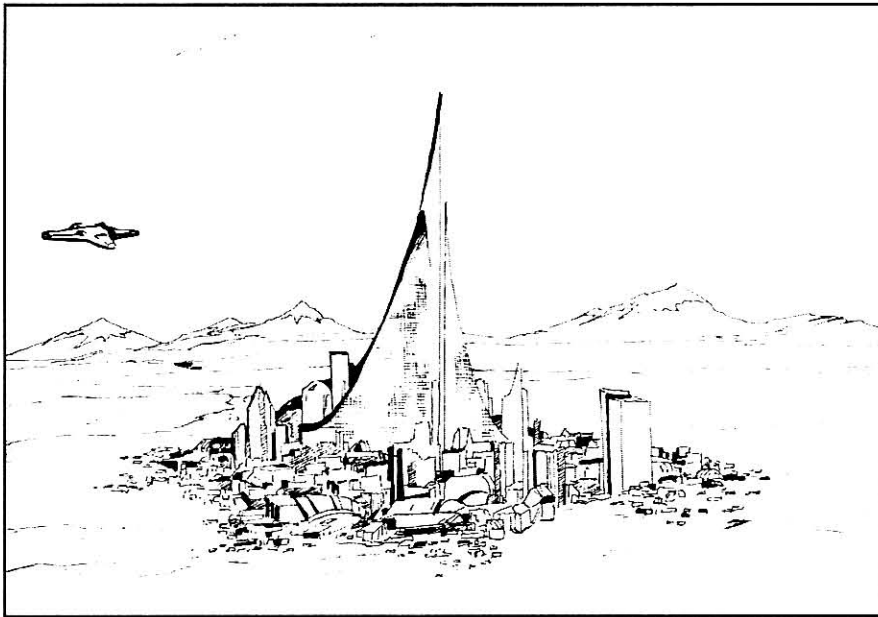
An ex-imperial world, Rapp's was won by the Zhodani in the Third Frontier War. Since that time Rapp's small population has become totally Zhodani in their outlook due to an excellent re-education program conducted by the *Tavrchedl*. The world's military base is to demonstrate to the Federation of Arden that expansion spinward is not to be considered.

0717 Thanber (Imperial Client State)

Starport: Class IV.

Diameter: 1,492 miles (2,400 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by micro-organisms. *Surface Water:* 34%. *Climate:* Cold. *Population:* 2,003,000. *Government:* Feudal technocracy. *Control Rating:* 2. *TL:* 10.

The world's ruling class is supported by Tukera Lines, who own the starport. The port plays a vital role in connecting the subsector's neutral worlds to the Imperium at Frenzie. The port is guarded by Tukera mercenaries rather than Imperial marines, and the corporation's costs are loaded onto visitors in the form of high tariffs on almost everything.



The technocrats are opposed to any other power gaining a foothold in their system (though they seem quite happy to co-operate with Tukera). To enforce their territorial claims, military outposts are scattered throughout the system, especially in the planetoid belt. Most are nothing more than tracking stations, but by maintaining a presence, the technocrats hope to forestall any fait accompli annexation.

This policy has caused a number of incidents, including the loss of a local patrol cutter, which exchanged fire with an Imperial Survey Scout in the planetoid field. Other craft, including a number of freelance belting vessels, have been successfully run off.

0720 Entrope (Darrian)

Starport: Class II.

Diameter: 2,987 miles (4,806 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 61% water ice. *Climate:* Frozen. *Population:* 11,263,000,000. *Government:* Charismatic dictatorship. *Control Rating:* 6. *TL:* 10.

Entrope and its neighboring worlds are among the most fought-over in known space. The Darrians and Sword Worlders have disputed the Entropic Worlds for centuries, and show no signs of coming to an agreement. The outsystem of Entrope is littered with the debris of countless space battles and minor skirmishes over the centuries, and is now the subject of study of a team of archeologists from the University of Zlodh, who are researching the changes and developments in Sword Worlder warship design over the centuries.

Entrope was left in a bad condition by the retreating Sword Worlders, and is now ruled by Major Kerin Yoldat, a war hero who led the coup that threw out the Sword Worlders. Major Yoldat is quickly rebuilding the world as an economic power, and the new Class II port is a symbol of the rapid program. Things are still tight, though, with voluntary rationing in place for most essentials. Many luxury goods simply cannot be had on Entrope.

0820 Anselhome (Darrian)

Starport: Class III.

Diameter: 609 miles (980 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* None. *Climate:* Very cold. *Population:* 602,000. *Government:* Civil service bureaucracy. *Control Rating:* 4. *TL:* 8.

A rocky moon of the system's gas giant, Anselhome is little more than an asteroid trapped in the gas giant's gravity well. The population lives in underground quarters with the atmosphere for the habitats being processed by Anselhome's small volcanic core.

The only natural life on the planet – the existence of which continues to amaze scientists – consists of bacteria and lichens in the low-lying valleys.

DARRIAN SUBSECTOR

The Darrian subsector is dominated by the Darrian Confederation, one of the five main governments in the Spinward Marches. Most Imperial citizens know only three facts about the Darrians: They have a high-tech society bordering upon TL13, they are Imperial allies, and they have a sun-destroying superweapon called the Star Trigger.

Since the end of the Fifth Frontier War, the Darrians have entered a "Renaissance Period," having retaken the Entropic Worlds from the Sword Worlders and annexed Nonym and Condaria.

The entire subsector is now firmly under Darrian control. The destruction of the Sword Worlds trade mission on Ator in 1119 seems to indicate that the Darrians will not tolerate any other power having a foothold in their territory.

0122 Junction (Independent)

Starport: Class II.

Diameter: 1,200 miles (1,930 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 1%. *Climate:* Normal. *Population:* 23,000. *Government:* Representative democracy. *Control Rating:* 1. *TL:* 5.

A simple society whose lack of interest in space is reflected in their poor starport, Junction's inhabitants are content to work the water farms, and raise just enough groats and grow just enough corn to support themselves. The starport offers very limited facilities. It is small and several miles away from the nearest town.

0129 Uniqua (Republic of Garoo)

Starport: Class I.

Diameter: 5,718 miles (9,200 km). *Atmosphere:* Very thin oxygen-nitrogen atmosphere tainted by suspended microparticles from the interior deserts. *Surface Water:* 51%, mostly water ice. *Climate:* Normal. *Population:* 210,000. *Government:* Military council appointed by the Garoo Republic (subjugated). *Control Rating:* 5. *TL:* 5.

Uniqua was a colony world of Garoo, settled in 806. It was very unsuccessful, forcing the population to remain in their cavern colony working hydroponic farms to sustain themselves. The Republic claimed the world in 1117 as a counter to Darrian influence.

0130 Garoo (Republic of Garoo)

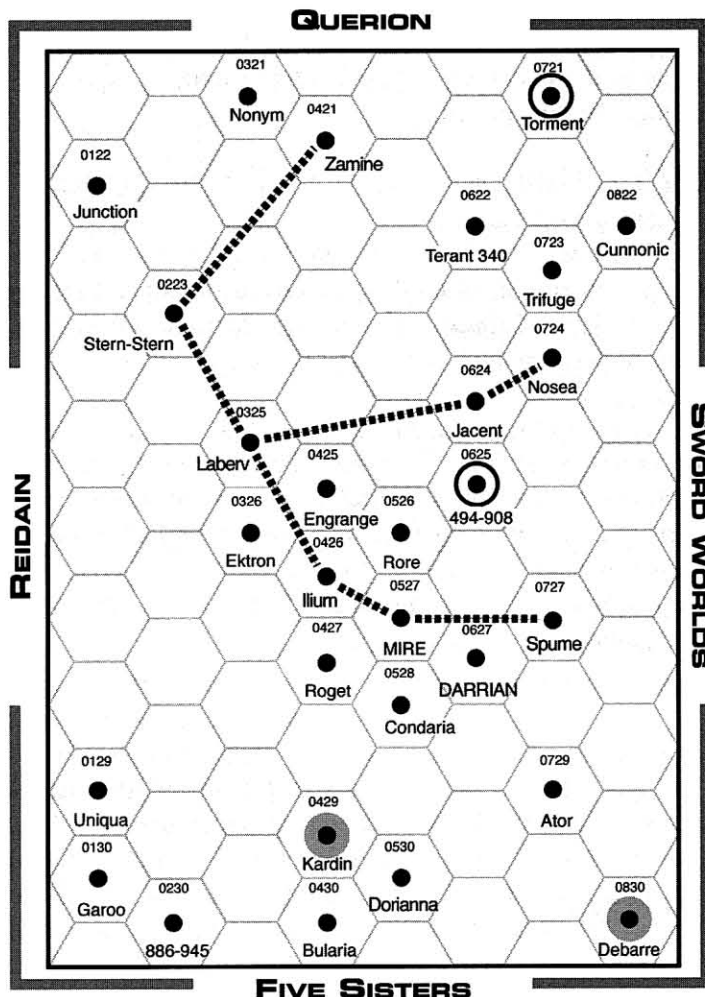
Starport: Class V.

Diameter: 1,802 miles (2,900 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* Frozen. *Population:* 200,000,000. *Government:* Oligarchy (war council). *Control Rating:* 5. *TL:* 9.

The people of Garoo have long maintained a democratic government on their small world, which is now totally covered in sealed habitats. With the Darrian "Renaissance," the world's political parties all saw a loss of Garoo independence and formed a War Council that in 1117 reclaimed Uniqua and in 1119 claimed 886-945 to create the New Republic.

The small iceball world named Graveyard in the Garoo outsystem has been something of a gold mine for the Republic. Over the years several vessels seem to have misjumped into Graveyard's system. Salvage operations have yielded a number of composite vessels to add to the

DARRIAN SUBSECTOR MAP



Republican Navy. The reason for this strange attraction for misjumping ships is currently unknown, but as usual the Ancients have received the blame.

0223 Stern-Stern (Darrian)

Starport: Class IV.

Diameter: 2,985 miles (4,803 km). *Atmosphere:* Very thin oxygen-nitrogen, tainted by an unpleasant smell due to sulfur compounds. *Surface Water:* 6%. *Climate:* Cool to Hot. *Population:* 700. *Government:* Civil service bureaucracy. *Control Rating:* 4. *TL:* 9.

Stern-Stern industry is based on huge robotic steel and aluminum plants that work on a continual basis, harvesting Stern-Stern's rich mineral deposits. The atmosphere is tainted, so unpleasant that most residences have their own filters to get rid of the smell.



0230 886-945 (Republic of Garoo)

Starport: Class II.

Diameter: 7,831 miles (12,600 km).

Atmosphere: Very thin oxygen-nitrogen.

Surface Water: 26%. *Climate:* varies.

Population: five scouts and another three to five transients.

Government: Military (Scouts).

Control Rating: 2. *TL:* 5 (reflecting the frontier installation, but the scouts have TL 9 equipment).

886-945 is the fifth moon of a gas giant. It is tidally locked, with a hot, cold and normal temperature zone. The world was claimed by the Republic of Garoo in 1119. The Darrian Confederation and the Imperium do not yet recognize this claim, although the Zhodani Consulate has declared its support.

0321 Nonym (Darrian)

Starport: Class III.

Diameter: 1,330 miles (2,140 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 32%. *Climate:* Warm. *Population:* 620,000,000. *Government:* Impersonal bureaucracy. *Control Rating:* 4. *TL:* 9.

Due to political pressure, Nonym has had a Darrian base since the 788 recapture of the Entropic Worlds. Since the ending of the Fifth Frontier War, the Nonym government has demanded the removal of the base due to the lack of Sword World threat. The Confederation responded by sending the Special Arm fleet of six TL13 starships armed with the Star Trigger to negotiate. The Nonym government was overthrown by the people, who then appealed for membership to the Confederation and the protection of the Special Arm.

0325 Laberv (Darrian)

Starport: Class IV. Military base.

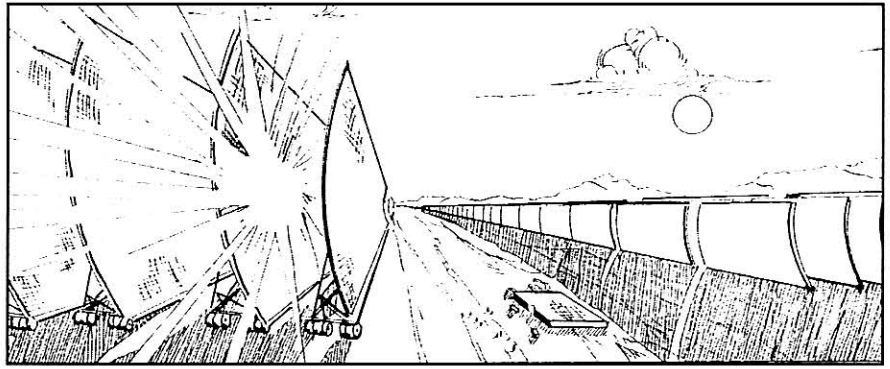
Diameter: 2,766 miles (4,450 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 44%. *Climate:* Warm. *Population:* 73,400. *Government:* Representative democracy. *Control Rating:* 1. *TL:* 7.

The real power on Laberv is the criminal syndicate that makes life difficult for honest people. The population has remained low as a result. More stubborn inhabitants have moved out into the hinterlands where the syndicate does not operate. The personnel on the military base try to protect off-worlders, but the best defense remains to stay away.

0326 Ektron (Darrian)

Starport: Class III.

Diameter: 3,122 miles (5,024 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 15%. *Climate:* Cool. *Population:* 4,300,000 (800,000 Aslan). *Government:*



Feudal technocracy, made up of major tea-plantation owners, Control Rating: 1. *TL:* 9.

A species of tree found nowhere else retains carbon dioxide in the leaves, which can be used to produce a carbonated tea. This tea has been profitably exported to other worlds, making the plantation owners very rich. The Aslan inhabitants have begun to make a profit on their own industry – hunting Ektronian rabbits. Their insulating wool is used for much of the local clothing.

0421 Zamine (Darrian)

Starport: Class I.

Diameter: 8,098 miles (13,030 km). *Atmosphere:* Dense oxygen-nitrogen, tainted by high oxygen level. *Surface Water:* 70%. *Climate:* Hot. *Population:* 2,200,000,000 (390,000,000 Aslan). *Government:* Multiple societies. *Control Rating:* 4. *TL:* 9.

Zamine has 19 different nations, of which three are not Confederation members. Since 1080, the world has seen the rise of un-Darrian behavior in the form of an increasing number of wars and violent demonstrations. In 1109 the Confederation defense minister deployed military units, heavily backed by Aslan troops, to the troubled nation of Barak. The peacekeeping force was moderately successful but the world remains a powder keg.

0425 Engrange (Darrian)

Starport: Class III.

Diameter: 4,537 miles (7,300 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 36%. *Climate:* Normal. *Population:* 70,000,000 (800,000 Aslan). *Government:* Representative democracy (Colony Council based at Ilium). *Control Rating:* 4. *TL:* 8.

Engrange was recolonized from Ilium in -40 to -32, and remains under the rule of Ilium. The world may soon be granted independence as population and TL rise.

0426 Ilium (Darrian)

Starport: Class IV. Military base.

Diameter: 3,555 miles (5,720 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by sulfur compounds. *Surface Water:* 36%. *Climate:* Normal. *Population:* 452,000,000. *Government:* Oligarchy. *Control Rating:* 1. *TL:* 9.

Pre-Maghiz Darrians terraformed the planet with bacteria and plant seedings, and produced the sulfur taint in an attempt to make the planetary crust out-gas more efficiently. Ilium survived after the Maghiz, but at very low tech levels until recontacted from Mire. Ilium is the site of one of the Confederation's largest military bases.

0427 Roget (Darrian)

Starport: Class IV.

Diameter: 4,537 miles (7,300 km).

Atmosphere: Standard oxygen-nitrogen. *Surface Water:* 56%. *Climate:* Normal. *Population:* 40,000,000 (31,200,000 Aslan). *Government:* Multiple societies (four Aslan clans). *Control Rating:* 3. *TL:* 9.

Roget was settled by large colonies of Aslan who preferred their own company and their own culture to assimilation with Darrians. The Aslan of Roget are the least Darrian of all Aslan in the Confederation, but do provide the Darrian Confederation Guards with most of their elite regiments' personnel.

0429 Kardin (Independent) – Amber Zone

Starport: Class I.

Diameter: 4,351 miles (7,000 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 26%. *Climate:* Cool. *Population:* 40 (from the University of Zlodh on Darrian). *Government:* Athenian-style democracy. *Control Rating:* 2. *TL:* 6.

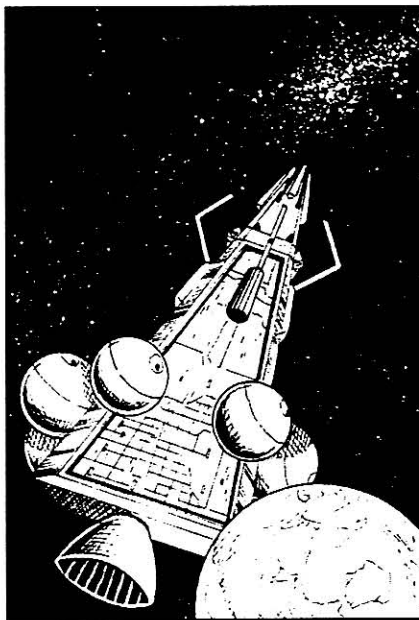
A forgotten world off the trade routes, Kardin remained an unpopulated system until a research team from the University of Zlodh discovered the ruins of an ancient outpost in Kardin's rocky mountains in 1115. The system has been rated an amber zone, since a number of vessels were chased off by patrolling Darrian craft, which threatened to fire if the area was not immediately vacated.

0430 Bularia (Imperial Client State)

Starport: Class III.

Diameter: 6,837 miles (11,000 km). *Atmosphere:* Standard oxygen-nitrogen atmosphere tainted by Bularian fever (the locals are immune). *Surface Water:* 38%. *Climate:* Normal. *Population:* 3,672,000. *Government:* Athenian-style democracy. *Control Rating:* 1. *TL:* 6.

Since 1103, Bularia has been trying to become a full member of the Imperium in order to strengthen its flagging economy. It has received support from the megacorporation Naasirka, which owns the starport and has heavily invested in Bularia's electronics industry.



0526 Rorre (Darrian)

Starport: Class II.

Diameter: 6,588 miles (10,600 km).

Atmosphere: Standard oxygen-nitrogen. *Surface Water:* 50%. *Climate:* Warm. *Population:* 1,224,000. *Government:* Technocracy. *Control Rating:* 2. *TL:* 5.

Colonized by Darrians who wished to keep a pre-Solomani lifestyle, it was one of the few colonies to survive the Maghiz due to its lack of technology. The simple machines that are allowed are controlled by a small ruling class, and the world has kept its anti-tech views. The most important industry on Rorre is tourism, due to its long seasons and warm climate. Nothing higher than TL5 is allowed outside of the starport.

0527 Mire (Darrian) Confederation Capital

Starport: Class V. Military base.

Diameter: 6,103 miles (9,820 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 51%. *Climate:* Normal. *Population:* 10,300,000,000. *Government:* Impersonal bureaucracy. *Control Rating:* 2. *TL:* 9.

By -275, Mire had reacquired the jump drive and slowly set about rebuilding the Confederation with Mire as the new capital. Today, Mire's capital city, Theh'ld, includes the Unity Palace, which is the Confederation's main bureaucratic center and headquarters of the Confederation military. All Mire's development is underground, apart from the Maghiz shrine, to allow the surface to be used for agriculture and nature preserves. A largish enclave of some 70 million dolphins lives in the deep oceans of Mire. They have long been fully integrated into Mire's society, and contributed significantly to the recovery from the Maghiz.

0528 Condaria (Darrian)

Starport: Class I.

Diameter: 4,736 miles (7,620 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by chemical pollutants. *Surface Water:* 71%. *Climate:* Cool. *Population:* 92,000,000. *Government:* Impersonal bureaucracy (formed by the Darrian Ministry of Defense). *Control Rating:* 6. *TL:* 6.

Condaria had remained a Darrian world outside the Confederation since just after Mire's rebuilding of the Confederation. Sword Worlder raids during the Fifth Frontier War caused Condaria's government to ask for Confederation protection. The Ministry of Defense has run the world since 1108, and in 1114 Condaria was officially annexed after the population voted for membership.

0530 Dorianna (Darrian)

Starport: Class I.

Diameter: 3,569 miles (5,743 km). *Atmosphere:* Very thin oxygen-nitrogen, tainted by slightly high background radiation. *Surface Water:* 5%. *Climate:* Cold. *Population:* 502,000. *Government:* Civil service bureaucracy. *Control Rating:* 6. *TL:* 8.

Dorianna's population makes their living mining the world's large deposits of radioactive ores. This has never produced enough wealth to attract a greater population or large companies, as the difficulties of setting up a colony in the near-vacuum and having to thaw water from the little ice Dorianna has make the cost prohibitive. The government keeps firm control of all exports, imports and mining rights.

0622 Terant 340 (Darrian)

Starport: Class II.

Diameter: 1,305 miles (2,100 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by dust particles. *Surface Water:* 1%. *Climate:* Normal. *Population:* 520,000. *Government:* Charismatic dictatorship. *Control Rating:* 2. *TL:* 9.

Terant is a planet located on the edge of a large planetoid belt, with the population living in domes subject to strict water rationing. The world is subject to a constant rain of asteroid strikes. Terant 340 is the largest chunk of debris in a system that has no planets between gas giant and planetoid size.

0624 Jacent (Darrian)

Starport: Class V.

Diameter: 3,238 miles (5,210 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 30%. *Climate:* Cool. *Population:* 7,235,000. *Government:* Representative democracy. *Control Rating:* 2. *TL:* 10.

The high oxygen partial pressure in Jacent's atmosphere makes the very thin mix almost breathable, a result of very active marine plant life and Jacent's close stellar orbit. The planet is divided into 25 districts, which pursue an agricultural lifestyle, mainly with imported plant species. While the seas teem with life, there is no multicellular animal life on land.



0625 494-908 (Darrian) – Red Zone

Starport: Class 0.

Diameter: 8,328 miles (13,400 km). *Atmosphere:* Dense oxygen-nitrogen tainted by nuclear waste from military tests. *Surface Water:* 26%. *Climate:* Warm. *Population:* None. *Government:* None. *Control Rating:* None. *TL:* None.

This world is owned by the Ministry of Defense, which allows the Navy to use the system for maneuvers and the planet as a target for orbital bombardment. The world is off-limits to protect civilians from these maneuvers, though at times ships are allowed in under escort to refuel in the seas.

0627 Darrian (Darrian Homeworld)

Starport: Class V.

Diameter: 4,288 miles (6,900 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 33%. *Climate:* Warm. *Population:* 2,100,000 (128,000 Aslan). *Government:* The Darrian Council, a feudal technocracy with nobles appointed to represent specific regions. *Control Rating:* 2. *TL:* 13.

The home planet of the Darrians, while no longer their capital, is still the center of technological development, with the famous University of Zlodh continuing to study pre-Maghiz artifacts. The TL of Darrian is really 11, but the presence of TL 13 devices from before the Maghiz gives the world its extreme tech rating. There are restrictions on the export of any TL 13 devices, and even permission to study them is rare.

0721 Torment (Darrian) – Red Zone

Starport: Class 0.

Diameter: 1,504 miles (2,420 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 32%. *Climate:* Cold. *Population:* 800. *Government:* A hierarchy of criminals who demand obedience from fellow convicts. *Control Rating:* 1. *TL:* 5.

A prison planet for incorrigible criminals whom psychologists have deemed to be incurable of their violent tendencies, Torment has one central base near the world's mine, where the convicts work to pay for the import of enough food to support them. The planet is interdicted by two Darrian cruisers, which will destroy any vessel in close orbit around Torment.

0723 Trifuge (Darrian)

Starport: Class III.

Diameter: 4,245 miles (6,830 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by plant spores. *Surface Water:* 60%. *Climate:* Warm. *Population:* 220,000 (20,000 humans). *Government:* Executives of the Mire Research Group. *Control Rating:* 2. *TL:* 9.

Trifuge has the longest year of all the Darrian planets, at 1,002 standard days. Despite its distant orbit, the world is kept warm by its giant primary star. Trifuge was colonized and is still run by the Mire Research Group, which is studying the world's advanced native species and in particular the Dphone, a humanoid species who appear to have a simple intellect similar to Terran chimpanzees.

0724 Nosea (Darrian)

Starport: Class IV.

Diameter: 2,071 miles (3,333 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 20%. *Climate:* Cold. *Population:* 6,100,000 *Government:* Military dictatorship. *Control Rating:* 6. *TL:* 10.

Nosea was named for the initial explorers' disappointment at the world's lack of water. Actual liquid water covers 5% of the world, with the rest locked up in ice caps. Nosea's main industry is the military training facility and its associated services. The world is under military control, with the unpopular dictatorship held in place by rigid social control.

0727 Spume (Darrian)

Starport: Class III. Military base.

Diameter: 513 miles (825 km). *Atmosphere:* Thin oxygen-nitrogen, polluted by radioactive gases. *Surface Water:* None. *Climate:* Cool. *Population:* Fewer than 100 (a few small family groups of miners). *Government:* Family bonds (clan/tribal). *Control Rating:* 0. *TL:* 9.

The entire population of Spume lives in Dryavis, a domed village from which remote-controlled semi-autonomous mining droids are directed to collect ore from the world's active volcanoes.

0729 Ator (Independent)

Starport: Class II.

Diameter: 3,182 miles (5,120 km). *Atmosphere:* Very thin oxygen-nitrogen, tainted by a high nitrogen content. *Surface Water:* 60%. *Climate:* Very cold. *Population:* 830. *Government:* Oligarchy (of the Ator family, who maintain a TL of 9 for their own use). *Control Rating:* 5. *TL:* 6 for most citizens, 9 for the Ator family.

Ator is a planet colonized by the Solomani during the opening of the Spinward Marches and has belonged to the same noble house ever since. Recently, Ator attempted to fend off Darrian economic pressure by allowing a Sword Worlds trade mission to set up a facility at the starport. This was destroyed without warning by a Darrian TL13 fleet in 1119.

0822 Cunnonic (Darrian)

Starport: Class I.

Diameter: 5,699 miles (9,121 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 72%. *Climate:* Normal. *Population:* 5,200,000 (10,000 Aslan). *Government:* Five separate city-states, all Athenian-style democracies. *Control Rating:* 6. *TL:* 5.

Cunnonic is quite Earthlike, with earthquakes, hostile native life and changeable weather. For people from a tame world like Darrian, this has been a difficult planet to settle, and the population split into eight factions.

Recent natural disasters forced three of the factions to join others. While there are great differences in opinion between the factions, they display typically Darrian behavior and prefer debate and healthy outlets such as competitive research to open conflict.

0830 Debarre (Imperial Client State) – Amber Zone

Starport: Class IV.

Atmosphere: Thin oxygen-nitrogen. *Surface Water:* 39%. *Climate:* Cool. *Population:* 80 (starport not included). *Government:* Athenian democracy. *Control Rating:* 1. *TL:* 9.

Debarre is a heavily forested world relatively untouched by humans. It is home to the Debarre bear, an 1,800-pound predator with armored skin. The population is employed in looking after the big-game hunters who come to try their luck with the bear. The bears get a few hunters every year, so the planet has been classified an amber zone.

FIVE SISTERS SUBSECTOR

The Five Sisters subsector lies at the very edge of Imperial space. To spinward are a number of human client states, while to rimward are Aslan colonies. The subsector owes its name to the merchant captain Ignaz Rufferlan, who as the first Imperial explorer into the region named a cluster of five worlds after his daughters: Mirriam, Jone, Ucella, Penelope and Karin.

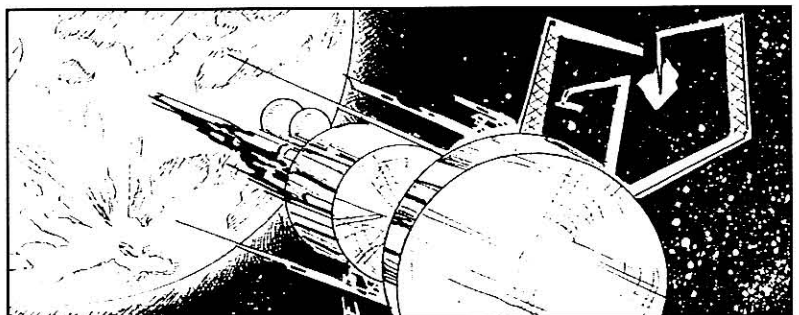
The Imperium maintains a fleet presence in the form of the 208th Fleet, together with a provincial governor at Iderati, in order to maintain tight control of this distant subsector.

The subsector has two Droyne worlds, Andor and Candory, both of which are interdicted. Other races within the subsector include Aslan on Wonderay, Chirpers on Ucella and Mewey on the world of that name.

0133 Emape (Imperial) – Amber Zone

Starport: Class IV. Naval base.

Diameter: 5,457 miles (8,780 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 40%. *Climate:* Normal. *Population:* 512,000. *Government:* None. *Control Rating:* 0. *TL:* 9.



Emape is a frontier world, whose starport employs over 90% of the population. With its temperature and atmosphere, the world should be a garden, but there is too much easy money to be made at the starport, with traders coming in from the client states, Aslan worlds and even Zhodani regions. Much of this trade is less than legal under Imperial law.

The naval base built in high orbit over the largest gas giant and the detachment of Marines assigned to the starport represent the only law in the system. Outside their compound, mob law rules, or whoever has enough money to invent the law. There are a number of "unofficial" landing areas on-planet, where illegal cargoes can be dropped without going through the starport. These are periodically raided by the authorities, but it is easy enough to find somewhere else to land if off-loading is all that is required.

0139 Raweh (Imperial) – Amber Zone

Starport: Class IV.

Diameter: 833 miles (1,340 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* None. *Climate:* Very cold. *Population:* 9,100. *Government:* None. *Control Rating:* 0. *TL:* 10.

Raweh's inhabitants are all followers of the Church of "Golden Sand," a very small cult that believes that all the universe's secrets can be found by examining the strange shapes formed by Raweh's winds in the world's frozen sands. At this, the most rimward point of Imperial space, the 208th maintains a small naval base linked to the Xboat network. While the world is high-tech, the many curious customs of the church make the planet an amber zone.

0140 876-574 (Imperial)

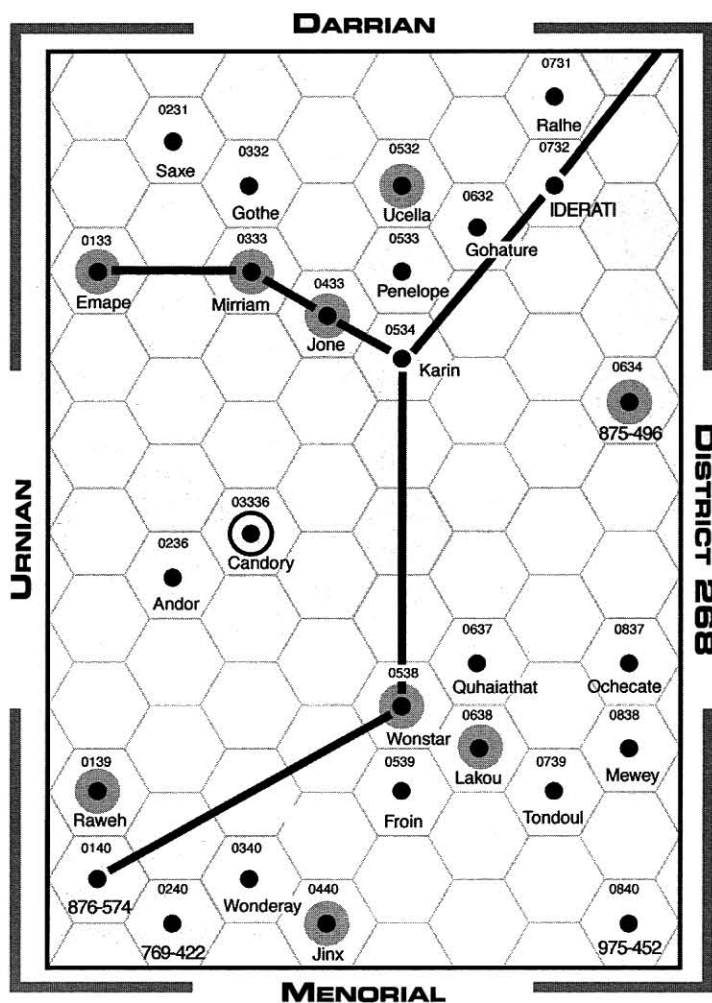
Starport: Class I.

Diameter: 5,656 miles (9,100 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 65% (deep oceans). *Climate:* Very warm. *Population:* 700. *Government:* None. *Control Rating:* 0. *TL:* 1.

876-574 is a world with a small stone-age population of humans inhabiting the planet's jungle-covered islands. The Scout Service has observed a steady fall in population and predicts that in 50 years the indigenous populace will be extinct. The scouts have failed to ascertain what is happening to cause this population drop, and captured "cave-men" can only speak of their terror of the "old one," who seems to have returned. The scouts have therefore planned to send in several teams to discover whom or what the "old one" is.



FIVE SISTERS SUBSECTOR MAP



0231 Saxe (Imperial)

Starport: Class I.

Diameter: 10,429 miles (16,780 km). *Atmosphere:* Dense oxygen-nitrogen with a high level of carbon dioxide. *Surface Water:* 48% (shallow seas of "chemical soup"). *Climate:* Tropical. *Population:* 900,000. *Government:* Representative democracy. *Control Rating:* 1. *TL:* 7.

Saxe's population is all Darrian in ancestry. They appear to be the remnants of a pre-Maghiz scientific colony. The Saxe Darrians live in a submerged "ball" environment that floats in Saxe's slow sea currents. The city itself appears to be TL 13, but it is very old and completely automatic. No one alive knows for certain how everything works. The inhabitants simply accept the fact that it feeds them and keeps them alive. The population still follows the ancient Darrian belief in study, but this has been corrupted to form a quasi-religion, and no real learning has taken place in centuries.



Saxe itself is very young, but does show signs of creating carbon life. Perhaps that's what the Darrians were doing here?

0236 Andor (Droyne World)

Starport: Class III.

Diameter: 5,438 miles (8,750 km). *Atmosphere:* Dense oxygen-nitrogen, slightly high background radiation. *Surface Water:* 52%. *Climate:* Warm. *Population:* 60,000,000 Droyne. *Government:* Oligarchy (the leader caste in each Oytrip). *Control Rating:* 2. *TL:* 9.

Discovered in 802 during the PsionicSuppressions, Andor, like most Droyne worlds, was interdicted by the Scout Service due to "clear psionic use" in the Coyn ceremony. Andor is a primary candidate for the Droyne homeworld, with an ancient Droyne culture, the correct gravity and atmosphere, and even a star in the correct spectral range.

The Droyne have developed a rich culture around small cities set amid huge agricultural plains. It is the Droynes' handmade starships that attract human visitors, however. The world is interdicted by a full naval blockade. Landing at the starport is occasionally allowed, but no one is allowed to leave the downport buildings.

0240 769-422 (Imperial)

Starport: Class I.

Diameter: 4,723 miles (7,600 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 44%. *Climate:* Normal. *Population:* 90,000. *Government:* None. *Control Rating:* 1. *TL:* 8.

769-422 is inhabited by a minor human race developed (it is thought) by the Ancients to happily live in the thin atmosphere with few edible plants. The humans have adopted a nomadic lifestyle herding large flocks of stsarcs (large, 440-pound, shaggy-haired herbivores natural to the world). While nomadic, moving twice a year, the inhabitants have maintained a relatively stable TL, running several small factory units across the world. No Ancients site has been discovered on 769-422.

0332 Gothe (Imperial)

Starport: Class I.

Diameter: 3,654 miles (5,880 km).

Atmosphere: Very thin oxygen-nitrogen, tainted by dust. *Surface Water:* 9% (frozen water in craters). *Climate:* Very cold. *Population:* 304,000. *Government:* Impersonal bureaucracy. *Control Rating:* 6. *TL:* 6.

The population has recently been introduced by the Third Imperium, and lives in purpose-built underground complexes while a new city and starport are constructed with the aim of helping develop the subsector. With financing short, the project is many years behind schedule.

0333 Mirriam (Imperial) – Amber Zone

Starport: Class IV.

Atmosphere: Dense oxygen-nitrogen, tainted by plant spores. *Surface Water:* 90%. *Climate:* Warm. *Population:* 92,000,000. *Government:* Charismatic dictatorship. *Control Rating:* 2. *TL:* 9.

Mirriam is a large world on which the underwater plant life provides a huge harvest in terms of food, materials and chemical products.

The population mainly lives in underwater (swamp) cities, with only a few complexes other than the downport above sea level. Mirriam has a huge moon, Pam, which is the site of the scout way station. The tides and currents caused by Pam can be extremely hazardous, and Mirriam is designated an amber zone accordingly.

0336 Candory (Droyne World) – Red Zone

Starport: Class III.

Diameter: 5,248 miles (7,444 km). *Atmosphere:* Dense oxygen-nitrogen with a slightly high background radiation level. *Surface Water:* 25%. *Climate:* Warm. *Population:* 9,300,000 Droyne. *Government:* Oligarchy (the Leader caste in each Oytrip). *Control Rating:* 2. *TL:* 8.

Discovered in 802 at the same time as Andor, this world is an almost perfect copy, right down to background radiation and stellar type. The exception is that Candory is much drier, and the Droyne population is only found on the northern continent, clustered around the starport.

Like Andor, Candory is interdicted by an Imperial Scout Service squadron, backed up by a considerable naval presence. Non-Droyne are occasionally allowed to land at the port, but are never allowed beyond the perimeter.

0340 Wonderay (Imperial)

Starport: Class I.

Diameter: 7,557 miles (12,160 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 98%. *Climate:* Cool. *Population:* 21,000 Aslan. *Government:* Subjugated to the Aslan of the Aokhalte clan from their center of power in the Trojan Reaches Sector. *Control Rating:* 6. *TL:* 5.

Wonderay has long been an Aslan world, marking the furthest extent of the Aokhalte clan's expansion before the Peace of Ftahair in 380 and subsequent reduction in Aslan expansion. The Aslan on Wonderay are happy to fish and to own immense tracts of land in relation to their small population.

0432 Jone (Imperial) – Amber Zone

Starport: Class IV.

Diameter: 6,837 miles (11,000 km). *Atmosphere:* Dense oxygen-nitrogen tainted by an unusual mix of gases at lower altitudes. *Surface Water:* 15%. *Climate:* Hot. *Population:* 70,000,000. *Government:* Civil service bureaucracy. *Control Rating:* 2. *TL:* 9.

Jone's naval base is the main training center for the 208th Fleet. Jone's civilization perches atop a number of mountains as the valleys have a rich mix of some very unpleasant gases. Occasionally these gases are disturbed by high winds, bringing them into contact with people. This possibility of mild to severe poisoning gives the world its amber zone qualification.

0440 Jinx (Imperial) – Amber Zone

Starport: Class II.

Diameter: 1,125 miles (1,810 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* Variable (very hot to very cold). *Population:* 26. *Government:* Anarchy. *Control Rating:* 0. *TL:* 7.

Jinx is the 13th moon of the second gas giant in the system, and can best be described as a "starport for hire." It is a den of thievery and violence, with the entire population employed in operating their seedy freeport.

The "best" establishment in town is the "End Inn," where anything at all can be bought and sold.

0532 Ucella (Imperial Client State) – Amber Zone

Starport: Class II.

Diameter: 4,761 miles (7,660 km). *Atmosphere:* Standard oxygen-nitrogen, tainted by pollutants. *Surface Water:* 43%. *Climate:* Warm. *Population:* 4,324,000. *Government:* Technocracy (controls clean-air production). *Control Rating:* 2. *TL:* 7.

Ucella was once a very pleasant world, until LSP opened several huge chemical plants that created a planetary smog. Ucella's native Chirper population has been badly affected and now numbers less than 2,500. Amber classification has been awarded pending an investigation into two separate incidents where LSP bulk-ore carriers exploded in orbit.

0533 Penelope (Imperial)

Starport: Class III.

Diameter: 3,978 miles (6,400 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 1%. *Climate:* Hot. *Population:* 3,020,000. *Government:* Representative democracy. *Control Rating:* 1. *TL:* 5.

Penelope is a desert world on which the population centers around the polar starport. The main source of employment is a huge terraforming project intended to make this dry world into a wet one.

0534 Karin (Imperial).

Starport: Class V.

Diameter: 7,241 miles (11,650 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 67%. *Climate:* Warm. *Population:* 41,200,000. *Government:* Military (naval governor appointed by the commander-in-chief, 208th Imperial Fleet). *Control Rating:* 4. *TL:* 10.

Karin, while being very Earthlike, had never possessed a stable government until the Navy imposed martial law during the Fourth Frontier War. This measure was intended to ensure that the naval base could operate unhindered. Since this time the Navy has run the world, appointing a new governor every few years. The populace still resents this situation.

A scout base has recently been opened in the system's planetoid belt, but access remains limited to scout personnel only.

0538 Wonstar (Imperial) – Amber Zone

Starport: Class IV.

Diameter: 3,480 miles (5,600 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 45%. *Climate:* Cool. *Population:* 92,000,000. *Government:* Athenian-style democracy. *Control Rating:* 1. *TL:* 7.

The Wonstar naval base protects the rimward side of the Five Sisters subsector and the Xboat route to Raweh.

The world's government is very liberal, and the Traveller's Aid Society has classified the solar system as an amber zone in direct response to the lack of weapon-control laws – and a moderate xenophobia on the part of the locals.

0539 Froin (Imperial)

Starport: Class III.

Diameter: 4,549 miles (7,320 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 54% water ice. *Climate:* Very cold. *Population:* 628. *Government:* Participating democracy led by research station staff. *Control Rating:* 2. *TL:* 9.

Froin's population is all employed by the Imperial Colonial Office at Research Station Zeta, situated at the planet's north pole. The station is involved in genetic-manipulation research. Froin itself is a tidally locked moon of the system's brown giant, with the starport being located just within the twilight region.

0632 Gohature (Imperial)

Starport: Class III.

Diameter: 6,712 miles (10,800 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 41%. *Climate:* Normal. *Population:* 50,600,000. *Government:* Subjugated (Five Sisters Council based at Iderati). *Control Rating:* 3. *TL:* 7.

A garden world, Gohature's population is mostly employed in the cultivation of grain, rice, root crops, etc. The world has a great deal of native life, and large areas of the northern continents have been left as nature parks and

reserves. Pressure in recent years to open these regions up for commercial farming has been resisted. The small starport was built to a very high standard to improve trade along the Xboat link.

0637 Quhaiathat (Imperial)

Starport: Class III.

Diameter: 2,486 miles (4,000 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* 37% water ice. *Climate:* Very cold. *Population:* 24,230,000. *Government:* Impersonal bureaucracy. *Control Rating:* 6. *TL:* 9.

Quhaiathat is a "dirty snowball" world, with the population housed in underground caverns. Because of the extreme conditions, governmental control has evolved to include every aspect of a person's life.

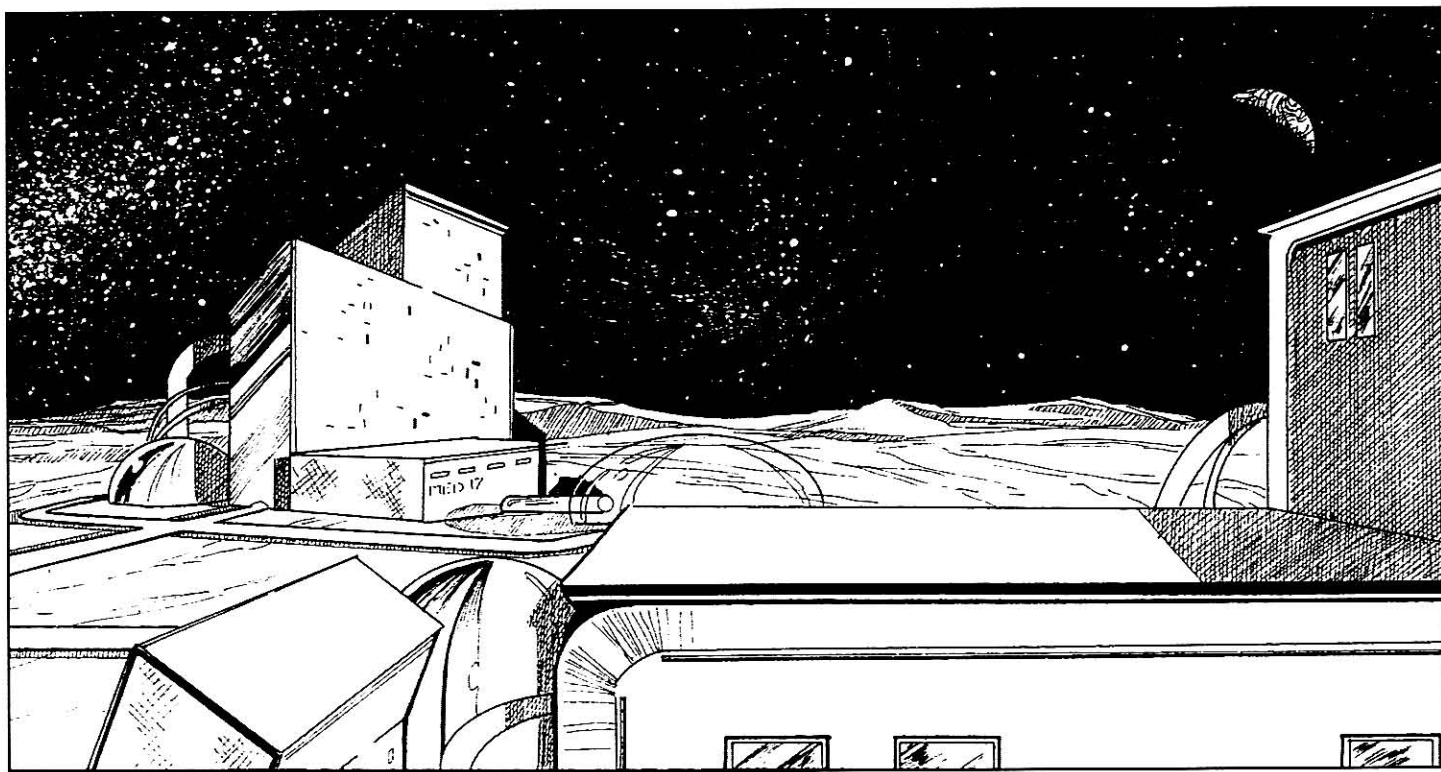
Despite the lack of civil liberties, the continued extraction of high-quality metal ores does ensure continued employment.

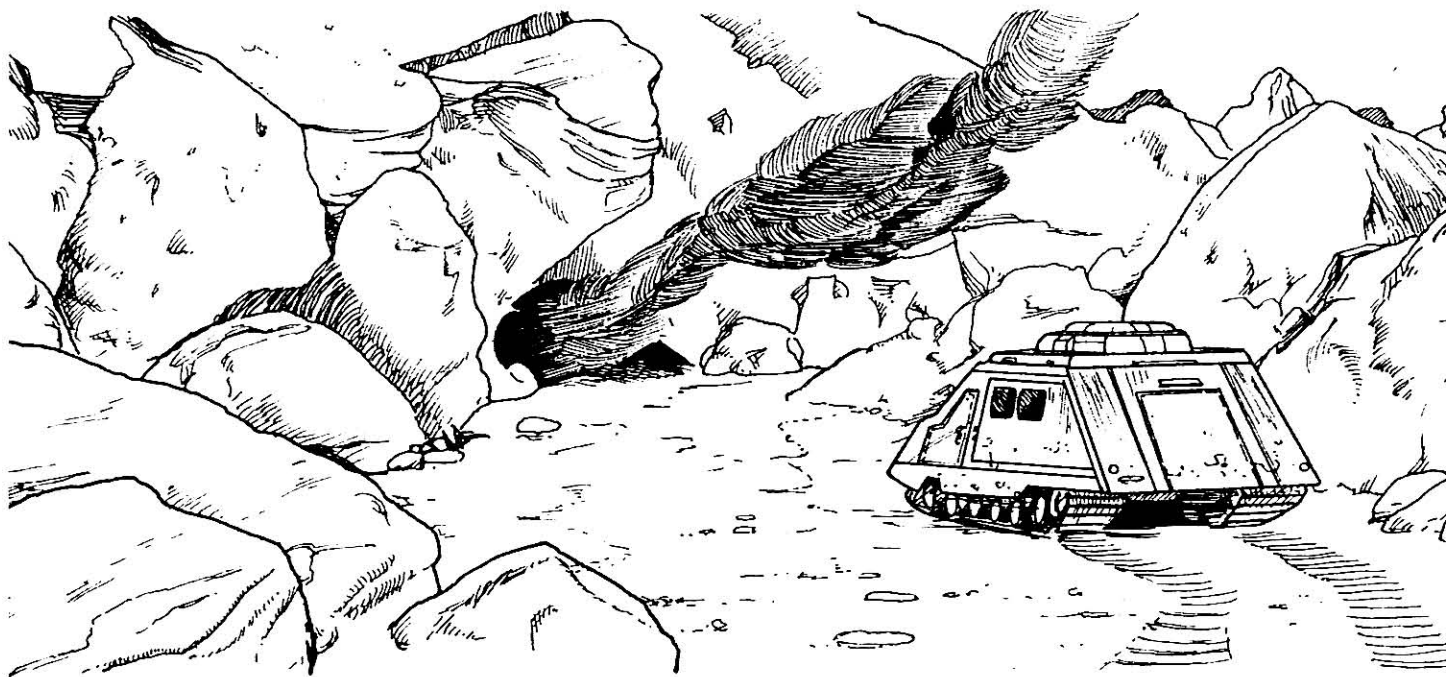
0638 Lakou (Imperial) – Amber Zone

Starport: Class I.

Diameter: 6,619 miles (10,650 km). *Atmosphere:* Standard oxygen-nitrogen, tainted by trace sulfur. *Surface Water:* 92%. *Climate:* Cold. *Population:* 62,000. *Government:* Technocracy. *Control Rating:* 2. *TL:* 8 for technocrats, 7 for everyone else.

Lakou's low control rating and feudal system have contributed to keeping the world relatively backward. Large areas of the planet are held by techno-nobles as private estates, and the population is divided among these estates.





There is some friction between the tech lords, which can escalate into violence, and thus the world has been awarded an amber classification.

0731 Ralhe (Imperial Client State)

Starport: Class I.

Diameter: 2,119 miles (3,410 km). Very thin oxygen-nitrogen, tainted by methane. *Surface Water:* 35% (water ice divided between the poles). *Climate:* Very cold. *Population:* 832,000. *Government:* Subjugated (Planetary governor from Iderati – little more than a glorified chief clerk). *Control Rating:* 2. *TL:* 7.

Ralhe is one of three moons orbiting the system's gas giant. The world's former Class II starport was used by privateers to attack Imperial shipping during the Third Frontier War on a regular basis, until an Imperial strike squadron leveled the place and set up an Imperial client state to ensure no more raids.

0732 Iderati (Imperial) Subsector Capital

Starport: Class V. Naval base.

Diameter: 7,769 miles (12,500 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 71%. *Climate:* Warm. *Population:* 20,500,000. *Government:* Impersonal bureaucracy. *Control Rating:* 4. *TL:* 12.

Iderati is the home base of the Imperial 208th Fleet, whose shore leave roster supplies the world with a constant stream of visitors. Iderati is a very pleasant world with the feel of a tourist resort rather than a capital. A major attraction for first-time visitors is the spectacular mud springs of the Dorati plain.

0739 Tondoul (Imperial Client State)

Starport: Class I.

Diameter: 4,971 miles (7,999 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* 25% (ice coverage). *Climate:* Very cold. *Population:* 7,300,000. *Government:* Charismatic dictatorship. *Control Rating:* 3. *TL:* 5.

The humans of Tondoul were brought here by the Ancients, who built a huge base on the Tondoul moon. That moon is now a dust belt around the planet as a result of the Final War. The humans on-planet were left alive but alone in the Ancients' support base, and here the Tondouli have lived for millennia, unaware of the machines supporting them. In 260, it was discovered by Imperial scouts that the Ancients' devices were failing. The Scout Service provided new life-support machinery to save the population.

0833 875-496 (Imperial Client State) – Amber Zone

Starport: Class I.

Diameter: 8,213 miles (13,214 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 83%. *Climate:* Hot. *Population:* 53,000. *Government:* Athenian-style democracy. *Control Rating:* 1. *TL:* 7.

875-496 is known as Prince Edward by its inhabitants, the survivors of a Solomani colony ship that crashed here en route to the Darrian subsector in -1513. The population speaks an old Terran language called Turkish and uphold the old ways, making this an amber zone for off-world travelers. The scouts have maintained a base here for the last 200 years in order to bring the world in line with Imperial culture.

0837 Ochecate (Mewey Empire)

Starport: Class I.

Diameter: 6,650 miles (10,700 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by airborne disease ("Ochecate flu"). *Surface Water:* 66%. *Climate:* Cool. *Population:* 203,000. *Government:* Subjugated (Mewey Imperial governor). *Control Rating:* 5. *TL:* 7.

Ochecate is a new but rapidly growing colony of the Mewey Empire, supported by Aslan ihatei in return for land on Mewey. The main thrust of activity on Ochecate is aimed at discovering a cure for the endemic disease so that the planet can be properly developed. Heavy investment in cutting-edge technology (medical and other) has resulted in a TL just above that of the Mewey homeworld.

0838 Mewey (Mewey Empire)

Starport: Class II.

Diameter: 6,961 miles (11,200 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 64%. *Climate:* Normal. *Population:* 72,000,000 (150,000 Aslan). *Government:* Impersonal bureaucracy. *Control Rating:* 6. *TL:* 6, bordering upon 7 with Aslan assistance.

The Mewey are a humanoid minor race who have steadily created a world government and developed nuclear power before being contacted by Aslan ihatei. The Aslan were given a large island chain in return for space technology that has allowed the Mewey to begin their expansion beyond a single system. Minor outposts are scattered about the system, serviced by relatively primitive space vehicles.



0840 975-452 (Imperial)

Starport: Class I.

Diameter: 690 miles (1,110 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* Very cold. *Population:* 8,000. *Government:* Corporate (Hortalez et Cie, LIC). *Control Rating:* 2. *TL:* 9.

The huge banking megacorporation Hortalez et Cie bought this world in 1114 and built a domed base near the equator soon after. What a banking firm wants with a vacuum world on the edge of the Imperium is not known, and the company (as usual) isn't telling.

JEWELL SUBSECTOR

The Jewell Subsector is named after the cluster of six Imperial Worlds in the center of the subsector. It is a group of worlds the Zhodani have often considered a staging point for any Imperial attack against the Consulate. Due to the Jewell worlds' strategic location, Imperial personnel have long called the subsector "Battle Subsector," as the area has seen much of the fighting during all the Frontier Wars.

The subsector remains divided with the Imperium, Zhodani and the Federation of Arden all holding clusters of worlds. The Imperial subsector capital is Jewell, which is also the headquarters of the 212th Imperial Fleet. The Zhodani capital is the world of Riverland, which gives its name to the Cluster and the Riverland Wall, a set of defensive naval bases from Farreach to Cipango.

The subsector is the home to no minor races.

Data on Grant (1607) is withheld by the Imperial Scout Service.

0901 Condoye (Independent) – Amber Zone

Starport: Class I.

Diameter: 7,023 miles (11,300 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 10% (at poles). *Climate:* Hot. *Population:* 930,000 (240,000 are Vargr). *Government:* Representative democracy. *Control Rating:* 0. *TL:* 8.

The population of Condoye are crowded into underground habitats to escape the harsh climate. With its position near the Vargr extents, but outside any human empire, the world is a pirates' den that has recently fell under the control of Vargr organized crime. Rumors persist of a pirate base in the outer system.

0902 Puparkin (Independent) – Amber Zone

Starport: Class III.

Diameter: 6,650 miles (10,700 km). *Atmosphere:* Standard oxygen-nitrogen, but the world's very cold temperature means high-level nitrogen clouds fall as nitric-acid rain at night. *Surface Water:* 26%. *Climate:* Very cold. *Population:* 5,300 (1,400 Vargr). *Government:* Civil service bureaucracy (presently contested by a Vargr criminal syndicate). *Control Rating:* 0. *TL:* 9.

The habitat domes of Puparkin and its orbital port are streets of fear as the Vargr crime lords and humans fight it out for who is going to control the world. Like Condoye, the world has always been a pirates' den, but the old order is being challenged by the Vargr.

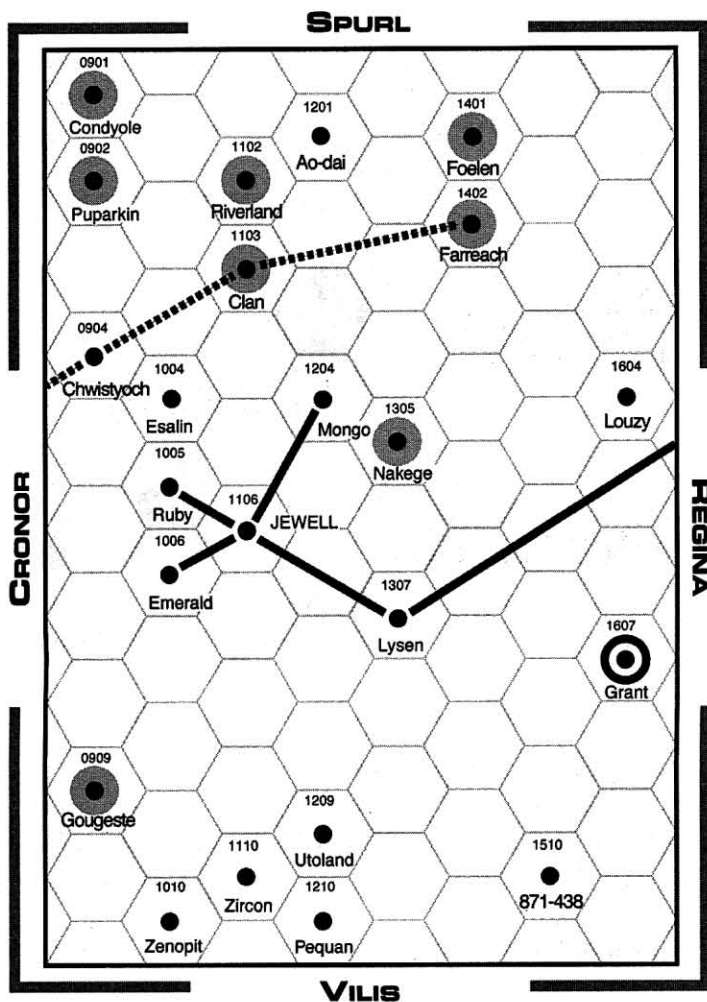
0904 Chwistyoch (Zhodani)

Starport: Class IV. Naval base.

Diameter: 7,396 miles (11,900 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 57%. *Climate:* Normal. *Population:* 44,500,000. *Government:* Military (Zhodani admiral). *Control Rating:* 2. *TL:* 9.

Chwistyoch is the center of the Riverland Wall and is seen as possessing great strategic importance by the Zhodani and the Imperials. The naval base is heavily armored with a large number of system-defense boats and monitors.

JEWELL SUBSECTOR MAP



Standard oxygen-nitrogen. *Surface Water:* 40%. *Climate:* Normal. *Population:* 2,000,000 (800,000 Zhodani). *Government:* Charismatic dictatorship. *Control Rating:* 1. *TL:* 8.

Settled by Imperial colonists in 835, Esalin was taken by the Zhodani in 1082 with joint control and neutrality declared in 1098. The world was retaken by the Imperials in 1110. Esalin retains a large population of Zhodani who have been treated well by the new government headed by Baron Admiral von Smit, who led the assault on Esalin during the Fifth Frontier War. The world has been maintained as a neutral meeting ground for the Zhodani and Imperial diplomats, even though it is now firmly part of the Imperium.

1005 Ruby (Imperial)

Starport: Class IV. Scout base.

Diameter: 4,351 miles (7,000 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* Cold. *Population:* 21,000. *Government:* Representative democracy. *Control Rating:* 2. *TL:* 9.

The world is very like Mars in the Sol system, with a red surface due to the high iron content in the soil. The population provide services to the scout base, which is the main center of scout activities in the Cronor Subsector.

1006 Emerald (Imperial)

Starport: Class IV.

Diameter: 7,025 miles (11,304 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 61%. *Climate:* Warm. *Population:* 530,000. *Government:* Oligarchy (Emerald Development Council). *Control Rating:* 2. *TL:* 9.

The scout base at Emerald is quite small and is used as a training facility. The people of Emerald make a fair living from farming or raising goats, but much of Emerald remains unclaimed outback. The only humans in the outback are Chukninag renegade nomads who claim all this area as their own.

1010 Zenopit (Federation of Arden)

Starport: Class II.

Diameter: 768 miles (1,236 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 2%. *Climate:* Warm. *Population:* 635,000. *Government:* Subjugated (governed directly from Arden). *Control Rating:* 2. *TL:* 7.

Previously neutral Zenopit was seized by the Federation of Arden in 1113 in a carefully planned and swiftly executed strike. The world remained under very tight control and martial law until the 1115 uprising, which destroyed part of the starport.

After the rebellion was put down, a softer approach was taken by Federation officials, and this seems to be winning the populace over.

0909 Gougeste (Independent) – Amber Zone

Starport: Class III (closed).

Diameter: 2,517 miles (4,050 km). *Atmosphere:* Standard oxygen-nitrogen, tainted by the remains of Ancient biological weapons. *Surface Water:* 16%. *Climate:* Warm. *Population:* 419,000 (including approximately 25,000 Sword Worlders). *Government:* Oligarchy (Sword Worlder minority). *Control Rating:* 0. *TL:* 9.

Gougeste is a forgotten world, with the remains of a Sword World *Gram*-class cruiser ruling the world's population through fear. The population is fighting back with the Gougestra Liberation Force – a terrorist organization or a band of heroic freedom fighters, depending upon which point of view is taken. Both sides have committed atrocities against innocents unconnected with the conflict, which has become a blood feud with no holds barred.

1004 Esalin (Imperial)

Starport: Class III.

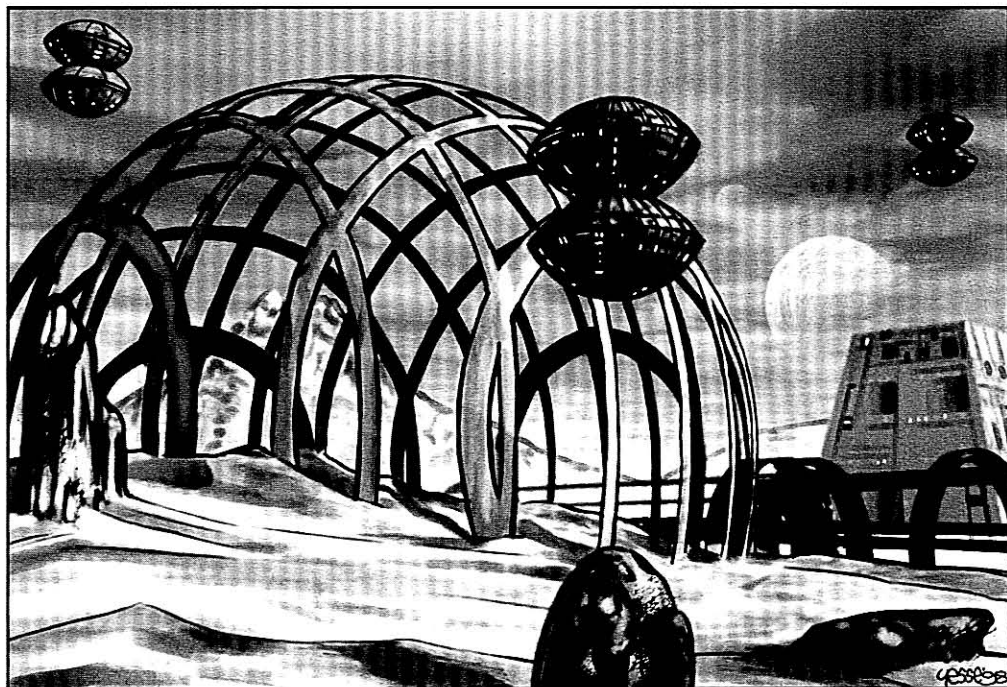
Diameter: 4,723 miles (7,600 km). *Atmosphere:*

1102 Riverland (Zhodani Subsector Capital) – Amber Zone

Starport: Class III.

Diameter: 4,475 miles (7,200 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 49%. *Climate:* Normal. *Population:* 20,000,000. *Government:* Impersonal bureaucracy (Riverland Council). *Control Rating:* 5. *TL:* 9.

Riverland is a very well developed world with industry, farming and a large service sector. It is classed amber due to the activities of the major *Tvarchedl* training facility on the world (operated in cooperation with the Federation).



1103 Clan (Zhodani) – Amber Zone

Starport: Class IV. Naval base.

Diameter: 6,464 miles (10,400 km). *Atmosphere:* Standard oxygen-nitrogen, tainted by suspended debris due to the world's dry nature. *Surface Water:* 15% (mostly frozen at poles). *Climate:* Warm. *Population:* 900,000. *Government:* Impersonal bureaucracy (funded by the Consulate Postal Service). *Control Rating:* 5. *TL:* 9.

Called the gateway to the Riverland Cluster, Clan is seen by the Zhodani as so strategically vital that no imperial vessel is allowed to enter the system without a Zhodani escort. The naval base, like others on the Riverland Wall, is heavily defended.

1106 Jewell (Imperial Subsector Capital)

Starport: Class V.

Diameter: 6,588 miles (10,600 km). *Atmosphere:* Standard oxygen-nitrogen, tainted by industrial waste products. *Surface Water:* 66%. *Climate:* Hot. *Population:* 6,300,000,000. *Government:* Impersonal bureaucracy (controlled by the marquis of Jewell). *Control Rating:* 5. *TL:* 10.

The key world to the "Jewell Cluster," this system was the site of some of the most bitter fighting during the Fifth Frontier War, and has since had its naval base and starport completely rebuilt. The world is home to the marquis of Jewell, who also uses his large force of huscarles to ensure the safety of his world. He is noted for hating Zhodani.

Jewell has been the site of bitter fighting during the Frontier Wars, and still shows the scars. Most notable is the huge crater on the north polar continent, where a sus-

tained bombardment destroyed the defense base during the Fourth Frontier War. The region is still highly radioactive.

Melted ice from this bombardment has inundated several coastal areas and created new swamps in low-lying areas. Projects are under way to deal with the environmental damage, but reclamation of the poisoned tracts has just begun.

Most of the population of Jewell is concentrated on the main continent of Dasmonta, a huge expanse of flatlands and rolling hills dominated by the vast cities that house 4 billion of the world's citizens, separated by belts of intensively cultivated agricultural land. The remainder are distributed among the minor continents.

The sub-continent of Fidelity is largely mountainous, and is the personal fief of the marquis. Largely unspoiled (except for the scorched remains of a number of Zhodani vessels brought here from wherever they were downed on the surface), the sub-continent is a wonderland of hunting parks, leisure retreats and small picturesque farming villages. There is little industry in Fidelity, though there are a number of defense installations.

1110 Zircon (Federation of Arden)

Starport: Class III.

Diameter: 7,058 miles (11,356 km). *Atmosphere:* Dense oxygen-nitrogen with a low-virulence allergen taint. *Surface Water:* 22%. *Climate:* Cool. *Population:* 6,378,000 colonists from Arden. *Government:* Ruled directly from Arden (subjugated), but currently forming a home government. *Control Rating:* 5. *TL:* 8.

Zircon was colonized by settlers from Arden in 1107. Despite an airborne allergen (pollen from Zircon's myriad plant types), the world is fairly hospitable and the colony is doing well.

The situation is stable enough that home rule will soon be instituted, as soon as the colony is no longer economically dependent upon the mother world.

1201 Ao-dai (Zhodani)

Starport: Class I.

Diameter: 3,729 miles (6,000 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* None. *Climate:* Frozen. *Population:* 3,300,000. *Government:* Representative democracy (The World Council). *Control Rating:* 2. *TL:* 6.

The moon Ao-dai circles a planet reduced to a barren rock in the Ancients' war. The population of Ao-dai maintains a research station to study the result of the Ancients' attacks on Ao-dai Prime. The habitats are built within craters to give protection from the asteroids that orbit nearby and occasionally pummel Ao-dai Prime and its moon – another result of the Ancients' awesome weapons.

1204 Mongo (Imperial)

Starport: Class V.

Diameter: 3,201 miles (5,150 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 80%. *Climate:* Normal. *Population:* 6,206,000. *Government:* Civil service bureaucracy. *Control Rating:* 2. *TL:* 9.

Mongo is rich, a boom world with a quickly growing population due to huge amounts of iron, aluminum and copper that have been found close to the planet's surface. Where once the world relied on the naval and the scout base for income from a service economy, it now makes vast profits on the revenue produced by its strip mines.

1209 Utoland (Federation of Arden)

Starport: Class III.

Diameter: 3,928 miles (6,320 km). *Atmosphere:* Standard oxygen-nitrogen, bearing micro-organism taint that causes respiratory infections in most humans. *Surface Water:* 34%. *Climate:* Normal. *Population:* 4,300. *Government:* Ruled directly from Arden (subjugated). *Control Rating:* 2. *TL:* 7.

The population consists of colonists from Arden, who landed in 1106. Since then the colony has struggled and is now considered to be a failure, though the port is a commercial success. A decision will soon be made to recolonize or pull out. The spectacular mountain ranges of the main continent are home to an impressive variety of animal life, and the possibility exists that tourism might save the world's economy. Funding is being sought to open a hunting/outdoor sports complex with its own downport. Given the world's position, this seems unlikely.



1210 Pequán (Federation of Arden)

Starport: Class I.

Diameter: 4,868 miles (7,832 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 48%. *Climate:* Normal. *Population:* 7,653,000. *Government:* Dictatorship (unpopular). *Control Rating:* 5. *TL:* 5.

Pequan is claimed by the Federation of Arden, the agents of which may well be behind the decline in popularity of the planetary government. A takeover is expected soon.

1305 Nakege (Imperial) – Amber Zone

Starport: Class II.

Diameter: 5,099 miles (8,205 km). *Atmosphere:* Dense oxygen-nitrogen tainted by sulfur compounds. *Surface Water:* 10%. *Climate:* Warm. *Population:* 5,600. *Government:* Subjugated (governed by an executive of SUSaG, see p. 16). *Control Rating:* 3. *TL:* 5.

SUSaG maintains a TL9 facility in the Totarin Mountains that researches sulfur filters, or so it claims. The rest of the population, 4,500 colonists, continues to try to improve life on this volcanic world. It is the level of volcanic activity that gives the world its amber classification.

1307 Lysen (Imperial)

Starport: Class IV.

Diameter: 4,723 miles (7,600 km). *Atmosphere:* Dense oxygen-nitrogen tainted by high ultraviolet rays. *Surface Water:* 15%. *Climate:* Very warm. *Population:* 6,531,000. *Government:* Technocracy (the Lysen Consortium). *Control Rating:* 2. *TL:* 9.

Lysen's main function is as a major starport to maintain the jump-4 route to Efate across the rift. Most of the world's population works at or is dependent on the starport and its scout base. The world is defended by a number of Scout Service vessels, including two *Azhanti High Lightning*-class cruisers, converted to a sublight-only monitor role.

1401 Foelen (Zhodani) – Amber Zone

Starport: Class IV.

Diameter: 6,277 miles (10,100 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 83%. *Climate:* Very cold. *Population:* 9,476,000. *Government:* Impersonal bureaucracy (Riverland Council). *Control Rating:* 2. *TL:* 8.

Foelen has long been a contact world between the Vargr and the Zhodani. The major raids of 1119 came as a shock to the Zhodani and cost the lives of over 500,000 of their kind. Since then the world has gained the protection of a Consulate cruiser squadron; this gives the system its amber classification.

1402 Farreach (Zhodani) – Amber Zone

Starport: Class V.

Diameter: 1,865 miles (3,000 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* Frozen. *Population:* 40,000 Vargr. *Government:* Anarchy. *Control Rating:* 0. *TL:* 9.

The Zhodani Navy keeps the world of Farreach under close watch as the Vargr population has recently destroyed their last government. The world is now under the control of small groups. The starport is the only Zhodani enclave left untouched by the lawlessness. It is heavily defended.

1510 871-438 (Imperial)

Starport: Class I.

Diameter: 6,961 miles (11,200 km). *Atmosphere:* Very thin oxygen-nitrogen, tainted by industrial pollutants. *Surface Water:* 15% water ice. *Population:* None. *Government:* None. *Control Rating:* 0. *TL:* 8 (representing the automated beacon).

A rocky iceball in space with no natural resources, 871-438 is used by the scouts as a refueling point. No one else has ever shown any interest in this tidally locked rock. The world's industrial pollutants are of unusual persistence – almost no trace of non-human industrial civilization that produced the taint remains. Who created them or what they came from is unknown.

1604 Louzy (Imperial)

Starport: Class II.

Diameter: 3,356 miles (5,400 km). *Atmosphere:* Very thin oxygen-nitrogen, tainted by high nitrogen at partial pressures high enough to cause illness (“nitrogen narcosis”) in some individuals. *Surface Water:* 16%. *Climate:* Frozen. *Population:* 10,000,000,000. *Government:* Civil service bureaucracy. *Control Rating:* 5. *TL:* 8.

Louzy's immense population goes back to the Louzy Gold Rush of 604, when large deposits of gold and silver were discovered in the Torment Desert. From these miners a huge population has grown, filling the worked-out mine areas with homes, factories, etc. The whole Torment Desert is now Louzy City, an underground city built in old mine workings over an area 120 miles square and housing 7 million inhabitants. While the large gold deposits are played out, the world remains a rich source of minerals.

Inhabitants are especially sensitive to puns involving the name of their world.

1607 Grant (Imperial) – Red Zone

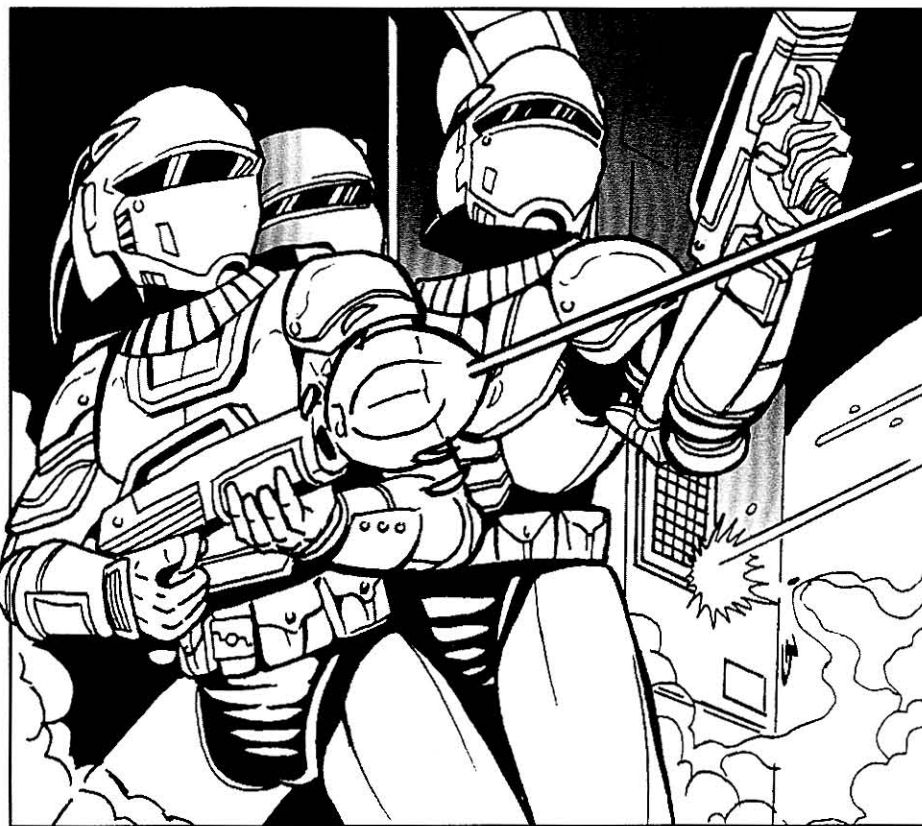
Starport: Class 0.

Diameter: 6,339 miles (10,200 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 41%. *Climate:* Normal. *Population:* 20 scouts. *Government:* None. *Control Rating:* None. *TL:* None.

The world is an interdicted red zone with a team of scouts in an orbital base monitoring the world. They are supported by three system-defense boats that will escort vessels to the gas giant for refueling and then make sure they leave the system. The scouts' reasons for the red zone are classified.

VILIS SUBSECTOR

Vilis Subsector lies on the edge of the Imperial/Zhodani demilitarized zone, with the coreward part of the subsector actually within the DMZ. The rimward edge of the subsector borders the Sword Worlds. In times of war this region has seen a great deal of traffic owing to its strategic location. The Federation of Arden, an independent region that treads a thin line between Consulate and Imperium, occupies several worlds, acting as a conduit for diplomacy, trade and espionage between the regional powers.



A major astrographical feature of this region is the Abyss, a small rift extending through Vilis, Lanth and Lunion subsectors. Worlds considered to be "within" the rift include Ghandi, Ylaven, Victoria, Sonther, D'Ganzio and generally one or two others depending upon the authority consulted. A number of vessels have been lost within the Abyss, and there are more than a few wild tales about why.

Starport: Class II.

Despite an atmospheric taint that causes respiratory illness in about half those exposed – fortunately it is easy

0912 899-076 (Independent)

Starport: Class I.

Diameter: 1,717 miles (2,763 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* None. *Climate:* Cold. *Population:* 5,240. *Government:* None. *Control Rating:* 0. *TL:* 8.

899-076 (known to its inhabitants as Liberty Station) has a mixed population of Imperial colonists and a few Zhodani. The authorities of surrounding interstellar authorities allow this port to exist, subject to the occasional raid and military visit. Most of the time, 899-076 is a lawless backwater serving only to attract lowlifes and scum from all parts of the Marches.

No one knows the reason for the Zhodani presence in what must seem to them to be a sinkhole of crime and insanity.

0915 Quare (Federation of Arden)

Starport: Class IV.

Diameter: 1,992 miles (3,205 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* Hot. *Population:* 22,500. *Government:* Representative democracy. *Control Rating:* 2. *TL:* 9.

Quare is a blisteringly hot rockball orbiting very close to its rather dim primary. The world exists primarily as a shipyard for the Federation of Arden, manufacturing mainly missile boats and patrol corvettes for system-defense purposes.

0919 Zeta 2 (Independent) -
Red Zone

Starport: Class 0.

Diameter: 5,646 miles (9,085 km). *Atmosphere:* Corrosive. *Surface water:* None, 60% hydroflouric acid coverage. *Climate:* Hot. *Population:* None. *Government:* None. *Control Rating:* None. *TL:* 0.

Zeta 2 has a corrosive atmosphere composed mainly of fluorine compounds, and while there is no water as such, probes penetrating the atmosphere have discovered approximately 60% coverage of hydrofluoric-acid seas. A small orbital facility with research labs has recently been

set up, calling itself the Railen Institute. Studies are currently being carried out into extreme-condition survival for vessels and probes. The world is not actually interdicted, but is a red zone simply because to try to visit means to die.

One of the wilder rumors to come out of the Railen Institute is that 4 billion sentients inhabit this incredible planet, being members of a species named Viji (p. 00), a minor race of sentients that all but defy description. They are allegedly small crystalline creatures somehow capable of surviving in this hellish environment.

1011 Arden (Federation of Arden)

Starport: Class III.

Diameter: 5,194 miles (8,357 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 40%. *Climate:* Warm. *Population:* 823,000,000. *Government:* Hereditary oligarchy. *Control Rating:* 5. *TL:* 9.

Arden is the capital of the Federation of Arden, and serves as its governmental center. The world is ruled by a hereditary noble class, who elect a lord chancellor from among their number every six years. Arden is a hotbed of Imperial/Consulate espionage and diplomacy.

Arden's commercial port is a modest affair, but the private Federation Government port is quite sophisticated. A small shipyard builds private starships for the nobility and a few minor military vessels – mainly patrol or escort frigates.

1018 Choleosti (Imperial)

Starport: Class III.

Diameter: 1,828 miles (2,942 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* Normal. *Population:* 13. *Government:* None. *Control Rating:* 0. *TL:* 9.

Choleosti is the largest moon of the gas giant Monoda. Its population lives underground and operates the largely automated port. Scientific parties use the port quite frequently to study the awesome storm systems of Monoda.

1020 Margesi (Imperial) – Amber Zone

Starport: Class III.

Diameter: 4,525 miles (7,280 km). *Atmosphere:* Standard oxygen-nitrogen with mild allergen taint. *Surface Water:* 50%. *Climate:* Normal. *Population:* 967,000,000 (divided more or less evenly between two states – the Republic of Gome and the Kingdom of Evariidi). *Government:* Athenian-style Democracy (Gome), Oligarchy (Evariidi). *Control Rating:* 5. *TL:* 6.

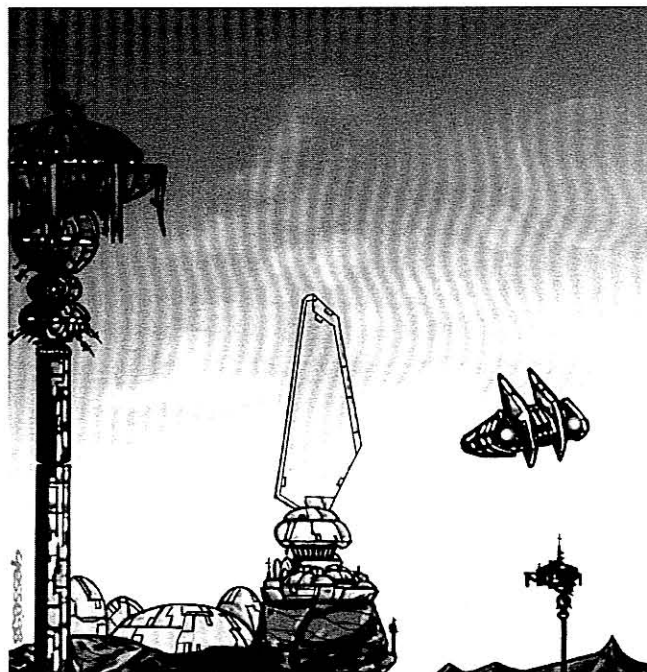
Margesi's atmosphere causes mild allergic reactions characterized by nausea and flu-like symptoms for the first few days of exposure in almost all humans.

1116 Frenzie (Imperial) Subsector Capital.

Starport: Class V. Naval base.

Diameter: 3,431 miles (5,521 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* Very cold. *Population:* 53,000 (plus 100,000 naval personnel on a rotating basis and 18,000 in orbital habitats). *Government:* Impersonal bureaucracy. *Control Rating:* 3. *TL:* 9.

Frenzie is rather cool, orbiting a tired red-dwarf star with little enthusiasm left for heating its family of planets. There is some evidence that Frenzie once supported life and had an atmosphere. It is theorized that the star's decay involved a period of expansion that baked off the atmosphere and sterilized the world.



Despite being a frozen cinder orbiting a worn-out star, Frenzie is the administrative center for the subsector. Canter Mavraii, Marquis Frenzie, a member of the Imperial nobility, administers this world in the Emperor's name. Most of the population is employed in the government of the subsector or at the port.

1118 Garda-Vilis/Tanoose (Imperial) – Amber Zone

Starport: Class IV.

Diameter: 5,572 miles (8,965 km). *Atmosphere:* Standard oxygen-nitrogen designated as tainted since 25% of humans find it seriously irritates nasal membranes for the first few weeks of exposure. *Surface Water:* 80%. *Climate:* Normal. *Population:* 923,000,000. *Government:* Anarchy (starport under martial law enforced by Imperial Navy). *Control Rating:* 1. *TL:* 10.

About half of the population lives in the region immediately around the port/scout base, and this region is

formally declared an Imperial Protectorate, administered by the subsector government. The remainder of the population is scattered about the largest continents in small cities and farming communities.

Originally named Tanoose when it was settled in -121, the world suffered some kind of collapse and was rescued by the neighboring world of Vilis. The saviors then set about making Tanoose into a dependency, renaming the world Garda-Vilis (New Vilis). The Vilis military government caused great dissatisfaction among the populace, leading the formation of the Tanoose Freedom League, loyal to the Imperium but determined to secure home rule. A low-level insurgency went on for some time, flaring up in 1103 and again in 1105. Support for the rebels came from the Sword Worlds and Zhodani Consulate, indicating a shift away from Imperial loyalty. When the rebellion was put down, the atrocities perpetrated by Vilis troops and mercenaries against the civilian populace triggered an Imperial intervention, with Marine battalions deployed to protect the interests of the Emperor.

After the Fifth Frontier War, various ill-fated attempts were made to settle the Garda-Vilis question, with the result that part of the world is an Imperial Protectorate. Other regions claim loyalty to the Imperium but name their world Tanoose. A third faction claims Vilis sovereignty.

Skirmishing and insurgency continue, with Imperial and mercenary peacekeepers caught in the middle.

1119 Vilis (Imperial)

Starport: Class V.

Diameter: 5,007 miles (8,056 km). *Atmosphere:* Dense oxygen-nitrogen bearing industrial pollutant taint. *Surface Water:* 33%. *Climate:* Cool. *Population:* 832,000,000. *Government:* Oligarchy. *Control Rating:* 1. *TL:* 9.

Vilis is a heavily industrialized planet, possessing good technology. Exports include warships – Vilis builds patrol cruisers under Imperial contract and a larger class of frontier destroyer for the open market – weaponry and high-technology goods. Society is quite heavily militarized, though the military itself is plagued with inefficiency. Public opinion is still very much in favor of retaining ownership of the Garda-Vilis “colony.”

1212 Digitis (Federation of Arden)

Starport: Class I.

Diameter: 4,703 miles (7,567 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 58%. *Climate:* Tropical. *Population:* 9,780,000. *Government:* Civil service bureaucracy (administers the orders sent from Arden). *Control Rating:* 6. *TL:* 6.



The surface of Digitis is bare rock, with little atmosphere to protect it from stellar radiation and heat from the system’s red-giant star. The spectacularly scored valleys – some of them miles deep – shelter their very own ecosystems. It is here that the human population lives in their semi-underground cities. Conditions are too harsh for the settlement to have developed much since conception, hence the low TL. Much of the inhabitants’ efforts go into daily survival against their hostile environment. As a result they are a dour lot, with little interest in trade or commerce.

Landing at the starport is quite exciting, requiring the navigation of a steep-sided gorge for several miles.

1213 Edinina (Federation of Arden) – Amber Zone

Starport: Class I.

Diameter: 4,098 miles (6,593 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* Normal. *Population:* 438 sentients. *Government:* Athenian-style democracy (a polite way of describing the arguments that occur every time a decision must be made). *Control Rating:* 0. *TL:* 6.

Edinina is another of those colonies that seemed like a good idea at the time. The world is the largest moon of the tiny (by gas-giant standards) *Karimissaak* (which can be translated to mean “laughable”). Edinina’s somewhat eccentric orbit takes it through *Karimissaak*’s feeble ring system three times in a standard year, sometimes resulting in a shower of debris and always drenching the world in radiation. The world possesses few natural resources nor any other reason for people to stay, yet in the true spirit of too-stubborn-to-give-up frontiersmen, the colonists have

stuck it out despite the difficulties their home imposes upon them. They scratch out a living using robotic scoop craft to mine petrochemicals from Laughable's upper atmosphere, selling the produce to the occasional merchant who doesn't know any better than to wander through.

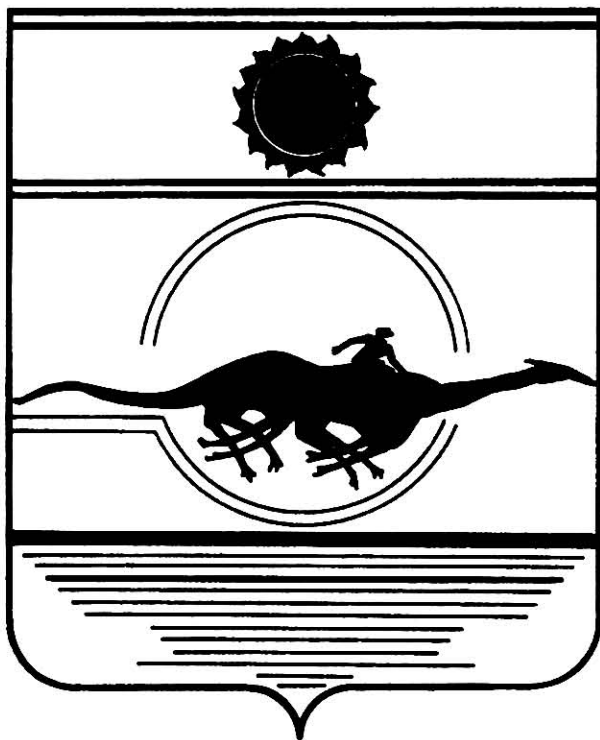
The system is declared an amber zone due to radiation and debris showers, or maybe simply because nobody should have to go there.

1213 728-907 (Imperial)

Starport: Class II.

Diameter: 9,421 miles (15,158 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 47%. *Climate:* Normal. *Population:* 6 (Scout Service personnel assigned to operating the emergency-landing facility). *Government:* Semi-Military (Scout Service). *Control Rating:* 0. *TL:* 12.

728-907 is a very large but low-density world with little gravity and thus a thin atmosphere for its size. Low density implies few useful mineral deposits, and in reality the only reason for keeping an outpost open is to prevent annexation by another power.



1216 Stellatio (Imperial)

Starport: Class II.

Diameter: 4,655 miles (7,490 km). *Atmosphere:* Exotic (nitrogen-carbon dioxide mix). *Surface Water:* 37%. *Climate:* Tropical. *Population:* 50,000. *Government:* Athenian-style democracy. *Control Rating:* 0. *TL:* 5.

Conditions are such on Stellatio that a community capable of building only crude steam engines could not survive. The atmosphere is unbreathable on this young world, which has come to life late in its primary's red-giant phase. Yet the colony exists, and thrives.

It is the remnant of some lost colonial expedition of long ago, and the settlement's life-support system still uses the much-patched scraps of dismantled colony vessels. For journeys outside, the locals make crude but effective air tanks.

The world itself has no life beyond a few protein chains trying to form in the seas. The landscape is blasted rock. There are few mineral resources.

1217 Arkadia (Imperial)

Starport: Class I.

Diameter: 3,940 miles (6,340 km). *Atmosphere:* Thin oxygen-nitrogen, bearing slight taint (volcanic gasses). *Surface Water:* 63%. *Climate:* Normal. *Population:* 421,000,000 (in widely separated communities across the globe). *Government:* Representative democracy. *Control Rating:* 3. *TL:* 6.

Arkadia is a volcanic world, prone to frequent earthquakes and eruptions. The populace is scattered among widely separated communities, with the capital rotating among them annually. Three representatives from each major settlement are sent to the capital. Deciding which settlement is the capital in any given year is an important function of the democratic process, sometimes consuming more time and attention than all other legislation.

The Arkadians produce few exports, and see little trade. Recently, internal frictions have led to a state of armed conflict between two of the settlements. This situation cannot really be called a war – it more closely resembles a feud.

1311 Tremous Dex (Federation of Arden)

Starport: Class IV. Military base.

Diameter: 4,878 miles (7,848 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* 14% water ice. *Climate:* Cold. *Population:* 31,000 (employed in the operation of the port or as civilian contractors to the naval yards). *Government:* Military (Federation of Arden). *Control Rating:* 1 (settlement), 3 (in the yards). *TL:* 10.

Tremous Dex builds starships for the Federation. While the port remains class IV and has not been upgraded since it is not a commercial facility, the shipyards are new and utilize the latest high-technology manufacturing techniques. The yards can construct ships up to 6,000 displacement tons, and specialize in three classes: a 300-ton "utility ship" – a small, lightly armed and armored vessel that can function as a freighter or be quickly converted to naval auxiliary or other military role such as sensor picket;

a 400-ton strike corvette – a fast, heavily armed but relatively fragile vessel; and the 6,000-ton “self-protecting destroyer,” an armored destroyer carrying a squadron of gunships. Only the utility ship is available on the open market, where it has achieved some commercial success. The world itself is a lump of bare rock with a few ice fields.

1315 Mirriam (Imperial)

Starport: Class I. Naval base.

Diameter: 4,014 miles (6,459 km). *Atmosphere:* Standard oxygen-nitrogen tainted by endemic airborne diseases of low virulence. *Surface Water:* 24%. *Climate:* Normal. *Population:* 1,298. *Government:* Family/Tribal. *Control Rating:* 0. *TL:* 8.

Mirriam is an unremarkable world, inhabited by a few isolationist colonists who have developed a partial immunity to the airborne bacteria that plague the world's surface. The locals live in scattered farming communities all across the planet, and are quite happy to be left alone. On Mirriam's single moon is the vast naval base, a heavily armored structure defended by a ring of deep-site meson guns and missile emplacements. The base has its own defense squadrons – fighters, system-defense boats and a few powerful monitors – to prevent a repeat of the events

late in the Fifth Frontier War, when a Zhodani squadron made a fast raid while the fleet was elsewhere engaged.

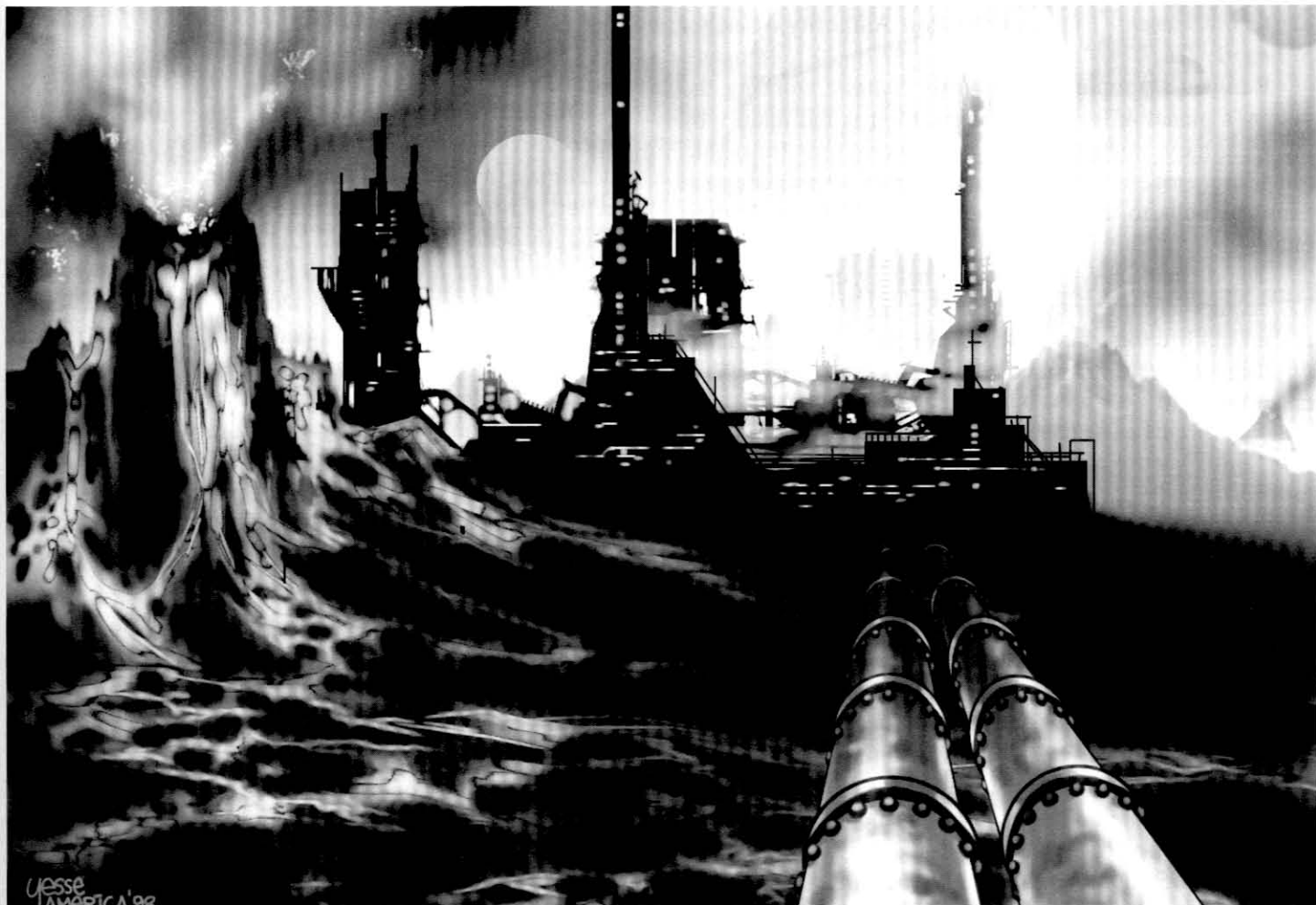
Consulate assault troops actually succeeded in entering the base, which was partially destroyed and still bears the scars of internal corridor fighting. The assault troops took heavy casualties on the way in, and were repulsed by the marine garrison, backed by armed naval personnel, but not before teleporting commandos had infiltrated and disabled large areas of the base. The so-called “Battle Of Intersection 121” alone saw 1,200 Imperial casualties, as the Imperial forces stubbornly defended the corridors around the main command center for three hours before counterattacking. Mopping-up operations took several days, and the base was effectively out of action until the end of the war.

1320 Saurus (Imperial)

Starport: Class II.

Diameter: 8,553 miles (13,762 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 82%. *Climate:* Normal. *Population:* 83,000. *Government:* Civil service bureaucracy. *Control Rating:* 5. *TL:* 7.

The human population is farmers, living in small communities generally of less than 2,000 population. They share their world with a great variety of reptilian life,



much of it warm-blooded. A few large dinosaur-like grazers rumble about the swampy lowlands, but the majority of local life is fairly small. One species, known to humans as Saurians, has achieved sentience. These upright bipedal “lizard-men” have achieved tool use, language and a complex social structure on their own. They now live in organized tribal villages, a trait which they seem to have learned from humans. The world escaped an interdiction order because the original survey dismissed the Saurians as unintelligent. Colonists arrived before the mistake was discovered and an interdiction order could be processed. The Saurians are on average fairly dim (IQ about 8) by human standards. They get along well with the human colonists, and a few have enrolled in the defense force that protects the humans and their “lizard” allies from the more predatory species.

Exports include products from hunting of the megafauna, plus agricultural produce and Saurian artwork.

1411 Rangent (Independent)

Starport: Class III.

Diameter: 6,360 miles (10,233 km). *Atmosphere:* Standard oxygen-nitrogen atmosphere, with very high carbon-dioxide levels. *Surface Water:* 100%. *Climate:* Tropical. *Population:* 7,341,000 (mostly in the orbital habitats or small belting communities throughout the system). *Government:* Bureaucracy (Port Authority). *Control Rating:* 1. *TL:* 7.

Rangent’s people are primarily belters, working the system’s planetoid belts. The population is fed mainly by the great harvest ships that farm the warm seas for plankton to be processed at the floating port. Ore is shipped from the belts to the port, where it is sold to the highest bidder.

The difficulties of carrying on belting operations with TL7 equipment are considerable, but the locals persevere at the only life they know. The TL of the original colonists was higher, but time and a couple of frontier wars have taken their toll.

1413 Denotam (Imperial)

Starport: Class IV.

Diameter: 6,850 miles (11,021 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 85%. *Climate:* Normal. *Population:* 37,000. *Government:* Military (Navy) at the starport, tribal elsewhere. *Control Rating:* 1. *TL:* 9.

Denotam is an important Xboat link and naval base. Its large commercial port sees a fair amount of high-jump freighters coming in, and specializes in their maintenance. World defenses are heavy, as might be expected on the edge of Consulate space. Many of Denotam’s squadrons are anti-piracy/patrol squadrons, backed by powerful battle units. The naval base recently took delivery of four

prototype *Improved Kinunir*-class frontier patrol vessels, being evaluated prior to full production. Rumors about these vessels’ quality are very mixed.

1417 Ficant (Imperial)

Starport: Class I.

Diameter: 5,222 miles (8,402 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 69%. *Climate:* Cool. *Population:* 9,250. *Government:* Technocracy. *Control Rating:* 1. *TL:* 6.

Despite its being almost a garden world, Ficant has never been targeted for much colonization. Transit difficulties and proximity to Zhodani space are thought to be the reasons, but conspiracy theorists are whispering that Imperial authorities have blocked bids to open the world for unknown reasons. The planet’s ecology has thrown up a large number of asymmetric species for some reason, and Imperial scientists are currently studying the factors affecting the species’ development.

1511 Tionale (Independent) – Amber Zone

Starport: Class III.

Diameter: 6,050 miles (9,734 km). *Atmosphere:* Standard oxygen-nitrogen, tainted by airborne micro-organisms that can cause respiratory infection. *Surface Water:* 43%. *Climate:* Cool. *Population:* 2,200. *Government:* Athenian-style democracy. *Control Rating:* 1. *TL:* 8.

Tionale is part of the demilitarized zone on the Imperial/Consulate border. Society is very free and easy, yet Tionale has not descended to the level of a lawless freeport. Criminals do come here, of course, but the locals are happy with their way of life and willing to defend it with force. An attempt in 1115 by Marsons’ Mobile Rifles, a reinforced company-sized mercenary unit, to take the place over and make it a permanent base was resisted vigorously by the inhabitants. The mercenaries’ vessel, an 800-ton *Broadsword*-class mercenary cruiser (p. GT139), was disabled on the pad by fire from the port’s missile system, and subsequently captured. It now orbits the world as an off-planet watch and defense platform.

1515 Calit (Imperial)

Starport: Class III.

Diameter: 3,464 miles (5,574 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 42%. *Climate:* Very hot. *Population:* 573,000,000 (70,000 Chirpers). *Government:* Military (administered from the naval base at Denotam). *Control Rating:* 4. *TL:* 7.

Calit’s population is very positively inclined toward its Chirper neighbors, who live not in the wilds of the out-back but in small enclaves among the human colonists, generally in rural areas. Chirpers are not an uncommon

sight, even among the crowds at the downport. Calit is a peaceful world with few troubles. There is little offworld contact, as the planet is off the normal trade routes.

1519 Asgard (Imperial) – Red Zone

Starport: Class 0.

Diameter: 2,956 miles (4,756 km). *Atmosphere:* Thin oxygen-nitrogen tainted by dust microparticles. *Surface Water:* 30%. *Climate:* Warm. *Population:* 51,000,000. *Government:* Oligarchy (a small noble class headed by the “King of All”). *Control Rating:* 6. *TL:* 5.

Asgard is interdicted to protect its developing culture.

1520 Tavonni (Imperial)

Starport: Class I.

Diameter: 5,057 miles (8,137 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 68%. *Climate:* Cool. *Population:* None. *Government:* None. *Control Rating:* None. *TL:* None.

No permanent residents grace Tavonni, but there is a base manned by four Imperial scouts on-planet. Tavonni was occupied prior to the First Frontier War, as part of a buffer zone against Sword Worlder aggression. As one of the possible worlds where the Sword Worlds fleets could refuel, Tavonni was to be a forward-observation post, with scout vessels stationed there to give early warning of an advance in the direction of Lanth. This strategy was partially successful during the Fifth Frontier War.

Tavonni is ripe for development, and should be opened quite soon. One stumbling block seems to be the reluctance of colonists to settle between the Abyss and the Sword Worlds. Another (rumored) reason is Imperial involvement. It has been long thought that the scout vessels at Tavonni do not just watch the Tavonni system. Their deployments are thought to include covert infiltration missions into the Sword Worlds.

1611 Phlume (Imperial)

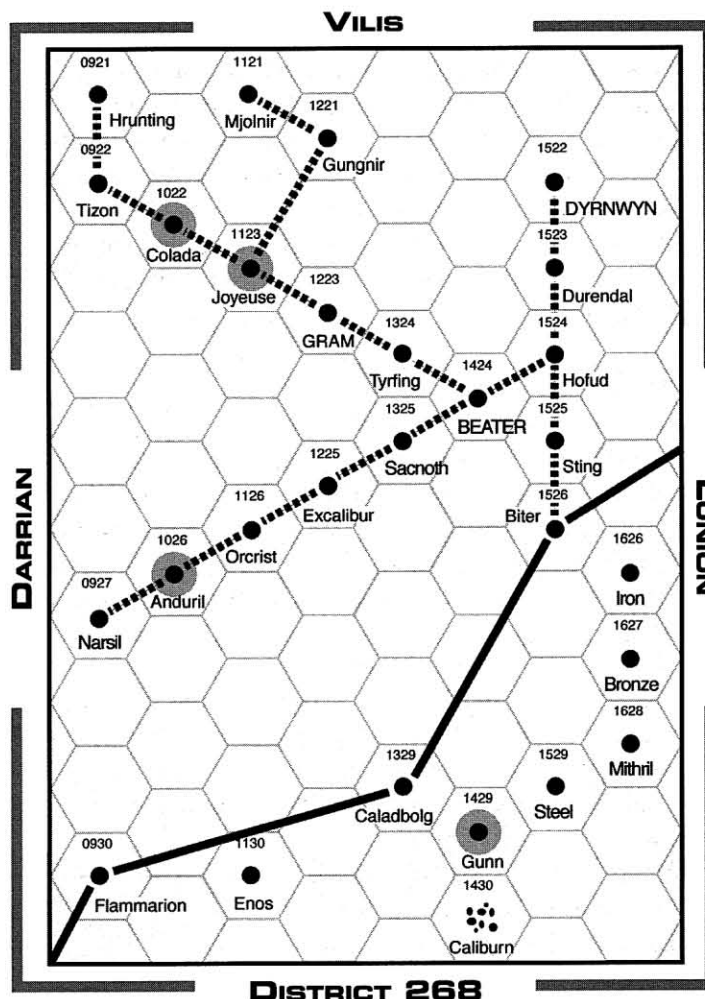
Starport: Class III.

Diameter: 7,874 miles (12,670 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 71%. *Climate:* Normal. *Population:* 7,220,000. *Government:* Athenian-style democracy. *Control Rating:* 1 *TL:* 8.

The primarily agricultural society (cattle and grain) of this large and comfortable planet celebrates individual freedom, but also stresses the moral responsibility of each individual to his/her peers. Society is open and caring, with hospitality toward strangers the norm.

Progress is slow, since every citizen has a say in every decision, which has led to a laidback lifestyle where, “There’s nothing but the milking that can’t wait until tomorrow.” Offworld traders find the locals infuriatingly slow to reach a deal, while local traders seem very prosperous.

SWORD WORLDS SUBSECTOR MAP



SWORD WORLDS SUBSECTOR

The Sword Worlds were settled around -400 to -200, with all the worlds of the group named for famous weapons (mostly swords) of Terran history and mythology or for metals. While there have been differences, up to and including war, between the individual Sword Worlds, cultural ties have kept the Sword Worlds together as a political entity – though this entity has been everything from a collection of trading pacts through a feudal alliance to almost an empire.

All the worlds of the Sword Worlds maintain their own navies, elements of which are placed under central command when required.

After the Fifth Frontier War, Imperial forces again occupied several of the Sword Worlds. This time it was Dyrnwyn, Durendal, Hofud, Beater, Sting, Biter, Iron, Bronze, Mithril and Steel that were occupied. This prompted Tyrting and Sacnoth to secede from the Sword Worlds Confederation.

In the years that followed the war, the Border Worlds was set up as an Imperial client state. The 12 above-named worlds formed the initial Border Worlds, with its capital at Sting (later Beater).

Since this time, shifts in policy have allowed Dyrnwyn and Durendal to rejoin the Sword Worlds, though as demilitarized worlds watched closely by the Imperium. Sting has become independent, having seceded from the Border Worlds in 1118, though it remains a client state of the Imperium. Biter, Iron, Bronze, Mithril and Steel are now “properly” Imperial worlds, while the Border worlds now consist of Tyrfin, Sacnoth, Excalibur, Hofud and Beater.

0921 Hrunting (Sword Worlds)

Starport: Class IV. Military base.

Diameter: 4,165 miles (6,702 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 30%. *Climate:* Normal. *Population:* 32,000,000. *Government:* Representative democracy (of sorts – in fact, the people are represented by hereditary noble overlords). *Control Rating:* 3. *TL:* 9.

Hrunting has been the jumping-off point for several expeditions into the Darrian subsector, and maintains a permanent staff at the military base for the purposes of organizing coalition fleets. The base itself can accommodate far more vessels than are normally stationed there, for the same purpose. The system is routinely patrolled for spy vessels to maintain the secrecy of operations, and fleet maneuvers are carried out on a regular basis to desensitize any observers who do manage to get a glimpse of what’s going on.

Hrunting is a well-developed world, with a variety of industries, and the local standard of living is very high.

0922 Tizon (Sword Worlds)

Starport: Class IV. Military base.

Diameter: 3,002 miles (4,830 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 61%. *Climate:* Cold. *Population:* 372,000,000. *Government:* Civil service bureaucracy. *Control Rating:* 3. *TL:* 9.

Tizon is a small, dense world with large deposits of industrial metals. Mining communities are

scattered all over the globe, in the icecaps and under the oceans. The port sees vast numbers of commercial vessels pass through each year, and commerce is an important part of the economy. Tizon has two moons, both tiny specks of rock. Neither has a more significant installation than a tracking relay station.

0927 Narsil (Sword Worlds)

Starport: Class IV. Military base.

Diameter: 4,779 miles (7,689 km). *Atmosphere:* Standard oxygen-nitrogen, tainted by industrial pollutants, but responding to environmental measures. *Surface Water:* 38%. *Climate:* Normal. *Population:* 27,000,000,000. *Government:* Technocracy (noble families own the various corporations that make up Narsil’s economy). *Control Rating:* 5. *TL:* 9.

Narsil has long been the industrial powerhouse of the Sword Worlds, a status that will be difficult to keep in the wake of the new wave of environmentalism. Among the population, crowded into dirty cities, there is a great deal of ill-feeling about the environmental laws. If the factories close or change their labor-intensive, wasteful policies, then there will be mass unemployment. The populace would apparently rather suffer unbreathable air, ill health and perhaps an early death than lose their jobs. The rising tide of resentment has led to vandalism and violence on the streets. The formation of a special police force as part of

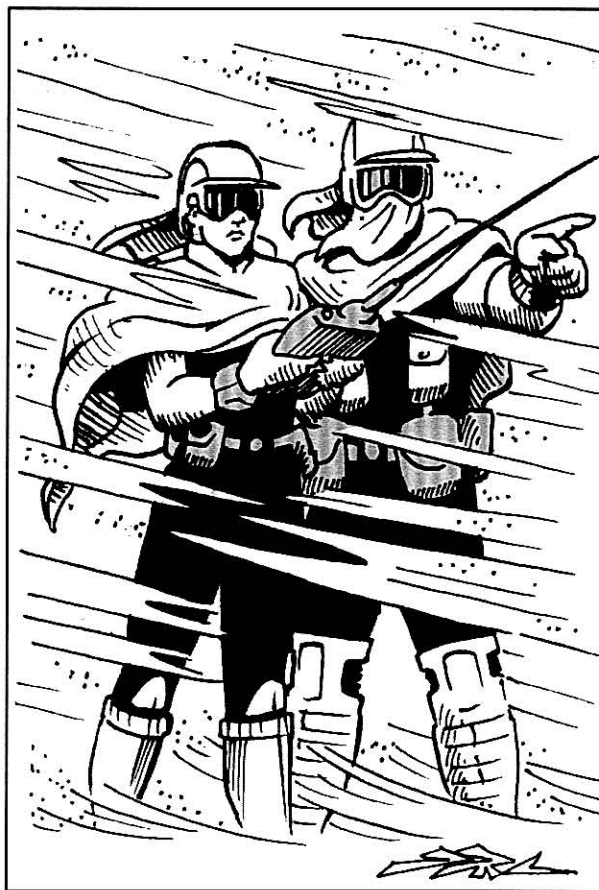
the military has led to a lamentable sentients’ rights record, and breeds more violence. The question is not if Narsil’s society is going to rip itself apart, but when. Said one powerful industrialist, “Perhaps it’d have been better to just go on poisoning ourselves . . .”

0930 Flammarion (Imperial)

Starport: Class V. Scout way station and naval base.

Diameter: 5,878 miles (9,457 km). *Atmosphere:* Very thin (unbreathable), consisting mainly of nitrogen. *Surface Water:* 29%. *Climate:* Cool. *Population:* 77,000 (employees of Ling Standard Products or their dependents). *Government:* Subjugated (Ling Standard Products). *Control Rating:* 2. *TL:* 9.

Flammarion has a single large moon that is the site of the



naval base. LSP has long owned Flammarion, a wise investment considering its location as the main Xboat and trade link to the Five Sisters subsector and beyond. The world's importance may decline now that District 268 is opened up, but the naval and scout bases will continue to make this an important and profitable world for centuries to come.

1022 Colada (Sword Worlds) – Amber Zone

Starport: Class IV. Military base.

Diameter: 3,232 miles (5,201 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 40%. *Climate:* Normal. *Population:* 2,372,000. *Government:* Civil service bureaucracy. *Control Rating:* 2. *TL:* 9.

Colada is a pleasant and forgiving world, with vast pastures given over to the rearing of beef cattle. The population is thinly spread about the globe, with few settlements over 1,000 inhabitants, except for the startown.

By contrast to the rest of the world, Colada startown is notoriously dangerous, with some areas being virtual no-go areas for the police. Almost anything can be bought in the startown, but the trick is living long enough to get out with it. Matters are so bad that a number of minor subsidiary downports (class I or II) have appeared, and produce is either taken directly to the highport or else flown into “safe” areas within the main downport.

1026 Anduril (Sword Worlds) – Amber Zone

Starport: Class V. Military base.

Diameter: 9,467 miles (15,232 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 49%. *Climate:* Normal. *Population:* 222,000,000. *Government:* Technocracy (bordering upon anarchy). *Control Rating:* 2. *TL:* 9.

Areas of Anduril have been in open rebellion for two to three years, with popular leaders appearing faster than the hard-pressed security forces can bring them down. Many of the ruling class have lost their lives, and the remainder have tended to concentrate their holdings in a small, easily defended area, creating virtual fortress estates. The reasons for these uprisings seem to vary, and perhaps there is no single cause, just general dissatisfaction among the people.

1121 Mjolnir (Sword Worlds)

Starport: Class IV. Military base.

Diameter: 4,948 miles (7,962 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* None. *Climate:* Tropical. *Population:* 52,000. *Government:* Representative democracy. *Control Rating:* 2. *TL:* 9.

Mjolnir is a sun-baked rock of a world, which is most unusual in that it orbits a much larger rocky body. The lat-

ter is named Niflheim, and is a massive world shrouded in clouds of dense gas. Rare glimpses through the clouds of the surface seem to indicate plant life at least, but automatic probes cease to signal once they enter the clouds, and manned expeditions frequently fail to return. Niflheim is the subject of a great deal of speculation, remaining mysterious even after all these centuries. The occasional adventurer-explorer tries to make his name by landing on Niflheim, but most find only an early grave.

1123 Joyeuse (Sword Worlds) – Amber Zone

Starport: Class IV. Military base.

Diameter: 4,009 miles (6,450 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 44%. *Climate:* Cool. *Population:* 41,000,000. *Government:* Civil service bureaucracy. *Control Rating:* 5. *TL:* 9.

Joyeuse is a world of temperate plains and rolling hills, where cattle and other beasts are herded. The lifestyle of the majority of the inhabitants has changed little for centuries. The main moon of Joyeuse is the site for a heavily fortified military base and training facility.

1126 Orcrist (Sword Worlds)

Starport: Class IV. Military base.

Diameter: 7,958 miles (12,805 km). *Atmosphere:* Exotic (carbon dioxide and nitrogen). *Surface Water:* 62%. *Climate:* Normal. *Population:* 42,000,000. *Government:* Hereditary oligarchy. *Control Rating:* 2. *TL:* 9.

Orcrist is a relatively young world on which the atmosphere has not been transformed into an oxygen-nitrogen mix by life processes. Attempts to terraform the world by seeding algae in the oceans have so far achieved little (although the algae is beginning to take hold in many places). The world is thus a barren expanse of rock, its sharp-edged mountains not yet eroded by wind. There is little soil, and the Orcrist Soil Manufacturing project is a highly publicized operation intended to remedy this.

1130 Enos (Imperial)

Starport: Class I.

Diameter: 1,961 miles (3,156 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* None. *Climate:* Very hot. *Population:* 75,000. *Government:* Impersonal bureaucracy. *Control Rating:* 6. *TL:* 5.

Enos is a dense world, perhaps a captured body. The most striking feature of this world is the Fire Sea, a seismically active region lying atop large deposits of oil and gas. Seismic activity can cause these pockets to rupture, creating spectacular gas plumes or oil fountains, which sometimes ignite to create fountains or rivers of flame. These can trigger other eruptions or set fire to underground pockets, causing further explosions.

1221 Gungnir (Sword Worlds)

Starport: Class IV. Military base.

Diameter: 3,943 miles (6,345 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by airborne pollen and other allergens of mild virulence. *Surface Water:* 40%. *Climate:* Normal. *Population:* 47,000,000 (divided among a bewildering array of feudal states with constantly shifting allegiances). *Control Rating:* 2. *TL:* 8.

Gungnir is the Sword Worlds in microcosm, a world of cattle ranchers and grain farmers, fiercely proud and independent. The many feudal nobles of Gungnir skirmish among themselves and occasionally produce a would-be king. Such royal pretensions rarely last. Most recent was Arthur, who managed to put together a realm covering nearly half of Gungnir in the period 1108-1112, before his death at the hands of an assassin. This event provoked a particularly nasty spate of infighting over the next two years, and also the event known as von Kreden's Death-ride (p. 14).

1223 Gram (Sword Worlds) Sword Worlds Capital

Starport: Class V. Military base.

Diameter: 7,935 miles (12,767 km). *Atmosphere:* Dense oxygen-nitrogen tainted by industrial pollution. *Surface Water:* 55%. *Climate:* Normal. *Population:* 6,839,000,000. *Government:* Technocracy. *Control Rating:* 5. *TL:* 9.

Gram is a heavily industrialized world, and its atmosphere has suffered accordingly over the centuries. The orbital base is new, a replacement for the original one that was badly battered during the last days of the Fifth Frontier War. Gram produces most of the warships used throughout the confederation. Conditions in Gram's industrial cities are rather grim, with unrest common among the workers.

1225 Excalibur (Border Worlds)

Starport: Class IV.

Diameter: 3,022 miles (4,862 km). *Atmosphere:* Very thin oxygen-nitrogen, with volcanic gas and ash taint. *Surface Water:* 36%. *Climate:* Cool. *Population:* 47,000,000. *Government:* Charismatic dictatorship. *Control Rating:* 2. *TL:* 9.

After a period of internal collapse and bitter civil war, Excalibur did away with its old ruling class and installed a popular dictator. The world also applied for and gained membership of the Border Worlds. As an Imperial client state, it was decided that smaller armed forces were needed, and the reduction in military spending has freed money for investment in many areas. While the wounds of the civil war will take time to heal, the improvements in

living standards, education and industry have helped greatly.

Excalibur has three moons. Two are typical – small lumps of light rock. The third seems to be a captured body, which entered orbit over Excalibur only four or five millenia ago. In 1118, a team of prospectors found what appear to be ruins on this moon. How they got there, or where the moon came from, are questions that intrigue local scientists.

1324 Tyrfing (Border Worlds)

Starport: Class IV.

Diameter: 6,104 miles (9,822 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 72%. *Climate:* Normal. *Population:* 77,000,000. *Government:* Oligarchy (hereditary noble class). *Control Rating:* 2. *TL:* 9.

Tyrfing is the interface between the Border Worlds and the Sword World Confederation. The Imperial Marine occupation force has been largely replaced by a large garrison of Imperial Army troops, plus an extensive fleet of system-defense boats and a few remaining marine detachments. Trade with the Confederation is actively encouraged, though at present the rate is still quite small. Customs checks on incoming ships are very thorough, for obvious reasons.

1325 Sacnoth (Border Worlds)

Starport: Class IV.

Diameter: 7,172 miles (11,540 km). *Atmosphere:* Standard oxygen-nitrogen, tainted by small amounts of an unknown substance thought to be harmful to humans. *Surface Water:* 50%. *Climate:* Normal. *Population:* 9,238,000,000. *Government:* Technocracy. *Control Rating:* 2. *TL:* 10.

A heavily industrialized, high-population world, Sacnoth was a great loss to the Confederation. After a shaky start, the population settled well under Imperial rule and Sacnoth was the first of the Border Worlds to be granted home rule, in 1114. Defense is handled mainly by local forces, though an Imperial Navy squadron is based on a moon of the gas giant Falka.

The composition of Sacnoth's atmospheric taint is unknown, and defies investigation. The concentration of this substance, which is thought to cause cancers and other serious ailments in humans, varies in an unpredictable manner that has not yet been matched to any detectable phenomenon.

1329 Caladbolg (Imperial)

Starport: Class IV. Scout base.

Diameter: 2,985 miles (4,803 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 49%. *Climate:* Cold. *Population:* 99,000,000. *Government:* Multiple societies. *Control Rating:* 2. *TL:* 9.

Caladbolg's many nation-states are mainly situated around the equatorial and sub-tropical regions, where the temperatures stay above freezing for most of the year. Much of Caladbolg's ocean is covered in pack ice. Land is mainly tundra and glacier.

Despite this, the inhabited parts of the world are heavily industrialized, with produce ranging from transport to weaponry. Imperiallines maintains a small maintenance facility in orbit over Shashka, an iceball in the outsystem. The facility caters to a small amount of independent commercial shipping as well as maintaining the Imperiallines vessels assigned to the Five Sisters run. The quality of refits from this installation is famous, making it worth the trip in the eyes of many captains.

1424 Beater (Border Worlds) Border Worlds Capital

Starport: Class IV. Naval base.

Diameter: 5,927 miles (9,536 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 52%. *Climate:* Tropical. *Population:* 6,200,000. *Government:* Civil service bureaucracy (the Border Worlds Administration). *Control Rating:* 2. *TL:* 9.

Beater became the capital of the Border Worlds in 1116, and maintains a naval base to accommodate the border fleet, barracks for the Intervention Force and Peacekeeping Force, plus a large orbital administration complex for the Border Worlds government.

The world itself is a rich agricultural planet, with a hot and almost soupy atmosphere giving rise to rampant flora. The populace take pains to show their "Border Worlds" loyalty, implying a certain pride in being the world chosen to lead the small client state.

1429 Gunn (Imperial) – Amber Zone

Starport: Class I.

Diameter: 3,080 miles (4,956 km). *Atmosphere:* Thin oxygen-nitrogen, "tainted" by solar radiation. *Surface Water:* 37%. *Climate:* Warm. *Population:* 68, all of whom are employees of Sternmetal Horizons, LIC. *Government:* Subjugated (Sternmetal). *Control Rating:* 0. *TL:* 8.

Gunn has practically no magnetic field, and is thus subject to unhealthily high levels of stellar radiation. Despite a lack of ferric and other magnetic metals, the world has substantial deposits of lead, tin, copper, rare earths and also some gemstones.

Gunn is a frontier mining camp with a dangerous environment, hence the amber Travellers Aid Society classification.

1430 Caliburn (Imperial)

Starport: Class I.

Asteroid belt: Asteroid belt. *Atmosphere:* None. *Surface Water:* None. *Climate:* None. *Population:* 94,000. *Government:* Subjugated (Sternmetal Horizons). *Control Rating:* 2. *TL:* 9.

As well as being a major mining operation, Caliburn Belt serves as a supply depot for a number of minor Sternmetal operations in the region.

1522 Dyrnwyn (Sword Worlds)

Starport: Class IV.

Diameter: 9,585 miles (15,422 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 76%. *Climate:* Icy. *Population:* 22,000. *Government:* Subjugated (the Gungnir-based Fortarn Conglomerate). *Control Rating:* 1. *TL:* 9.

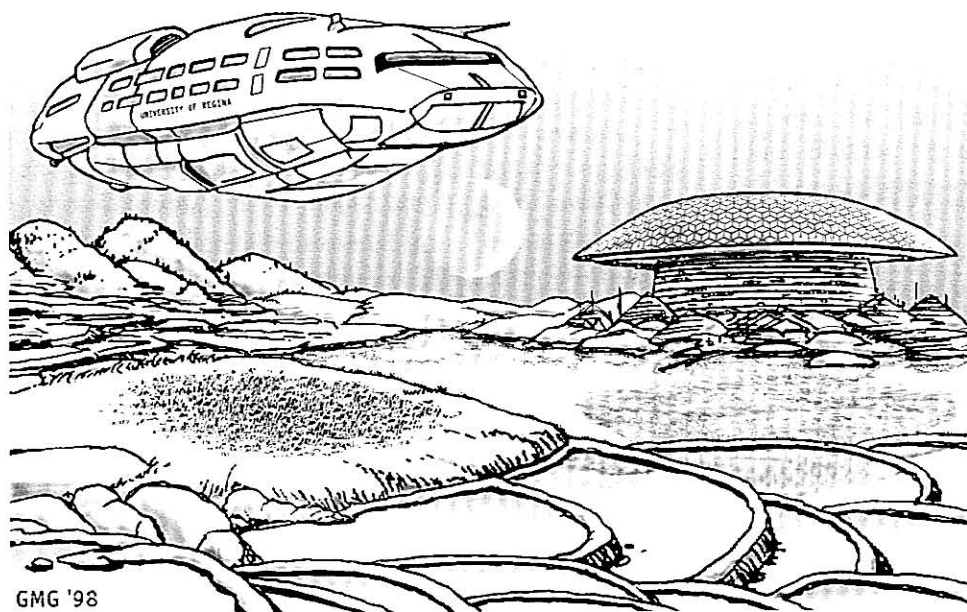
After the military base was dismantled, Dyrnwyn was returned to its corporate owners as part of a "goodwill" package to cement the new peace.

Many have expressed doubt as to whether this was a good idea – Dyrnwyn would make a fine Imperial colony, they say.

1523 Durendal (Sword Worlds)

Starport: Class IV.

Diameter: 5,746 miles (9,245 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 74%. *Climate:* Normal. *Population:* 7,200. *Government:* Oligarchy (Durendal is a possession of what used to be the Royal House of Sacnoth). *Control Rating:* 2. *TL:* 9.



After a period of demilitarization and occupation, Durendal was allowed to rejoin the Confederation in 1116, subject to certain restrictions on military forces. The world is little more than a royal residence, an entire world given over to the use of the royal family. Such extravagance has caused friction with overpopulated worlds such as Gram, but the Sacnoth royal house has so far resisted pressure to open up their spare world to Gram colonists.

1524 Hofud (Border Worlds)

Starport: Class IV.

Diameter: 6,084 miles (9,789 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 62%. *Climate:* Normal. *Population:* 58,000. *Government:* Technocracy. *Control Rating:* 1. *TL:* 9.

Hofud remains the most “difficult” of the Border Worlds. Continuing guerrilla activity and insurgency plague the best efforts of the Border Office to broker a lasting peace. The world government, such as it is, cannot effectively keep control – not with some members supporting the rebels – and the Border Office is rumored to be about to declare martial law and bring in Imperial forces to crush the rebels.

Hofud is an agricultural world, whose population is scattered in small communities across the western arm of the main continent. The rest of the world is undeveloped. Hofud is unusual in that it has no less than 11 moons and a dust ring, an extremely high number for a non-gas giant.

1525 Sting (Imperial Client State)

Starport: Class IV.

Diameter: 6,106 miles (9,825 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by highly toxic heavy gases. *Surface Water:* 52%. *Climate:* Normal. *Population:* 75,000,000. *Government:* Impersonal bureaucracy. *Control Rating:* 3. *TL:* 9.

Sting was the original capital of the Border Worlds, but gave up that distinction when the capital moved to Beater. In 1118, Sting petitioned to become a full Imperial world. Client status was awarded until the petition could be properly administrated. A decision is expected in 1121, Strephon’s Jubilee Year.

Sting’s thin atmosphere is tainted only in low-lying areas, where concentrations of heavy gases – chlorine among others – can be lethal to unprotected breathers. The source of these gases is thought to be underground chemical processes venting into the valleys, but no conclusive study has been conducted.

1526 Biter (Imperial)

Starport: Class IV.

Diameter: 2,757 miles (4,436 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 41%. *Climate:* Normal.

Population: 230,000. *Government:* Athenian-style democracy. *Control Rating:* 1. *TL:* 9.

Biter is an agricultural world, unremarkable except for its immense variety of tree-dwelling fauna. Biter was a Border World that successfully petitioned for and was granted Imperial membership in 1119.

1529 Steel (Imperial)

Starport: Class I.

Diameter: 6,118 miles (9,844 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 47%. *Climate:* Hot. *Population:* 4,300. *Government:* Subjugated (Sword Worlds’ Colonial Office). *Control Rating:* 1. *TL:* 8.

Steel was one of the “reserve worlds” maintained by the Confederation in case expansion required new worlds to exploit. Taken over by the Imperium, Steel was colonized in 1115, and is the scene of continued development and a steady trickle of colonists from Imperial worlds. Life on Steel is complicated by a life-form known as shell-crabs, which resemble large lobsters (30-40 inches in length). They seem to have a taste for electrical insulation, and can chew through almost anything given time. The shell-crab nuisance could be wiped out, and would be, but for a burgeoning offworld market for shell-crab meat. Many starship captains refuse to transport live shell-crabs after a number of incidents aboard vessels out of Steel.

1626 Iron (Imperial)

Starport: Class I.

Diameter: 4,973 miles (8,001 km). *Atmosphere:* Very thin oxygen-nitrogen. Rapidly disappearing volcanic gas (sulfur compound) taint. *Surface Water:* 94%. *Climate:* Hot. *Population:* None. *Government:* None. *Control Rating:* 0. *TL:* None.

Apart from a small survey team and the starport staff, Iron is uninhabited.

1627 Bronze (Imperial)

Starport: Class I.

Diameter: 1,894 miles (3,048 km). No atmosphere. *Surface Water:* 11% water ice. *Climate:* Frozen. *Population:* None. *Government:* None. *Control Rating:* 0. *TL:* None.

Bronze has a small team of specialist mineralogists conducting a detailed survey, plus the port staff, but no permanent residents.

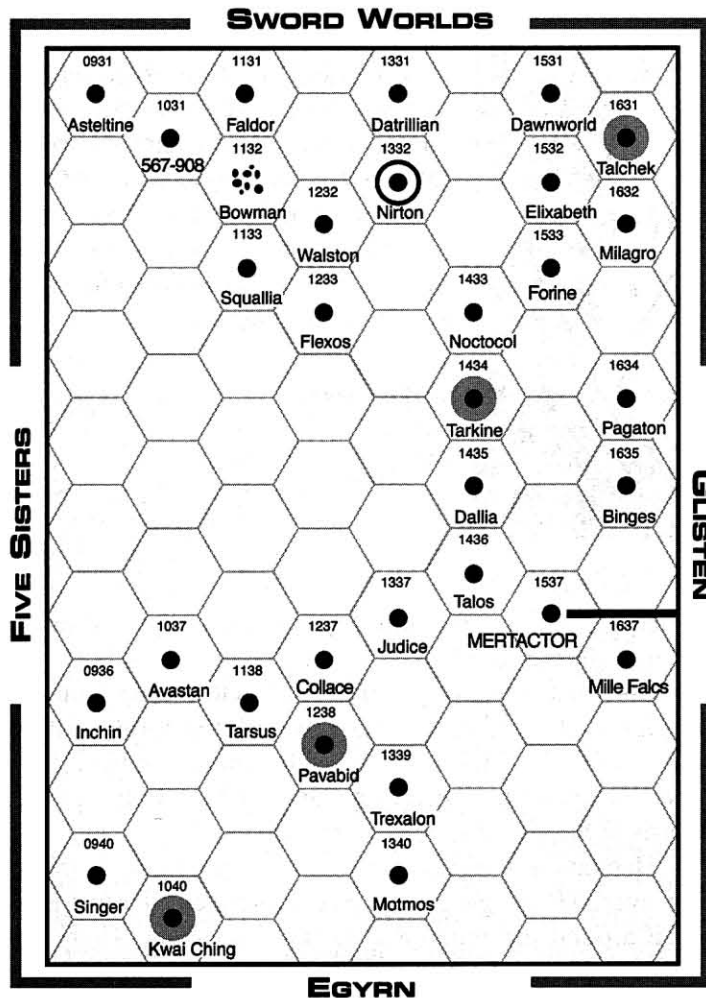
1628 Mithril (Imperial)

Starport: Class I.

Diameter: 5,025 miles (8,086 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 83%. *Climate:* Cold. *Population:* None. *Government:* None. *Control Rating:* 0. *TL:* None.

Apart from the port staff, Mithril is uninhabited.

DISTRICT 268 SUBSECTOR MAP



Diameter: 6,489 miles (10,440 km). *Atmosphere:* Exotic with a high oxygen level. *Surface Water:* 69%. *Climate:* Very hot. *Population:* 22,000. *Government:* Small family groups. *Control Rating:* 2. *TL:* 9.

Asteltine and its planetoid belt are mineral rich. The population is all belters and miners who support the large starport by providing a continual supply of top quality ores. Vessels approaching the port are escorted in by one of two mercenary escort vessels on retainer to the world's port authority.

It is thought that the Imperial Sector Administration pays for this escort service.

0938 Inchin (Imperial Client State)

Starport: Class II.

Diameter: 373 miles (600 km). *Atmosphere:* Very thin oxygen-nitrogen, tainted by dust particles. *Surface Water:* None. *Climate:* Chilly. *Population:* 8,400. *Government:* Technocracy. *Control Rating:* 6. *TL:* 9.

A gas-giant moon, Inchin only exists to provide a starport as this is the only one of two mains that allow ships to travel from Glisten to Five Sisters, around the Collace rift. It has recently opened a trade agreement with the Mewey Empire for the provision of food supplies in exchange for technology.

0940 Singer (Independent) – Amber Zone

Starport: Class II.

Diameter: 4,512 miles (7,260 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 30%. *Climate:* Normal. *Population:* 9,000,000. *Government:* Multiple societies, governed by 16 distinct nations. *Control Rating:* 1. *TL:* 6.

Singer has recently fought a world war and has seen the rise of a new world power, the Nation of A'greel, which now owns the main northern continent and the world's starport. The old powers of Dgel and Snaith have formed a pact, and it looks as if Singer is about to fight its third world war. The amber classification is a result of this tension.

1031 567-908 (Independent)

Starport: Class I.

Diameter: 5,034 miles (8,100 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 20%. *Climate:* Warm. *Population:* 300,000 Shriekers. *Government:* Theocracy. *Control Rating:* 2 *TL:* 5.

This is the homeworld of the intelligent race known as the Shriekers, and as a result the Scout Service is building a new base to study them, after the discovery by a Mora business man named Kafla Thinquellie in 1110. The Shriekers are a nomadic race ruled by a class of priests who all follow the teaching of the *Dtai-denuls* and live in the last Shrieker city, The Great Retreat.

DISTRICT 268

Imperial District 268 was the 268th sequentially designated district since the foundation of the Imperial identifying policy. District 268 was opened for Imperial development in 941 by decree of the Empress Margaret II.

Under this policy, the worlds of a district were not Imperial members, but received Imperial protection. Imperial affairs were administered from Glisten Subsector, but a token capital was maintained at Mertactor with support from squadrons of the Imperial 100th Fleet.

The subsector has a few minor races, including the Shriekers of 567-908 and Otarr of Faldor.

Alert: Aslan ihatei fleets have been encountered at Motmos and scouts report Aslan fleets in Glisten. Initial reports also place a Trexalon battle cruiser at Motmos as part of the Aslan Fleet.

0931 Asteltine (Imperial Client State)

Starport: Class IV.



Otarri. Government: Charismatic dictatorship (the High Queen). **Control Rating:** 3. **TL:** 5.

Faldor is home to a minor race called the Otarri who are called "lung fish" by Imperials, as they are a very primitive amphibian and to humans appear very fishlike. They have a preindustrial society based in the western swamp lands of Faldor.

The Otarri do trade with the Sword Worlds via Enos for some high-tech devices to make life easier for the richer Otarri.

1132 Bowman (Imperial Client State)

Starport: Class II. Scout base.

Asteroid Belt. Atmosphere: None. **Surface Water:** None.

Climate: None. **Population:** 8,700. **Government:** Starport under Scout Service control, elsewhere in the belt none. **Control Rating:** 0. **TL:** 9.

This belt occupies a series of planetoid rings from 19 million to 110 million miles (30 million to 180 million kilometers) out, making it one of the most extensive belts ever discovered. There is no overall law, only laws at Garrison Starport enforced by the scouts.

Habitation is spread thin in the system, rarely numbering over 100 people at one place. Garrison Starport is in orbit around the innermost of the gas giants. There are also a number of small facilities used for resupply, rest and recreation by belters located in the Trojan Clusters and in the main belt. Ling Standard Products maintains a base in the gas giants established in 853, from which it controls its in-system mining operations.

Koenig's rock is an inhabited asteroid with an orbit near the center of the belt and has a reputation as a "space dive."

1133 Squallia (Imperial Client State)

Starport: Class III.

Diameter: 3,853 miles (6,200 km). **Atmosphere:** Very thin oxygen-nitrogen. **Surface Water:** 80%. **Climate:** Cold. **Population:** 3,000,000. **Government:** Divided between 32 city states, six of which are Imperial client states. **Control Rating:** 5. **TL:** 9.

Squallia was settled by colonists from Fornice in 453 during the Fornice-Mora population crisis. Since that time the colonists have slowly divided into opposing groups that thus far have resolved their differences by debate. Ever since six states became Imperial clients, relationships have soured.

1037 Avastan (Imperial Client State)

Starport: Class III.

Diameter: 3,990 miles (6,420 km). **Atmosphere:** Very thin oxygen-nitrogen. **Surface Water:** 27%. **Climate:** Cold. **Population:** 730,000. **Government:** Athenian-style democracy. **Control Rating:** 0. **TL:** 9.

Set up by the Collace industrial combine, this colony found no mineral deposits worth mining and its population has fallen to a few thousand who now all work at the starport providing services for ships that are avoiding the Collace Rift.

1040 Kwai Ching (Independent) – Amber Zone

Starport: Class III.

Diameter: 4,984 miles (8,020 km). **Atmosphere:** None. **Surface Water:** 30%, primarily polar ice caps. **Climate:** Very cold. **Population:** 30,300,000. **Government:** Technocracy. **Control Rating:** 5. **TL:** 9.

Kwai Ching is a world under attack. In the last eight years a pirate band has attacked and plundered the starport on several occasions. The government has come under new pressure to act and has at last brought in a company of mercenaries to protect the port.

This action may have come too late as several groups have now formed to challenge the government's right to rule.

1131 Faldor (Independent)

Starport: Class I.

Diameter: 4,562 miles (7,340 km). **Atmosphere:** Dense oxygen-nitrogen tainted by fungal spores. **Surface Water:** 27%. **Climate:** Warm. **Population:** 5,000,000

1138 Tarsus (Imperial Client State)

Starport: Class IV.

Diameter: 5,100 miles (8,206 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 41% (divided between two seas). *Climate:* Very hot to very cold (variation due to highly eccentric orbit). *Population:* 2,320,000. *Government:* Athenian-style democracy (through Board of Commissioners who pass most decisions to votes of the whole population). *Control Rating:* 0. *TL:* 9.

Tarsus is an agricultural world originally settled from Fornice from 456-460. The world contains two settlements descended from Sword Worlders. One is the low-tech survivors of an oil refinery dating from 104 and the other is the descendants of a Tizonian army regiment accused of war crimes on Vilis during the Second Frontier War, and who fled to escape Imperial war-crime prosecution. Tarsus is a member of the Agworld Combine based at Motmos and supplies Collace and Forine with agricultural products, particularly nubble meat. Nubbles are semi-domesticated stocky herbivores (880 pounds) with a long tail used in defense. They yield protein and high-quality leather.

The megacorporation SUSaG (p. 16) has a large pharmaceutical plant on planet, and maintains tight security.

1232 Walston (Imperial Client State)

Starport: Class III.

Diameter: 5,407 miles (8,700 km). *Atmosphere:* Thin oxygen-nitrogen tainted by mild pollutant affecting low-lying areas. *Surface Water:* 43%. *Climate:* Cool. *Population:* 3,000 (2,700 Vargr). *Government:* Oligarchy (the minority human population). *Control Rating:* 5. *TL:* 8.

At the end of the Fourth Frontier War in 1084, Vargr loyal to the Imperium were offered a new home and after much debate were offered some land on Walston, an Imperial client state with a very low population. The original population has made sure that the Vargr remain second-class citizens, and the scouts are becoming concerned by the prospect of rebellion.

1233 Flexos (Independent)

Starport: Class I.

Diameter: 4,773 miles (7,680 km). *Atmosphere:* Nitrogen-rich. *Surface Water:* 11%. *Climate:* Normal. *Population:* 62,000. *Government:* Athenian-style democracy. *Control Rating:* 1. *TL:* 6.

Flexos' population is involved in slowly turning this world into a viable planet, but the lack of technology is making the terraforming very slow. Oxygen masks need to be worn outside at all times.



1237 Collace (Imperial Client State)

Starport: Class IV. Scout base.

Diameter: 5,966 miles (9,600 km). *Atmosphere:* Very thin oxygen-nitrogen polluted with industrial waste. *Surface Water:* 75%. *Climate:* Very cold. *Population:* 2,000,000,000 housed in huge underground cities. *Government:* Athenian-style democracy. *Control Rating:* 1. *TL:* 10.

The most highly populated world in District 268 and a major industrial center producing low-cost high-tech trade goods, Collace was one of the first worlds settled in the district and is the primary candidate for its capital when it is integrated into the Imperium. For the last 15 years Collace has been involved in a "cold war" with the government of Trexalon.

1238 Pavabid (Independent) – Amber Zone

Starport: Class III.

Diameter: 5,966 miles (8,900 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 70%. *Climate:* Normal. *Population:* 738,000,000. *Government:* Theocracy. *Control Rating:* 4. *TL:* 6.

Pavabid is ruled by an offshoot of the Church of Stellar Divinity. The Pavabidian Heresy claims that all the other star-gods are evil and that the one Star-god creates a Son of the Star to fulfill the role of divine ruler.

The inhabitants maintain TL6, but are ignorant and not allowed to travel or meet offworlders. (Travelers from "evil stars.") The Son of the Star rules from his flying palace, which the populace has been led to believe is held up by the hand of God. In fact it relies on contragrav lifters and was built at Glisten.

The offworlders' trade enclave is only 2.3 miles (4 km) square, and is cut off by vast tracts of wilderness in order to prevent "contamination." It is staffed by loyal clergy and guarded by church shock troops.

1331 Datrillian (Independent)

Starport: Class I.

Diameter: 1,523 miles (2,450 km). *Atmosphere:* Very thin oxygen-nitrogen tainted by carbon dioxide. *Surface Water:* 68%. *Climate:* Warm. *Population:* 8,400,000. *Government:* Oligarchy (hereditary ruling class). *Control Rating:* 2. *TL:* 8.

Datrillian is the largest moon of a huge gas giant, ruled by an elite of nobles who descend from "Gram" Sword Worlders. The population lives in one large domed city on the shore of Datrillian's second ocean. Due to the violent nature of the gas giant, the only fuel available is from the seas and the king has decreed that all ships must pay double the normal cost for fuel.

1332 Nirton (Independent) – Red Zone

Starport: Class 0.

Diameter: 6,215 miles (10,000 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* Very cold. *Population:* None. *Government:* None. *Control Rating:* 0. *TL:* None.

The Imperial Navy declared this world a red zone in 599 and maintains a blockading force including two cruisers in orbit to prevent any vessel from approaching the planet. Before the introduction of the blockade, surveys indicated that the planet had once been much larger. Something had peeled the surface completely off. No information is publicly available on how or when this was done.

1337 Judice (Imperial Client State)

Starport: Class I.

Diameter: 9,646 miles (15,520 km). *Atmosphere:* Nitride, with significant nitric-acid vapor. *Surface Water:* 17% nitric-acid seas. *Climate:* Normal. *Population:* three Imperial researchers. *Government:* None. *Control Rating:* 0. *TL:* 8.

Judice's corrosive atmosphere/hydrosphere, where nitric acid has replaced water, has attracted an Imperial research team, who have set up a research station to investigate the world's primitive (but extremely hardy) life forms evolving in the "seas."

1339 Trexalon (Independent)

Starport: Class IV.

Diameter: 2,902 miles (4,670 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 6%. *Climate:* Tropical. *Population:* 902,000,000. *Government:* Technocracy. *Control Rating:* 1. *TL:* 10.

The Trexalon Technical Consortium runs the industrial world of Trexalon and has a strongly anti-Imperial outlook. The Consortium sees the Imperial takeover of the district as a threat to future expansion.

The TTC has recently begun to build an effective fleet, and is involved in a cold war with pro-Imperial Collace, which could soon become a "hot" war.

1340 Motmos (Imperial Client State)

Starport: Class IV. Naval base.

Diameter: 5,718 miles (9,200 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 35%. *Climate:* Warm. *Population:* 7,236,000. *Government:* Civil service bureaucracy. *Control Rating:* 6. *TL:* 6.

The headquarters of the Agworld Combine, Motmos has a very efficient bureaucracy. The world is famed for good growing conditions, and a variety of grain, fruit and root crops are produced. The inhabitants all live in small farmsteads.

Motmos has been subject to a number of Aslan raids in recent years, as ihatei bands push coreward in search of new lands.

1433 Noctocol (Independent)

Starport: Class I.

Diameter: 690 miles (1,110 km). *Atmosphere:* Very dense chlorine. *Surface Water:* 52% (chlorine contaminated). *Climate:* Hot. *Population:* 61,000,000. *Government:* Athenian-style democracy. *Control Rating:* 3. *TL:* 6.

No one knows when humans were introduced to Noctocol, but the design of the domed cities seems to indicate Solomani of the Rule of Man period.

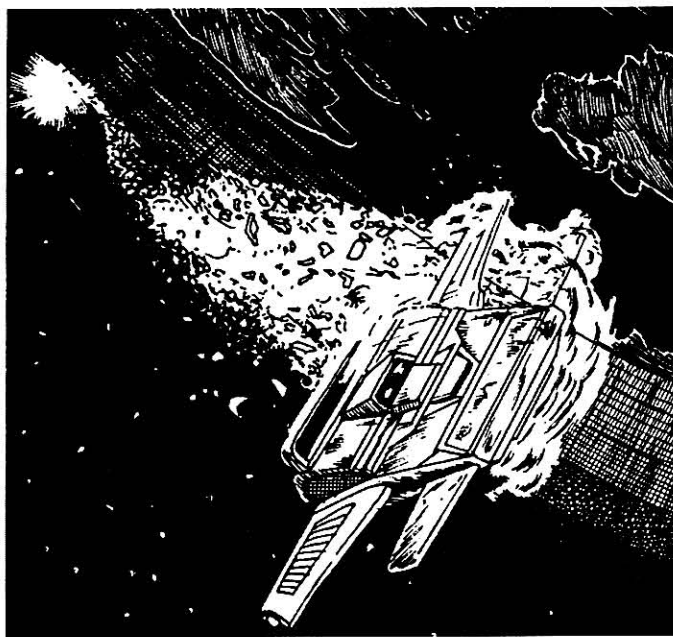
Noctocol's people have maintained a nuclear-based technology, refining the world's minerals to make Noctocol very self-sufficient for a hostile world. The reason for the original settlement is unknown, but the current inhabitants prefer not to leave the home they know.

1434 Tarkine (Imperial Client State) – Amber Zone

Starport: Class III. Scout base.

Diameter: 3,853 miles (6,200 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 60%. *Climate:* Normal. *Population:* 3,000,000. *Government:* Bureaucracy (minister from Dallia). *Control Rating:* 2. *TL:* 7.

Tarkine is another agricultural world belonging to the Ag World Combine. The combine's power was dented on 840 when Dallia took control of the worlds to ensure a supply of food to their hostile world. Since then, Dallia has run the world with a fair hand and has brought it into the Imperial sphere as a client state. Tarkine's weather patterns are very violent and an amber classification has therefore been awarded.



1435 Dallia (Imperial Client State)

Starport: Class IV.

Diameter: 7,462 miles (12,006 km). *Atmosphere:* Corrosive with high concentrations of hydrogen/chlorine-based chemicals. *Surface Water:* 49% (highly acidic seas). *Climate:* Normal. *Population:* 620,000,000. *Government:* Civil service bureaucracy. *Control Rating:* 1. *TL:* 9.

Almost the entire population of Dallia lives in an underground city built long ago by beings unknown. The facility has been studied by Ancients experts, who claim that the technology is different from that typically used by the Ancients. The citizens are more or less self-sufficient, and quite capable of maintaining their life-support and water-extraction equipment. The profits to be made from harvesting chemicals from Dallia's rather nasty surface have prompted more than a small fraction of the population to form corporations, build equipment and start reaping the weird wealth of their world. These companies are small and entrepreneurial in nature. Competition can occasionally become violent.

On a planet where a weak gas seal can mean death for thousands, the population is obsessive about safety, but otherwise has a very free and easy society.

1436 Talos (Independent)

Starport: Class I.

Diameter: 2,890 miles (4,650 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 32% water ice. *Climate:* Very cold. *Population:* 800,000. *Government:* Oligarchy. *Control Rating:* 2 *TL:* 9.

The noble house of Talos, who own Talos, don't wish to advance their world and have resisted improving the starport. They are happy to allow just enough trade to ensure their lavish lifestyles.

1531 Dawnworld (Imperial)

Starport: Class I.

Diameter: 8,403 miles (13,520 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 50% *Climate:* Hot. *Population:* None. *Government:* None. *Control Rating:* 0. *TL:* None.

Dawnworld is a very young world with simple one-celled life just beginning in its seas and oceans. The land mass is bare and volcanic, with the sky dominated night and day by the image of the huge green mass of the gas giant Dawnworld orbits. The world has been recently claimed by the Imperium, and survey teams are carrying out their tasks on-planet, perhaps with a view to colonization.

1532 Elixabeth (Imperial Client State)

Starport: Class IV.

Diameter: 4,474 miles (7,199 km). *Atmosphere:* Very thin oxygen-nitrogen tainted by industrial waste. *Surface*

Water: 61%. *Climate:* Cold. *Population:* 22,000. *Government:* Dictatorship (Sword Master of Forine). *Control Rating:* 4. *TL:* 8.

Elixabeth is one of the worlds of the old Forine Assembly, which was in response to Imperial pressure in 990. This pressure also allied Elixabeth to the Imperium, even though the home world of Forine remained non-aligned.

1533 Forine (Independent)

Starport: Class II.

Diameter: 2,635 miles (4,240 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* 22% water ice. *Climate:* Very cold. *Population:* 1,600,000,000. *Government:* Dictatorship. *Control Rating:* 5. *TL:* 9.

Forine's surface is completely covered by dwellings and factories, encasing the world in a metal and plastic shell. Within the sealed "city," Forine is led by a sword lord and his elite sword masters, who enforce the law via duels. The rest of the population has few rights or say. The current sword lord is unpopular, having backed Sword World policy during the Fifth Frontier War, which has led to crippling economic Imperial sanctions.

Resistance groups have begun to form, and Forine's security forces are earning a bad reputation for civil rights abuses.

1537 Mertactor (Imperial Subsector Capital)

Starport: Class IV.

Diameter: 1,927 miles (3,100 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 19%. *Climate:* Warm. *Population:* 60,000,000. *Government:* Oligarchy. *Control Rating:* 1. *TL:* 9.

Mertactor is the token capital of the District 268 subsector. All real decisions are made by Imperial nobles based at Glisten, but Mertactor remains an important world lying at the very end of the Glisten Xboat network, and at the head of the Collace Main that carries all of the trade between Glisten and Five Sisters. The world is the personal fief of the marquis of Mertactor, who is at present also the admiral in charge of the 100th Fleet.

1631 Talchek (Imperial Client State) – Amber Zone

Starport: Class III.

Diameter: 7,054 miles (11,350 km). *Atmosphere:* Corrosive fluorine. *Surface Water:* 10% hydrofluoric acid seas. *Climate:* Mild. *Population:* 60,500. *Government:* Ruled by a sword master of Forine. *Control Rating:* 2. *TL:* 6.

Forine set up another colony on copper-rich Talchek and in 990 again allowed the Imperials to upgrade the starport and maintain a military presence (a battalion of

marines, plus support and logistics) to secure the port. The entire population lives in an enclosed structure that also acts as the downport. The corrosive atmosphere is so dangerous that an amber code has been imposed. The world also contains ruins of a Darrian gas refinery dating to about -1000, which have proven next to impossible to study because of the atmosphere.

1632 Milagro (Imperial Client State)

Starport: Class I.

Diameter: 1,927 miles (3,100 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* 6% water ice. *Climate:* Very cold. *Population:* 90,000,000. *Government:* Civil service bureaucracy. *Control Rating:* 6. *TL:* 7.

Milagro is an independent world on which the population has come to depend on employment provided by Ling Standard Products, which now employs 31 percent of the workforce in its various production plants. No one knows why LSP has put so much investment into the world, but as it lies just outside the Imperium many have speculated the choice of worlds is to avoid Imperial laws.

1624 Pagaton (Independent)

Starport: Class III.

Diameter: 7,396 miles (11,900 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 93%. *Climate:* Normal. *Population:* 938,000,000. *Government:* Multiple societies (152 countries). *Control Rating:* 1. *TL:* 5.

Pagaton is an unspoiled low-tech world on which the different countries keep themselves to themselves and have no great interest in war and empire building. Pagaton's only "joint" effort was the financing of the starport (orbital so no one nation benefited), and then only 38 countries finally agreed to support the project.

1635 Binges

Starport: Class V.

Diameter: 7,955 miles (12,800 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* Very cold. *Population:* 700. *Government:* Oligarchy. *Control Rating:* 1. *TL:* 9.

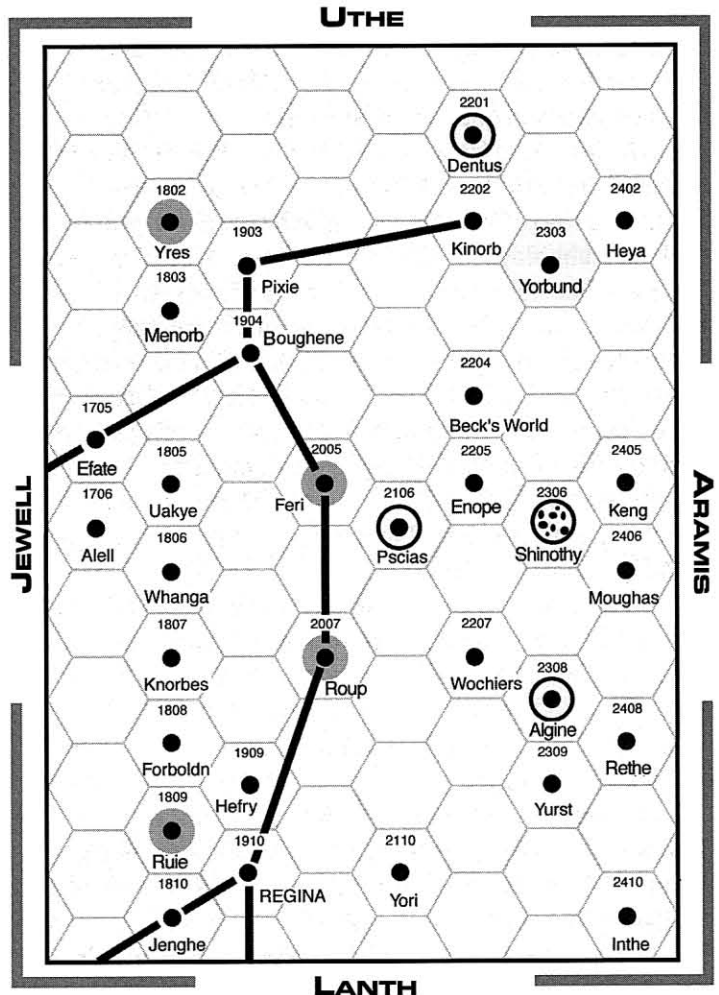
The colony arrived on Binges to make money, and in 812 began to construct a huge starport with financing via the Glisten First Bank. It soon became clear that the Imperium would not in the short term be expanding, and the bank called in the loan, ruining the colony. The world is now the property of the bank's agents, who continue to maintain the complex to ensure that when the Imperial expansions occurs, Binges will be a major world.

1637 Mille Falcs (Imperial)

Starport: Class IV.

Diameter: 8,577 miles (13,800 km). *Atmosphere:* Exotic, with high levels of carbon monoxide. *Surface*

REGINA SUBSECTOR MAP



Water: 21%. *Climate:* Normal. *Population:* 30,000. *Government:* Military (naval rear admiral). *Control Rating:* 6. *TL:* 10.

This is the central command for Imperial forces in the subsector, and has recently had to use its forces to prevent a large Aslan fleet from capturing Motmos. Mille Falcs is under martial law, with the starport completely involved in producing and repairing military starships.

REGINA SUBSECTOR

The Regina Subsector is one of the key subsectors of the Spinward Marches, being the home of Archduke Norris and the seat of the house of Aledon. It also contains the headquarters of the Imperial 213th Fleet at Efate, where Imperial admirals command the fleets ranged against the Zhodani and the Vargr. Boughene contains the headquarters of the megacorporation General Products LIC for the whole Domain of Deneb.

The sector and subsector capital is Regina, the personal fief of the archduke and site of the University of Regina

and the Regina Center for Research. There is pressure on the archduke to move the sector capital to Mora and consolidate it with the domain capital there.

1705 Efate (Imperial)

Starport: Class V. Way station and naval base.

Diameter: 6,339 miles (10,200 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by a low oxygen content. *Surface Water:* 60%. *Climate:* Cold. *Population:* 8,373,000,000. *Government:* Military (naval governor). *Control Rating:* 4. *TL:* 10.

Efate is the home of the famous 213th Fleet, which led the defense of the Lunion subsector during the Fifth Frontier War. Its commander is Sector Admiral Baron Vadid Ligl, a Bwap who proved to be one of the archduke's greatest supporters. In 1118 Baron Ligl was given the position of sector admiral. A brilliant admiral, he is affectionately known by his men as "Gilly" (but seldom in his presence).

1706 Alell (Imperial)

Starport: Class IV.

Diameter: 3,791 miles (6,100 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 68%. *Climate:* Normal. *Population:* 400,000,000. *Government:* Impersonal bureaucracy (the Alell Tourist Authority). *Control Rating:* 6. *TL:* 9.

Alell is a rich man's world set up as a series of huge hotel complexes next to Alell's warm shallow seas. Makhidkarun has recently brought a 24% share in the Alell Tourist Authority.

1802 Yres (Imperial) – Amber Zone

Starport: Class IV.

Diameter: 9,820 miles (15,800 km). *Atmosphere:* Standard, highly radioactive. *Surface Water:* 61%. *Climate:* Normal. *Population:* 1,843,000,000. *Government:* Oligarchy (two habitat councils). *Control Rating:* 3. *TL:* 7.

Yres has suffered a huge Vargr raid which killed 1.2 million people, including every man, woman and child in one of Yres' underwater habitats. The planet has been liberated, but the raid indicates an alarming new Vargr tactic of genocide on a planetary scale.

1803 Menorb (Imperial)

Starport: Class III.

Diameter: 5,718 miles (9,200 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 20%. *Climate:* Cool. *Population:* 3,747,000,000. *Government:* Impersonal bureaucracy (Imperial Colonial Office). *Control Rating:* 6. *TL:* 7.

Menorb could be a good agricultural center, if the archduke would increase the colony's finances and allow

the building of a better starport to attract trade from the heavily traveled Efate-to-Boughene route.

1805 Uakye (Imperial)

Starport: Class IV.

Diameter: 3,667 miles (5,900 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 90%. *Climate:* Cold. *Population:* 303,000. *Government:* Impersonal bureaucracy. *Control Rating:* 5. *TL:* 9.

Uakye remains an underpopulated world content to provide a little light industry and a good quality starport that attracts merchant vessels. The locals are mainly traders and shopkeepers with most of the world's economy tied up in trade. Uakye is unable to produce enough food to support its inhabitants, and does not possess the heavy industrial base required to maintain its own systems. As a result, the populace is dependent upon interstellar trade and commerce, and has become very good at it. Much of the planet away from the port is uninhabited. There are few vessels cruising the oceans beyond a few large factory ships.

1806 Whanga (Imperial)

Starport: Class I.

Diameter: 6,215 miles (10,000 km). *Atmosphere:* Standard oxygen-nitrogen, tainted with sulfur. *Surface Water:* 55%. *Climate:* Warm. *Population:* 20. *Government:* Athenian-style democracy (a simple vote cast by the 20 inhabitants). *Control Rating:* 3. *TL:* 7.

Whanga is a very large, young world orbiting a gas giant. The world has a very active crust with frequent earthquakes and many volcanoes. A survey team from Sternmetal Horizons is currently surveying the planet to judge whether a mine would be profitable. This team and the associated support staff represent the entire population.

Initial indications are that the world has substantial deposits of metal ores such as iron, nickel and zinc, but that volcanic activity will make extraction hazardous and expensive.

1807 Knorbes

Starport: Class I.

Diameter: 7,955 miles (12,800 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 81%. *Climate:* Warm. *Population:* 82,000,000. *Government:* Civil service bureaucracy. *Control Rating:* 2. *TL:* 4.

Knorbes' lesser continent contains an Imperial game preserve under the supervision of the Imperial Ministry of Conservation. Entry is strictly controlled and allowed only in the company of IMC's licensed guides. Rumors of an ancient site within the preserve are denied and trespassers are dealt with harshly by the IMC guards.

The world is famous for its tree krakens, the main animal hunted for sport on the world (and whose liver can be used in the manufacture of anagathics). The port sees considerable though-traffic along the Spinward Main, but vessels are encouraged to be on their way as quickly as possible by the high berthing fees – Cr250 for one day, Cr1,000 every day thereafter.

Despite the low-quality port, the reservation is well protected by IMC forces and several armed small craft, as well as a company-sized Imperial Marine task force

1818 Forboldn (Imperial)

Starport: Class I.

Diameter: 8,080 miles (13,000 km). *Atmosphere:* Dense oxygen-nitrogen, tainted by carbon dioxide. *Surface Water:* 26%. *Climate:* Hot. *Population:* 3,000,000. *Government:* Bureaucracy (Imperial Colonial Office). *Control Rating:* 3. *TL:* 5.

The Imperial Colonial Office program to settle and terraform Forboldn is now 16 years behind schedule due to bad planning and delays resulting from the Fifth Frontier War. Nevertheless, terraforming is progressing well and the oxygen levels will soon rise as super-photo-synthesizing algae remove the excess carbon dioxide.

1809 Ruie (Imperial) – Amber Zone

Starport: Class III.

Diameter: 7,457 miles (11,999 km). *Atmosphere:* Standard oxygen-nitrogen, tainted by Ruie red-spot, a fungal disease. *Surface Water:* 58%. *Climate:* Normal. *Population:* 7,763,000,000. *Government:* Multiple societies, divided into 152 separate nations. *Control Rating:* 2. *TL:* 7.

Ruie is in economic flux with mass unemployment causing a great deal of civil unrest (the reason for the world's amber classification). The pro-Imperial faction of the population has used this crisis to push various states into requesting membership or client-state status.

Ruie red-spot is a persistent affliction similar to athlete's foot, but far more widespread. It resists most forms of treatment and causes near-unbearable irritation.

1810 Jenghe (Imperial)

Starport: Class III.

Diameter: 6,998 miles (11,260 km). *Atmosphere:* Dense oxygen-nitrogen, tainted by particles of dust. *Surface Water:* 92%. *Climate:* Warm. *Population:* 3,463,000. *Government:* Charismatic dictatorship. *Control Rating:* 1. *TL:* 9.

Jenghe once had a moon and a large land mass, but 150 years ago Jenghe's satellite left orbit and crashed into the planet. The resulting damage flooded almost a fifth of the land surface and caused earthquakes everywhere. The climate is still recovering, with orbital dust falling back to the surface as the years go by.

Since this disaster, Archduke Norris bought the world as a personal fief and has been slowly developing it. The reason for the catastrophe remains a mystery, prompting the occasional research team to visit the planet to search for clues. While many theories have been presented – from Zhodani superweapons to the inevitable Ancients, no answers have yet been found. Jenghe possesses an unusually strong magnetic field, which has caused some of the dust to collect into visible belts of iron-bearing particles. Experimental methods of extracting useful minerals from the dust are being tried out by MagnetoDynamics and other corporations.

1903 Pixie (Imperial)

Starport: Class V.

Diameter: 590 miles (950 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* None. *Population:* 90. *Government:* None. *Control Rating:* 1. *TL:* 10.

Pixie's real worth is its large starport providing services along the Xboat route to Kinorb and Aramis. The world itself has a tiny population of belters who have as yet made only small finds.

Situated over the gas giant's northern pole is the Imperial Prison Station 17, an ex-Kinunir-class vessel converted to a prison hulk.

1904 Boughene (Imperial)

Starport: Class V.

Diameter: 8,328 miles (13,400 km). *Atmosphere:* Corrosive fluorine. *Surface Water:* 30% hydrofluoric acid seas. *Climate:* Cool. *Population:* 630,000. *Government:* Oligarchy. *Control Rating:* 1. *TL:* 10.

Boughene is the only rocky body in a very sparse system. The planet serves as a gravity well for the starport, which is a nexus for the Xboat network in the subsector. The population all works for the starport authority – no one actually lives on Boughene, due to the expense involved in creating a colony to survive in the fluorine atmosphere. General Products LIC has its corporate headquarters here, taking up a significant portion of the high-port.

1909 Hefry (Imperial)

Starport: Class III. Scout base.

Diameter: 1,740 miles (2,800 km). *Atmosphere:* None. *Surface Water:* 1% water ice. *Climate:* Frozen. *Population:* 32,000. *Government:* Athenian-style democracy. *Control Rating:* 1. *TL:* 7.

Hefry is an imperial "land grab" world that is being settled by the Imperial Colonial Office to ensure the Imperial border with Ruie. Hefry seems to have once had a trace oxygen-nitrogen atmosphere, which has left strange rock formations that the ICO is promoting as a tourist attraction.

1910 Regina (Imperial Subsector Capital)

Starport: Class V. Naval and scout base.

Diameter: 6,526 miles (10,500 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 80%. *Climate:* Warm. *Population:* 734,000,000. *Government:* Impersonal bureaucracy (members of the Aledon House). *Control Rating:* 5. *TL:* 10.

Regina is a sizable moon circling the gas giant Assiniboia.

While the world is heavily populated, large areas remain unspoiled as nature reserves. The largest reserve is the Marquis Park, an area of great natural beauty centered around the 150-yard-high spire that stands as a monument to House Aledon's achievements.

The world contains the palace of the marquis of Regina (one of the Archduke Norris' titles) and is built in an early Sylean style.

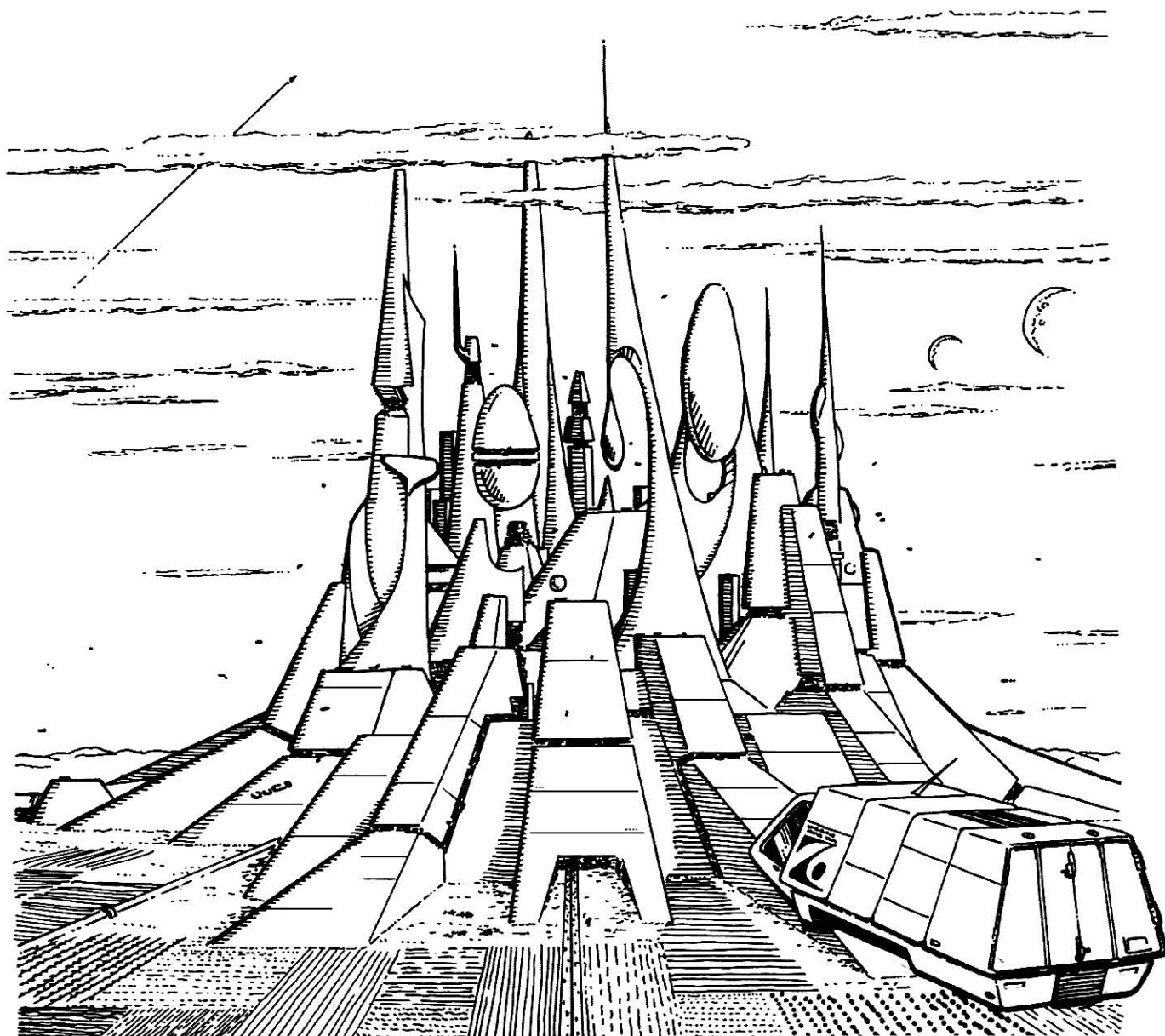
The University of Regina is located on a small island. Although it is a broad-spectrum institution, it concentrates and is famous for its work in the social sciences: history, sociology, cultural anthropology, law enforcement and political science.

Near the capital, Atora, is the world's other famous institution, the Regina Center for Research. While not a true university, the institution is a center for analysis of data received from the region's other universities and colleges. It is financially supported by the Scout Service.

2005 Feri (Imperial) – Amber Zone

Starport: Class IV.

Diameter: 3,045 miles (4,900 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 36%. *Climate:* Normal. *Population:* 600,000,000. *Government:* Multiple societies (the world is divided among seven warring nations). *Control Rating:* 2. *TL:* 9.



The Feri World War began in 1105 and quickly severed the Xboat link between Roup and Boughene. The war was started by an alliance of five nations in an attempt to destroy Imperial influence on Feri.

The Imperium retook the starport in 1106, but even with the support of several Imperial Army divisions, the two loyal nations – Reill and the Kartavian Republic – have been steadily losing ground. The whole planet is a battleground, with areas of low-intensity guerilla conflict and occasional hotspots of open warfare. The situation seems unlikely to improve any time soon.

2007 Roup (Imperial) – Amber Zone

Starport: Class III.

Diameter: 6,837 miles (11,000 km). *Atmosphere:* Standard oxygen-nitrogen, tainted by heavy concentrations of ozone. *Surface Water:* 100%. *Climate:* Warm. *Population:* 3,472,000,000. *Government:* Dictatorship. *Control Rating:* 5. *TL:* 7.

Roup has always had a food shortage, and while quite rich due to the mineral wealth of its seas, most of the world's funds go to food imports. The high prices have fostered the creation of a network of smugglers known as "foodrunners," who risk Roup's efficient police in the hope of making a killing. The steady rise in law enforcement to control the huge population is the reason for the world's amber classification.

2106 Pscias (Imperial) – Red Zone

Starport: Class 0.

Diameter: 3,170 miles (5,100 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 46%. *Climate:* Cool. *Population:* 50,000. *Government:* Athenian-style democracy. *Control Rating:* 1. *TL:* 4.

Pscias is home to a developing human society who are as yet to discover flight or mechanical engines. The Scout Service protects the world with a cruiser to ensure no external influences corrupt the world.

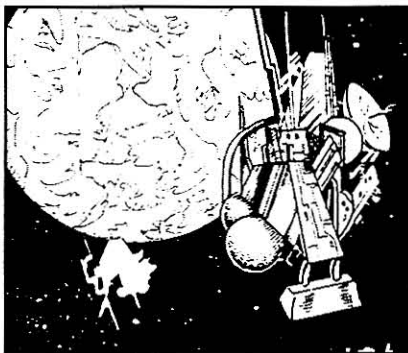
2110 Yori (Imperial)

Starport: Class III.

Diameter: 2,797 miles (4,500 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* None. *Climate:* Hot. *Population:* 70,800,000. *Government:* Technocracy (seat of the baron of Yori, another of Archduke Norris' titles). *Control Rating:* 2. *TL:* 9.

The world's main industry is salt mining. Yori's huge dried sea beds provide a salt enriched with an unusual combination of minerals that are much sought after by the food industries of many worlds.

Research Station Beta is located on the 14th moon of the system's second gas giant. Officially, it is there to



study gas-giant weather. Rumors persist of an Ancient site on that moon, but rumors persist of an Ancient site almost everywhere.

2201 Dentus (Imperial) – Red Zone

Starport: Class III. Scout base.

Diameter: 8,888 miles (14,300 km). *Atmosphere:* Standard oxygen-nitrogen, tainted by high ozone level.

Surface Water: 86%. *Climate:* Hot. *Population:* 900,000. *Government:* Military (martial law). *Control Rating:* 6. *TL:* 9.

The world of Dentus was invaded by the Vargr Koenotz Empire, and the sector admiral has sent in his own huscarles after elements of the 213th and 214th fleets surrounded and destroyed the Koenotz fleet. The admiral has stated that, "Dentus will be a lesson to all Vargr – when you raid the Emperor's citizens, you don't go home alive."

2202 Kinorb (Imperial)

Starport: Class V.

Diameter: 6,215 miles (10,000 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 34%. *Climate:* Warm. *Population:* 6,721,000. *Government:* Technocracy. *Control Rating:* 5. *TL:* 8.

The very earth-like world of Kinorb has long been seen by successful people as a nice retirement world. The world government maintains this idyllic attraction, with large farms and very strict planning control to deter industry. Recently, the starport has been used as a staging area for the re-invasion of Dentus.

2204 Beck's World (Imperial)

Starport: Class II.

Diameter: 8,390 miles (13,500 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 26%. *Climate:* Normal. *Population:* 70,000. *Government:* Bureaucracy (Beck Development Agency). *Control Rating:* 6. *TL:* 5.

Beck's World was once very volcanic, and this has left the surface covered in huge mountains and vast plains of solid lava. The population all live in Beck's Town by the one small sea, rigidly controlled by the paramilitary state. A growing rumor states that the great-great-grandson of James Beck is about to return and claim his world.

2205 Enope (Imperial)

Starport: Class III.

Diameter: 4,251 miles (6,840 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* 5% water ice. *Climate:* Very cold. *Population:* 6,376,600,000. *Government:* Bureaucracy. *Control Rating:* 5. *TL:* 6.

Enope is not much more than a rock in an empty system. Its rugged surface contains many very large deposits of valuable minerals, all of which are mined and processed by the huge sealed habitats that cover the world.

2207 Wochiers (Imperial)

Starport: Class I.

Diameter: 9,571 miles (15,400 km). *Atmosphere:* Very dense oxygen-nitrogen, classified as insidious because of the high partial pressure of oxygen. *Surface Water:* 24%. *Climate:* Hot. *Population:* 740,000,000. *Government:* Oligarchy (members of the noble house of Shattiia). *Control Rating:* 6. *TL:* 9.

The main industry is crystal-growing, which can be done very economically due to the high atmospheric pressure of Wochiers. The crystals so produced are very hardy and are used primarily in Imperial warships.

2303 Yorbund (Imperial)

Starport: Class III.

Diameter: 6,650 miles (10,700 km). *Atmosphere:* Corrosive fluorine. *Surface Water:* 60% hydrofluoric acid seas. *Climate:* Warm. *Population:* 200,000. *Government:* None. *Control Rating:* 1. *TL:* 7.

The Yorbund space station and starport provide a base for belters who exploit Yorbund's two large planetoid belts. The planet remains unexplored due to its inhospitable atmosphere. The only fuel comes from ice asteroids, and can be obtained at the port for twice the normal price.

2306 Shinothy (Imperial) – Red Zone

Starport: Class 0.

Asteroid field. *Atmosphere:* None. *Surface Water:* None. *Climate:* None. *Population:* 70,000,000. *Government:* Athenian-style democracy. *Control Rating:* 1. *TL:* 8.

The belt is thought to be the remains of a world destroyed by the Ancients in their final war, as it contains significant quantities of anti-matter. It is the danger of contacting free-floating antimatter particles that gives this system its red classification.

The system's population is made up of Ancients-studying researchers, a group of very optimistic anti-matter miners and a larger number of belters (and their dependents) who work the 30 moons of the system's four gas giants.

The last resting place of the Imperial vessel *Kinunir* lies in the belt and is marked as a war grave. The historical importance of this craft is great, as *Kinunir* was carrying an Imperial warrant to the then-Duke Norris when it was destroyed. Norris tracked the warrant down and used it to bring the Fifth Frontier War to a successful conclusion by taking personal command of the Imperial forces.

2308 Alaine (Imperial) – Red Zone

Starport: Class 0.

Diameter: 6,588 miles (10,600 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 58%. *Climate:* Normal. *Population:* 7,393,000,000. *Government:* Multiple societies, divided among 206 nations. *Control Rating:* 2. *TL:* 5.

The red classification is to protect visitors from the violently xenophobic populace of Alaine. The Scout Service is at present using field teams to study the Alaine society with hopes of altering it.

2309 Yurst (Imperial)

Starport: Class I.

Diameter: 7,334 miles (11,800 km). *Atmosphere:* Dense, with chlorine taint. *Surface Water:* 41%. *Climate:* Warm. *Population:* 8,442,000. *Government:* Representative democracy. *Control Rating:* 1. *TL:* 5.

Yurst is populated by a minor race called the Ursty, an octopus-like creature that has developed a singular culture in the deep oceans of Yurst.

The Ursty are full Imperial citizens, but their society has very little trade or contact with humans other than xenobiologists and sociologists, because of their home-world's atmosphere.

2402 Heya (Imperial)

Starport: Class IV.

Diameter: 5,656 miles (9,100 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 70%. *Climate:* Cool. *Population:* 71,000,000. *Government:* Representative democracy. *Control Rating:* 2. *TL:* 6.

A rich agricultural world whose weather and soil allow the production of large quantities of high-quality cereal grains. An Imperial Navy cruiser squadron is on alert in orbit, but so far the Vargr have not attacked.

2405 Keng (Imperial)

Starport: Class I.

Diameter: 1,927 miles (3,100 km). *Atmosphere:* Standard oxygen-nitrogen, tainted by high oxygen partial pressure. *Surface Water:* 10%. *Climate:* Warm. *Population:* 820,000,000. *Government:* Oligarchy. *Control Rating:* 6. *TL:* 5.

Keng is a primitive world with over 38% forest coverage, including the famed Keng oaks. The wood of the Keng oak is much sought after for furniture on richer worlds because of its beautiful grain and deep, rich color. Also present in the Keng system is Freeport, constructed on a rocky cometary body in Keng's oort cloud, about half a light-year from the system's primary. A sublight journey to reach Freeport is not feasible, so vessels regularly jump directly to the installation.

Freeport is exactly what the name suggests, an independent port where ships of any description are welcome. The population of some 11,000 permanent residents lives in habitat tunnels within the Freeport Rock. Government is by the Port Council, a group of six leaders who have the power to impose their will on the populace of the port – and each other.

Freeport is not a corsair base – the Imperials would shut it down very quickly if it were – though pirates occasionally come in (covertly, of course) for repairs and to sell cargo. The port does not recognize Imperial authority (except when that authority is displayed by a visiting warship), but the council has been known to cooperate with Imperial representatives. The port is heavily defended by a swarm of small craft, and many armed enforcers guard the streets. Why Freeport has not been taken over by the Imperium is the subject of some speculation. Deals with the nobility or a megacorporation seem to be the most likely reasons. However it manages to remain independent, Freeport is a place where almost anything can be traded, and where an Imperial vessel's crew are merely armed visitors rather than the representatives of law and order.

2406 Moughas (Imperial)

Starport: Class III.

Diameter: 10,193 miles (16,400 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 100%. *Climate:* Normal. *Population:* 860,000. *Government:* Bureaucracy. *Control Rating:* 5. *TL:* 9.

Moughas is underdeveloped due to its backwater location. The population is only the second generation of colonists, all of whom live in an underwater city close to the world's equator.

2408 Rethe (Imperial)

Starport: Class II.

Diameter: 1,927 miles (3,100 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* None. *Climate:* Variable. *Population:* 31,882,000,000. *Government:* Dictatorship (the 13th King of Rethe). *Control Rating:* 5. *TL:* 6.

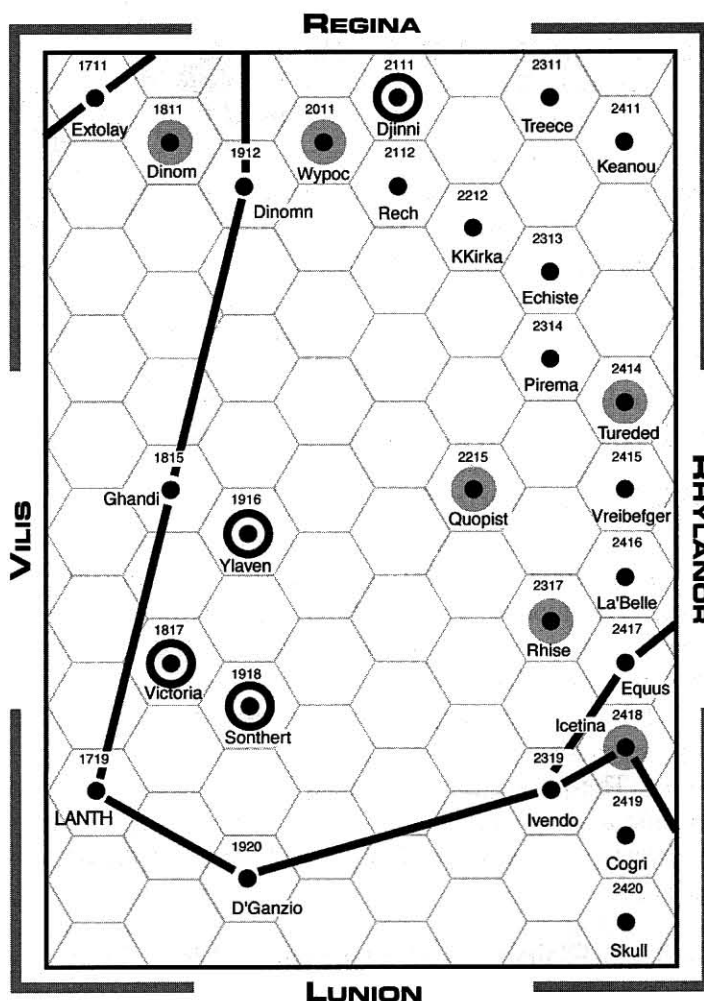
Rethe is the moon of a moon of the systems second gas giant (as a tidally locked world, it has hot, cold and very cold climate zones). Since it was colonized, the world has been a backwater, with the population producing just enough to support the cost of life support. The last two kings have been very charismatic, and through nationalization of industry have upgraded Rethe's starport. Rethe appears to be on the verge of becoming a major world, and the citizenry seems to like that development.

2410 Inthe (Imperial)

Starport: Class IV. Naval and scout bases.

Diameter: 5,035 miles (8,101 km). Standard oxygen-nitrogen, slightly tainted by sulfur. *Surface Water:* 52%.

LANTH SUBSECTOR MAP



Climate: Normal. *Population:* 72,000,000. *Government:* Multiple societies, no central government. *Control Rating:* 2. *TL:* 9.

This agricultural world sits at the nexus of four subsectors and is therefore equipped with a large starport with naval and scout bases. In 1075 the survivors of the Paya disaster arrived. Most kept going, but over 20,000 settled here. Because of this, most Inthans have significant Payan ancestry.

LANTH SUBSECTOR

Lanth subsector is dominated by the Abyss (p. 00) to spinward and the Spinward Main to trailing. Most of the subsector's worlds lie on the main, making this subsector a major highway for trade. The world of Tureded is a particularly important trade nexus, linking two arms of the main. It is a curiosity of Lanth subsector that the capital, Lanth, is separated from the majority of the worlds of the subsector by the Abyss, and is only accessible through

Lunion subsector or by jump-4. This is not very important to naval or some scout vessels, but has repercussions for trade. Ivendo, Icetina, Tureded and Extolay are preferred as trade stations to distant Lanth.

1711 Extolay (Imperial)

Starport: Class IV. Naval base.

Diameter: 4,066 miles (6,542 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 47%. *Climate:* Normal. *Population:* 123,000,000 (20,000 Vargr). *Government:* Bureaucracy. *Control Rating:* 5 (1 in Vargr areas). *TL:* 9.

Extolay is in something of an economic decline, despite being an important port on the Spinward Main. Critics point to the ever-increasing burden of new laws and taxation imposed by the government as a reason. Rising disaffection among the work force has led to a variety of service slowdowns and strikes, but no real unrest at present.

The decision in 1116 to allow a large group of refugee Vargr to settle an uninhabited island in the Grand Tilain chain was intended to stimulate the economy by creating new competition. This well-meant but ill-thought-out plan simply created a ready-made slum on the island, where the Vargr are still fighting over leadership and “turf.” Gfredonn City has its own starport (class I), and plenty of Vargr gangs waiting to trade for whatever is brought in by surface vessels. Local laws are rather lax, and the island is currently subject to a customs blockade by the (wet) navy.

1719 Lanth (Imperial) Subsector Capital

Starport: Class V. Naval and scout bases.

Diameter: 7,874 miles (12,670 km). *Atmosphere:* Standard oxygen-nitrogen, bearing airborne dust taint. *Surface Water:* 86%. *Climate:* Normal. *Population:* 770,000. *Government:* Oligarchy. *Control Rating:* 1. *TL:* 9.

Lanth is an important military site, as well as an administrative center, being close to both the Sword Worlds and Zhodani Consulate. After the various frontier wars, the populace has made the possibility of planetary siege a part of their everyday lives. Shelters are commonplace, and ground defenses highly visible. Many of the population are members of either the Civil Defense Volunteer force or the planetary militia. The structure of these organizations pervades Lanthian society, with membership being as much a social necessity as a part of survival planning. Many citizens keep their issued weapons at home – this level of personal armament is only possible in a society as friendly, cooperative and structured as that which exists on Lanth. Mostly it’s a matter of structure; while the laws allow a great deal of personal freedom, custom allows somewhat less.

1811 Dinom (Imperial) – Amber Zone

Starport: Class II.

Diameter: 1,061 miles (1,707 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* Variable. *Population:* 241,000. *Government:* Representative democracy (a world-wide council). *Control Rating:* 1. *TL:* 9.

Dinom is a rogue planet caught in the trailing trojan point of the system’s only native planet, a gas giant named Inina. Dinom orbits with its north pole constantly pointing at the system’s very bright giant star. The northern hemisphere is thus eternally baked, while the southern is in frozen night. In the twilight ring lie the three main cities of Dinom: Medianne, Rhylan and Napan, all linked by a monorail circling the globe. The economy is based upon ore mining, though Dinom also produces quantities of zuchai crystals (vital for the production of jump drives).

Until 1106, Dinom was “owned” by the mine bosses; each city had a board of directors answering to shareholder-owners who lived very well off the profits of the ore industry. Conditions were poor for the miners. Unrest grew until, on 090-1106, the miners’ plans were executed. Uprisings around the globe successfully seized the starport and gained control of other key sites. The workers’ revolution was intended simply to cause some economic damage and gain concessions for the miners – better and safer conditions, better pay and a say in the government of the cities. Instead, bitter fighting resulted in bloody purges of the ruling class and the setting up of a revolutionary council. An attempt by Quadric Industries to recapture stocks of zuchai crystals held on-planet was partially successful, but did not harm the workers’ political regime. Using the remaining crystals and the promise of future deliveries as down payment, the workers recruited a small mercenary contingent, and created a militia. The tiny Orbital Protection Force was expanded with the purchase of a few surplus missile boats. Two attempts by offworld powers to “liberate” Dinom in the name of the original owners have been repulsed after desperate street fighting. The world is presently an armed camp, wracked by suspicion and paranoia, and has been classified an amber zone for this reason.

1815 Ghandi (Imperial)

Starport: Class IV. Naval base.

Diameter: 1,928 miles (3,102 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* 6%. *Climate:* Icy. *Population:* 42,000. *Government:* Technocracy. *Control Rating:* 2. *TL:* 6.

Ghandi is primarily a naval planet. Its economy is based around the naval base and the hard Imperial cash it brings in. There is little trade through the port – Ghandi’s location deters many would-be traders. Ghandi is a gas-giant’s moon, situated in a system where there are no significant rocky worlds, just three gas giants orbited by vari-

ous small satellites. Ghandi itself is a frozen wasteland of ice and bare rock, with the occasional dust storm stirred up by the trace oxygen-nitrogen atmosphere. Even the gas giant Oinikii filling the sky is nothing much to look at – it is at best a brownish-red ball with darker red swirls.

1817 Victoria (Imperial) – Red Zone

Starport: Class 0.

Diameter: 5,610 miles (9,026 km). *Atmosphere:* Dense oxygen-nitrogen, with taint at low altitudes. *Surface Water:* 72%. *Climate:* Normal. *Population:* 12,000,000. *Government:* Multiple societies. *Control Rating:* 0. *TL:* 5.

Victoria is a small, light and metal-poor world that has somehow managed to gain a dense, tainted atmosphere. The taint is toxic to humans, and cannot be handled by normal filter masks. Since the taint is heavier than the rest of the atmosphere, it tends to hover below 1,000 yards above sea level. Because of this, the populace lives atop a system of mesas, traveling between their high settlements in airships constructed from locally occurring balloon plants (which grow bundles of hydrogen-filled sacs). The airships are propelled by hand-cranked aero-screws.

Victoria has large numbers of ivory gazelle (Kudebeck's gazelle, or "Kudie") running wild on the mesa tops. The ivory gazelle is not native to Victoria, but appears to have been seeded along with other flora and fauna by the Ancients. Its ivory is an important resource on metal-poor Victoria.

The planet shows signs of extensive asteroid bombardment in the distant past, which most authorities link with the Final War of the Ancients. There is an Ancient site on Victoria's only moon, Albert, but no new artifacts have been found there in recent years.

1912 Dinomn (Imperial)

Starport: Class IV. Scout base.

Diameter: 6,042 miles (9,721 km). *Atmosphere:* Standard oxygen-nitrogen, tainted by toxins. *Surface Water:* 39%. *Climate:* Normal. *Population:* 2,431,000. *Government:* Oligarchy. *Control Rating:* 1. *TL:* 5.

Dinomn's atmospheric taint is lethal to unprepared humans. The local population is immune, of course, and it is possible to acquire temporary immunity through drugs or complete immunity through a complex acclimatization process. Both processes require the subject to endure prolonged illness or unpleasant side effects, and most visitors either stay in sealed units or else remain in the orbital port where most business is done. Apart from being a little dry, Dinomn is a rather pleasant world if one can survive the atmosphere. The locals occasionally skirmish among themselves over matters of honor or noble precedence, but on the whole the world has a peaceable and free society.

1916 Ylaven (Imperial) – Red Zone

Starport: Class 0.

Diameter: 5,106 miles (8,216 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 68%. *Climate:* Very cold. *Population:* 532,000. *Government:* Technocracy. *Control Rating:* 1. *TL:* 5.

Ylaven is interdicted to protect the development of the indigenous human population, who appear to be the descendants of a sublight colony mission from Terra. They are clustered in a large settlement on the coast of a shallow inland sea. Hunters and trappers wander inland for months on end, returning to civilization when they have accumulated a suitable amount of furs to sell. Other industry includes a little ore mining and primitive greenhouse agriculture.

1918 Sonthert (Imperial) – Red Zone

Starport: Class 0.

Diameter: 5,989 miles (9,637 km). *Atmosphere:* Very thin oxygen-nitrogen, tainted by high oxygen partial pressure. *Surface Water:* 63%. *Climate:* Normal. *Population:* 4,300,000. *Government:* Dictatorship. *Control Rating:* 6. *TL:* 5.

Sonthert is interdicted both to protect its human population from interference, and to protect the rest of the Imperium from the megalomaniac "Emperor of All Things" and his armored knights, who have declared their intent to conquer the universe, starting with anyone foolish enough to land on Sonthert. Sonthert's atmosphere is breathable to off-world humans, but very uncomfortable. The locals are adapted, with large lungs, thick skins and protective membranes over the eyes.

1920 D'Ganzio (Imperial)

Starport: Class IV. Naval base.

Diameter: 532 miles (856 km). *Atmosphere:* Very thin oxygen-nitrogen, with high nitrogen partial pressure. *Surface Water:* 12%. *Climate:* Normal. *Population:* 38,000. *Government:* Corporate (Instellarms). *Control Rating:* 0. *TL:* 10.

D'Ganzio is a regional depot and support base for Instellarms' operations in the sector. The highport serves as a hiring-hall for mercenary units and individuals, and the administrative complex has an extensive contracts section and several banking establishments ready to issue repatriation bonds.

2011 Wypoc (Imperial) – Amber Zone

Starport: Class I.

Diameter: 9,397 miles (15,120 km). *Atmosphere:* Corrosive atmosphere (weak sulfuric-acid vapor). *Surface Water:* 41%. *Climate:* Normal. *Population:* 936,000. *Government:* Representative democracy. *Control Rating:* 3. *TL:* 10.

Wypoc is designated an amber zone due to its rather nasty atmosphere. A small Imperial Navy facility was set up in 1106 to test hostile-environment equipment, and has since been used for a variety of purposes including weapons proving and hostile-environment training.

2111 Djinni (Imperial) – Red Zone

Starport: Class I.

Diameter: 4,116 miles (6,623 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 91%. *Climate:* Normal. *Population:* No permanent occupants, apart from a Scout Service team manning the starport and monitoring the interdiction order. *Government:* None. *Control Rating:* 0. *TL:* None.

This wet world is eminently suitable for colonization, without any apparent hazards. It is under an interdiction order (red zone) for reasons unknown.

2112 Rech (Imperial)

Starport: Class II.

Diameter: 8,690 miles (13,983 km). *Atmosphere:* Dense oxygen-nitrogen, with dangerously high oxygen partial pressure. *Surface Water:* 52%. *Climate:* Normal. *Population:* 51,000,000. *Government:* Charismatic dictatorship. *Control Rating:* 6. *TL:* 6.

Rech is an agricultural world with vast flatlands. The atmosphere poses problems for two unrelated reasons. First, the high oxygen content is poisonous to humans, and poses a severe fire hazard, with grain-field fires a major problem. The local fauna has adapted to the world's extensive fires by various means, and attempts are ongoing to crossbreed local strains with offworld wheat. So far this project has been a failure. Second, the atmosphere is very turbulent. In the flatlands, this gives rise to spectacular tornadoes on a regular basis. Local buildings are primarily located underground for this reason. Only the locals' excellent tornado-warning system allows the world to escape an amber classification.

2212 KKirka (Imperial)

Starport: Class III.

Diameter: 11,774 miles (18,945 km). *Atmosphere:* Exotic atmosphere (unbreathably dense at low altitudes). *Surface Water:* 47%. *Climate:* Tropical. *Population:* 1,200. *Government:* Representative democracy. *Control Rating:* 2. *TL:* 8.

KKirka has a pair of unusually dense moons, which have complex and highly eccentric orbits. To have captured one such body would be remarkable, but to have two, of very different ages, plus an impressive collection of asteroidal debris, is almost impossible – some claim it to be a joke perpetrated by the Ancients, amusing themselves at the expense of future planetologists. The effect on KKirka's tides when both moons are at their closest approach is both spectacular and extremely violent. KKirka has large mineral deposits, and is home to a small mining colony.



2215 Quopist (Imperial) – Amber Zone

Starport: Class IV.

Diameter: 1,176 miles (1,892 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 12%. *Climate:* Warm. *Population:* 7,500,000 (4,000,000 Jonkeereen). *Government:* Tribal. *Control Rating:* 5. *TL:* 9.

Both humans and Jonkeereen are scattered in small settlements wherever there is water, with no central government and no racial friction at all. The locals have found other things to fight about, however,

and the starport has changed hands several times in the last decade.

Those inside the starport perimeter are safe, as the locals are careful not to harm offworld traders, but the situation has led to an amber classification.

Quopist's main export is valden, a waxy, naturally occurring substance thought to be a byproduct of the life cycle of the world's main plant, a cactus-like succulent. Valden is used as a catalyst in several chemical processes.

2311 Treece (Imperial)

Starport: Class II.

Diameter: 2,214 miles (3,563 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 23%. *Climate:* Normal. *Population:* 670,000,000. *Government:* Military. *Control Rating:* 2. *TL:* 8.

Treece is heavily populated, with 90 percent of the inhabitants dwelling in one or another of six arcologies. The world is an Imperial protectorate, under naval jurisdiction and administered by the Imperial Army. Military police patrol the streets, backed up by the full might of the army if needed. Other services are provided by the army logistics troops on world. Society is fairly militarized, though personal freedoms are respected.

Treece exports little but mercenaries. With the sanction and blessing of the Imperium, those recruits not snapped up by the Imperial Marines or Army join highly trained mercenary units for service throughout the sector.

2313 Echiste (Imperial)

Starport: Class III.

Diameter: 4,909 miles (7,899 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 98%. *Climate:* Normal. *Population:* 7,000. *Government:* Corporate (Echiste Corporation). *Control Rating:* 2. *TL:* 9.

Echiste was settled long ago, in the days of the Second Imperium (p. 00 and GT00). The colony struggled on throughout the Long Night (p. 00 and GT00), and almost died out in the early years of the Third Imperium. Contact arrived just in time, and with a little assistance from the Scout Service, the colonists declared themselves a corporate entity and won funding to develop their own homeworld from the Imperial Colonial Office. The present orbital port was built, and is now the cornerstone of Echiste's economy.

2314 Pirema (Imperial)

Starport: Class II.

Diameter: 6,126 miles (9,856 km). *Atmosphere:* Dense oxygen-nitrogen, tainted by radioactive dust. *Surface Water:* 9%. *Climate:* Hot. *Population:* 84. *Government:* Representative democracy. *Control Rating:* 1. *TL:* 6.

Pirema is just another world on the Spinward Main to most travelers. To the rest it is a dry, dusty, hot, radioactive dirtball. Its inhabitants are hardy homesteaders, earning a tough living mining ore – mainly copper and nickel. A few have acquired the offworld equipment required to mine radioactives from the rich deposits close to the planetary surface.

2317 Rhise (Imperial) – Amber Zone

Starport: Class III.

Diameter: 1,201 miles (1,932 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* Normal. *Population:* 762,000. *Government:* Multiple societies. *Control Rating:* 2. *TL:* 9.

The amber listing for Rhise is the legacy of infighting between the various self-governing states, which effectively died out 15-20 years ago. Re-evaluation for a lifting of the classification is long overdue, and should occur soon.

2319 Ivendo (Imperial)

Starport: Class IV. Naval and scout bases.

Diameter: 2,865 miles (4,610 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by toxic pollens. *Surface Water:* 41%. *Climate:* Normal. *Population:* 1,100,000 (90,000

Chirpers). *Government:* Technocracy. *Control Rating:* 6. *TL:* 9.

The Chirpers of Ivendo are confined to small reservations, and occasional attempts to wander off them have been harshly dealt with by the local human population. The Chirper population is steadily diminishing, though human activity does not seem to be to blame. Observers generally believe that an endemic plague is set to wipe out the Chirper population within 60 years.

The world has a great variety of plant life, most notable of which is the ranage tree, a vast growth whose wide canopy provides homes for many varieties of wildlife, and whose wood is particularly prized for its beauty. Ranage wood, and the furniture carved from it, is a staple export of Ivendo. Unfortunately, the tree's pollen is toxic to many humans, causing nausea at best and respiratory failure at worst. This is only a problem in the spring.

2411 Keanou (Imperial)

Starport: Class III. Scout base.

Diameter: 7,242 miles (11,652 km). *Atmosphere:* Dense oxygen-nitrogen, tainted by unknown substances. *Surface Water:* 1%. *Climate:* Cool. *Population:* 2,340. *Government:* Representative democracy. *Control Rating:* 5. *TL:* 7.

Keanou is a cold, harsh world of rocky desert and mountains swept by bitter winds. The entire population clusters around the downport and its water source. The population is mostly employed in service industries around the port.

2414 Tureded (Imperial) – Amber Zone

Starport: Class IV.

Diameter: 5,980 miles (5,980 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 52%. *Climate:* Normal. *Population:* 689,000. *Government:* Representative democracy. *Control Rating:* 0. *TL:* 9.

Tureded is a “breadbasket” world, providing foodstuffs to markets across the region. The port is also a major market where goods of all types change hands. The locals have a liberal attitude toward self-defense and personal armament, believing that any amount of force is justifiable in defense of their person or property. There is considerable friction within society, and shootings are becoming increasingly common. A recent phenomenon is the formation of roving bandit gangs, which prey on the agricultural settlements.

Apart from a light system-defense squadron, Tureded has little in the way of organized military forces, instead relying on a fyrd system in the event of attack – the citizens turn out with their personal arsenal to repulse any invaders. When a mercenary force fighting for the Zhodani Consulate attempted to take the world during the



Fifth Frontier War, the locals proved incapable of resisting the initial invasion, but then mounted an intensive guerrilla campaign combined with sabotage in the starport facilities that effectively denied the port to the Zhodani. This action has stood as a deterrent ever since, with the Turededians effectively stating, "We can't afford the forces we'd need to prevent an invasion, but we can make the occupation hell for you."

The highport has recently been improved at the expense of several private corporations and the Imperial Ministry of Trade. The importance of Tureded as a trade nexus has grown in recent years, while at the same time the locals have made sure that the new prosperity has been confined to the highport by earning themselves an amber label. Negotiations toward opening a scout base in the system were broken off as the Fifth Frontier War broke out. A new initiative to create an Xboat link through Tureded is finally being launched.

2415 Vreibefger (Imperial)

Starport: Class I. Naval and scout bases.

Diameter: 4,195 miles (6,749 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 10%. *Climate:* Frozen. *Population:* 933,000 *Government:* Representative democracy. *Control Rating:* 1. *TL:* 5.

A backwater world in most respects, the peaceable, friendly inhabitants of this frozen rockball welcome traders to their world. Much of the planet's economy is based upon supporting the orbital bases, on income generated by the many trade ships coming through the port, and on hunting the local icebear for its fur. Icebears are ferocious-looking 300-pound quadrupeds, which shamble about the wastelands in small groups searching for food. They are fairly harmless, being mainly herbivorous – there

is not much to eat but the low grass of the tundra. An angry icebear is quite dangerous, though, and several hunters are killed every year.

An Imperial research station is situated on Vreibefger. It lies far from other habitation in the crater of an extinct volcano in the Molars, a peculiarly squared-off mountain range.

2416 La'Belle (Imperial)

Starport: Class III.

Diameter: 5,238 miles (8,428 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 39% water ice. *Climate:* Very cold. *Population:* 72. *Government:* Corporate (Spinward Development Corporation). *Control Rating:* 1. *TL:* 5.

Heavily sheathed in sheets of glacial ice, this world is of little commercial use. The orbital port sees considerable traffic despite that, and makes a tidy profit for the operators. The tiny population runs a trading post at the downport and maintains corporate presence on the world. La'Belle has ruins of some previous low-tech settlements, but the inhabitants (whether indigenous or imported) are long vanished.

2417 Equus (Imperial)

Starport: Class IV. Scout base.

Diameter: 5,393 miles (8,677 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 97%. *Climate:* Normal. *Population:* 260,000,000. *Government:* Technocracy. *Control Rating:* 2. *TL:* 8.

Equus' land mass is almost all swamp or steep mountains rising straight from the oceans. The population lives in seabed cities, reached by submarine from the downport atop Mount Bellis. The locals make their living by seabed mining and fish-farming. A few dolphins share the oceans with their human fellows, and assist in herding the fish schools.

2418 Icetina (Imperial) – Amber Zone

Starport: Class IV. Naval base.

Diameter: 4,867 miles (7,831 km). *Atmosphere:* Very thin oxygen-nitrogen, tainted by mild noxious gases. *Surface Water:* 44%. *Climate:* Normal. *Population:* 345,000. *Government:* Dictatorship (military junta) *Control Rating:* 5. *TL:* 7.

Icetina is a moon of the gas giant Luarthia, a fairly typical example of the small gas giants found throughout known space, but with an unusually intense magnetic field. It is the movement of Icetina through this field that

creates some of the heat the world needs to support life. The world has extensive surface water due to the induced heat, and there is considerable plant life (but no multicellular animal life). Induced internal heat is causing underground chemical reactions, promoting the seepage of noxious gases up through cracks and vents to the surface. While this has the beneficial effect of thickening the atmospheric mix, the gases are mildly toxic to humans, and have a way of getting inside buildings.

The military junta started out as a bloodless pro-Imperial revolution 35 years ago that deposed an inefficient bureaucratic system, but is becoming increasingly cynical and self-serving. The world is veering toward an anti-Imperial, even secessionist stance. With a naval base orbiting overhead, intervention will be swift when it comes. The question is simply: when? Amber classification has been awarded accordingly.

2419 Cogri (Imperial)

Starport: Class III.

Diameter: 9,835 miles (15,825 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 99%. *Climate:* Frozen. *Population:* 5,620,000. *Government:* Representative democracy. *Control Rating:* 1. *TL:* 9.

A rich, highly developed world, Cogri is encased in a thick layer of ice with little solid rock to build upon. Half the population clusters about the starport, while the remainder lives in settlements built atop every scrap of available rock. Ice-burrowing "submarines" are used to reach the liquid water far beneath the ice, and to harvest the life found around geothermal vents there. Chemicals are extracted from the vent deposits by deep-diving teams. Conditions are harsh, but the locals are skilled and hard-working, and enjoy a high standard of living.

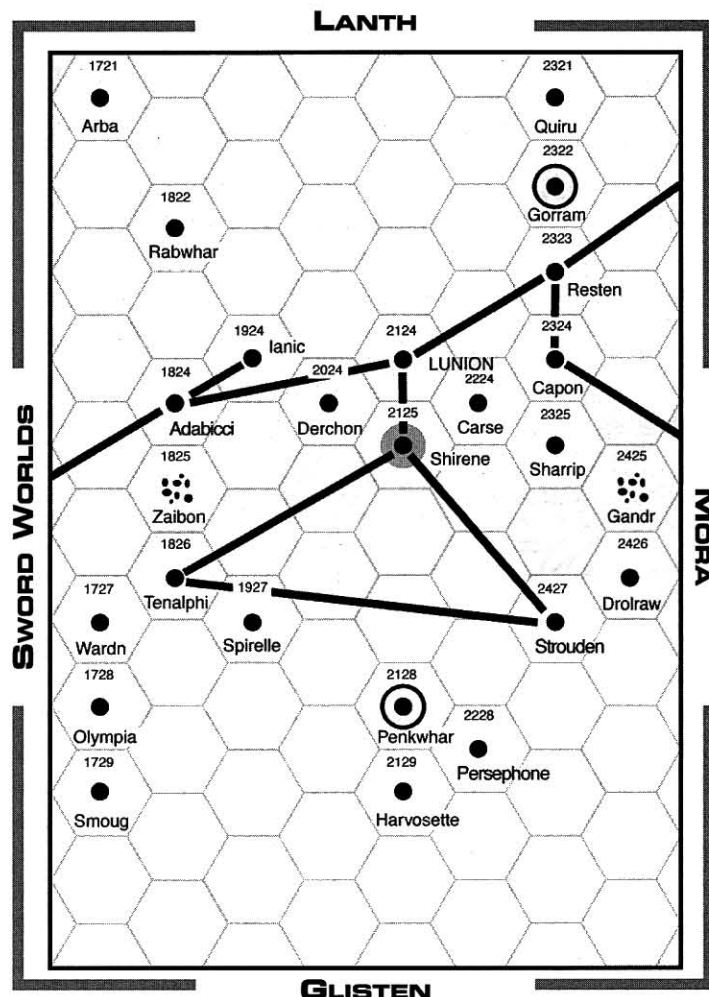
2420 Skull (Imperial)

Starport: Class III. Naval base.

Diameter: 2,147 miles (3,455 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 27%. *Climate:* Normal. *Population:* 6,300,000. *Government:* Corporate (a caste of merchant princes). *Control Rating:* 6. *TL:* 9.

Skull (named by the early colonists for an unusually shaped mountain range visible from space) is a world based upon commerce and trade. The world is incapable of producing enough food for its population without great effort (the land is dry and mountainous), and most of the locals do not bother with trivia like farming or other primary industry, concentrating on service industries in and around the starport. Technicians at the naval base, recreational facilities, shopkeepers, tourist guides, entrepreneurial traders (with or without starships of their own) – these are the people who make Skull its money. The world is little more than a vast marketplace and bazaar. The merchant princes live off the proceeds of all this trade, plus

LUNION SUBSECTOR MAP



their own operations. Most own several trading vessels, and try to outdo one another for taking outrageous risks in order to make a killing.

LUNION SUBSECTOR

The Lunion subsector forms a crossroads on the vast Spinward Main, linking the sector capital with the Sword Worlds to spinward, Lanth subsector to coreward and the Five Sisters subsector to spin-rimward. The Ling Standard Products yards at Strouden and Lunion are the main civil shipbuilding concerns for the entire Marches, while the Lunion School of Economics is famous for the quality of young corporate executives it produces. The subsector lies on edge of the vast, nearly starless region of space popularly known as "the Abyss" where, it is rumored, many a starship has mysteriously disappeared.

There is an enclave of Droyne on Spirelle, and a substantial population of Jonkeereen on Ianic.

The Imperial 43rd Fleet is headquartered at Lunion, and is tasked with the defense of the subsector. The fleet has recently been augmented by a squadron of *Ulanii-*

class experimental strike cruisers, for which capabilities and precise role remain classified military secrets.

1721 Arba (Imperial).

Starport: Class III.

Diameter: 2,039 miles (3,280 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* Warm. *Population:* 550. *Government:* None. *Control Rating:* 0. *TL:* 9.

Except as an occasional stopover for jump-2 ships traveling to and from Lanth or Dyrnwyn, Arba is a world of little significance. The small colony was established to back an Imperial territorial claim, thus preventing the Sword Worlds from “legitimately” colonizing the system and expanding their sphere of influence. Local companies mining copper and zinc make a reasonable profit, but only due to Imperial subsidies aimed at keeping the colonists on planet by providing them with an excellent living. Society is individualistic and permissive.

1727 Wardn (Independent).

Starport: Class IV. Scout base.

Diameter: 6,774 miles (10,900 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 62%. *Climate:* Warm. *Population:* 76,000. *Government:* Bureaucracy. *Control Rating:* 2. *TL:* 10.

Wardn is an independent world, whose weak magnetic field and thin oxygen-nitrogen atmosphere result in high levels of surface radiation and an amber rating. The scout base was originally built to facilitate study of the Sword Worlds a few parsecs to spinward. A great deal of this world’s economy is generated by personnel on contract to the Imperium to serve the base, unusual in that Wardn is not an Imperial member world. Wardn receives many tourists each year, coming to see the famed “Desert Runes,” extensive petroglyphs whose origin and purpose remain unknown.

1728 Olympia (Imperial)

Starport: Class III.

Diameter: 3,002 miles (4,831 km). *Atmosphere:* Very thin oxygen-nitrogen, tainted by minor allergens. *Surface Water:* 82%. *Climate:* Normal. *Population:* 1,400. *Government:* Representative democracy. *Control Rating:* 1. *TL:* 7.

Olympia is a backwater, whose inhabitants live in a single large community on an island in the world’s great oceans. Their main produce is seafood, harvested by bulk trawlers and marketed offworld. The oceans teem with life in great variety, while land-based life never seems to have advanced on Olympia.

1729 Smoug (Imperial)

Starport: Class III.

Diameter: 1,032 miles (1,660 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by ferric dust microparticles. *Surface*

Water: None. *Climate:* Normal. *Population:* 40,500,000. *Government:* Bureaucracy. *Control Rating:* 5. *TL:* 8.

Smoug is a desert world, little more than an extremely large asteroid. Its high density is due to large iron deposits, and it is the oxidized dust from these deposits that gives the world its reddish hue. The same dust makes the use of filter masks necessary. The local economy is based upon iron mining, with most of the population employed in the mining or support industries. Most aspects of life are subject to strict controls as a result of the difficulty of maintaining a colony on such an inhospitable planet.

1822 Rabwhar (Imperial)

Starport: Class II. Scout base.

Diameter: 5,208 miles (8,380 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by high oxygen partial pressure. *Surface Water:* 43%. *Climate:* Tropical. *Population:* 340,000,000. *Government:* Dictatorship. *Control Rating:* 4. *TL:* 7.

Rabwhar’s economy is based around the harvesting and processing of compounds derived from its incredibly abundant plant life. Certain unusual properties of these plants, such as hyper-oxygenation, are useful in life-support system manufacture and chemical synthesis. Considerable income is also generated from servicing the Imperial Scout base that acts as a starport for the world. Rabwhar is one of the safest stopovers a traveler can make due to its civil protection laws.

1824 Adabicci (Imperial)

Starport: Class V. Naval base.

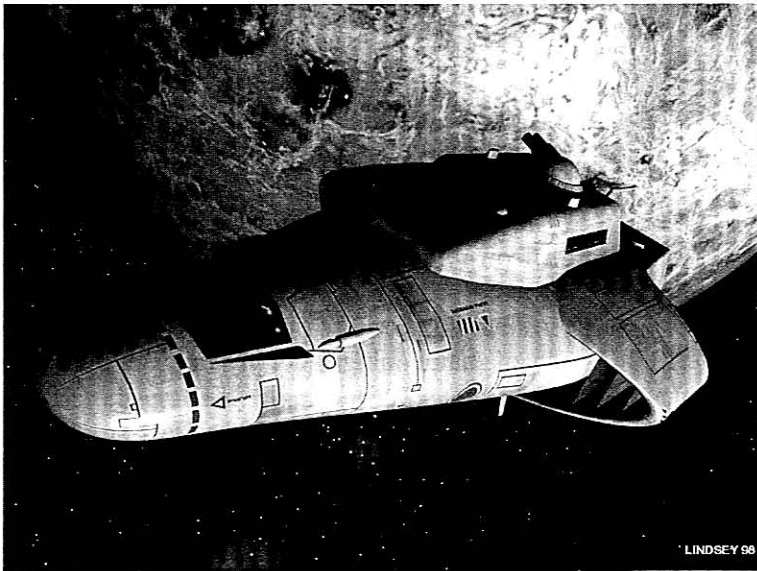
Diameter: 4,929 miles (7,930 km). *Atmosphere:* Standard oxygen-nitrogen, tainted by airborne fungus spores. *Surface Water:* 9%, mainly water ice. *Climate:* Very cold. *Population:* 858,000,000. *Government:* Bureaucracy. *Control Rating:* 4. *TL:* 9.

Much of the planetary surface is barren tundra, spotted with fungus clumps and small glaciers in mountainous regions. As part of the Xboat network and a link on several shipping routes, as well as being a major naval base, Adabicci sees a great deal of offworld trade. Much of the world’s wealth is generated by “market world” status. Some starship construction (mainly small traders built to standard designs) takes place at the orbital port, with a great deal more servicing and maintenance being undertaken than new construction. The locals are renowned as excellent gravitic engineers.

1825 Zaibon (Imperial)

Starport: Class IV.

Asteroid belt. *Atmosphere:* None. *Surface Water:* None. *Climate:* None. *Population:* 550,000. *Government:* Representative democracy. *Control Rating:* 1. *TL:* 10.



Zaibon was once a vast belting community, working the biggest copper lode on record. The belt is all but played out now, and with little other income, the system's community is in decline.

1826 Tenalphi (Imperial)

Starport: Class V.

Diameter: 7,004 miles (11,270 km). *Atmosphere:* Standard oxygen-nitrogen, tainted by high carbon-dioxide levels. *Surface Water:* 73%. *Climate:* Tropical. *Population:* 48 (starport, 2,400). *Government:* None. *Control Rating:* 0. *TL:* 4 (starport, 12)

The permanent (more or less) population of Tenalphi comprises the staff of a research team living "wild" in low-tech harmony with the jungle and swampland flora and fauna of this world. The experimental colony has a sustainable TL4, and allows no higher-tech equipment than the researchers can make for themselves. This experiment at "living in the past" has been ongoing for several years, and the colony is thriving. Contact has recently been made with semi-sentient ape-like beings in the deep forests, and study is ongoing.

The huge orbital port was built to facilitate the Xboat link and trade routes, and has nothing to do with the world itself. Tenalphi was simply a convenient orbit to place the port in.

1924 Ianic (Imperial)

Starport: Class I.

Diameter: 2,722 miles (4,380 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* None. *Climate:* Cool. *Population:* 6,070,000 (2,000,000 Jonkeereen). *Government:* Bureaucracy. *Control Rating:* 5. *TL:* 6.

The Jonkeereen are a genetically engineered race of humans adapted for desert-world survival. Much of Ianic's income is generated on isolated ranches that raise Slindi, a large warm-blooded lizard-like creature adapted to desert

environments. Their meat is less than delectable, but it keeps well and forms the protein basis of many a starship crew's diet. Most of Ianic's surface is windswept chilly desert, and without extensive mineral wealth – or much else for that matter – to recommend it, observers often wonder why this world is included in the Xboat network at all. In fact, the system is used as a training area for Xboat and Xboat-recovery crews, and this concentration of scout vessels makes a useful reserve in case wide dissemination of some piece of information in a short period is necessary. Other such "communication reserves" exist throughout the Imperium, though most are situated at Scout Service bases or way stations.

1927 Spirelle (Imperial)

Starport: Class III. Scout base.

Diameter: 7,228 miles (11,630 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 60%. *Climate:* Warm. *Population:* 723,000,000 (95,000,000 Droyne). *Government:* Representative democracy. *Control Rating:* 4. *TL:* 7.

Spirelle is a warm, damp world of low-lying swampy islands and small land masses. The easy-going and friendly population is dispersed in small cities across the globe. A mixture of fish-farming; bulk rice and other damp-condition cereal cultivation; and mineral extraction brings in a reasonable income per capita, meaning that the locals enjoy a high standard of living.

2024 Derchon (Imperial)

Starport: Class III. Scout base.

Diameter: 5,127 miles (8,250 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* 23% in polar ice. *Population:* 95,000,000. *Government:* Bureaucracy. *Control Rating:* 5. *TL:* 7.

Derchon is an inhospitable lump of rock with little to recommend it. It is the site of an Imperial scout base, which was specifically tasked with watching the Sword Worlds when it was built. The station's importance has decreased, and much of the community that existed to serve it has likewise declined.

2124 Lunion (Imperial) Subsector Capital.

Starport: Class V. Naval base.

Diameter: 8,950 miles (14,401 km). *Atmosphere:* Dense oxygen-nitrogen, tainted by industrial pollutants. *Surface Water:* 91%. *Climate:* Cold. *Population:* 8,056,000,000. *Government:* Bureaucracy. *Control Rating:* 2. *TL:* 10.

Lunion is a busy trade world, with large offices operated by several megacorporations. Most notable among these are the Ling Standard Products' (p. 15) regional

headquarters. The various corporations have vested interests in world government, and the administration should thus not be seen as impartial. Most of the populace live in arcologies rising from the few land masses. The rest of the planet is mostly deep ocean, farmed for seafood by large fleets of automated trawlers.

Lunion is also home to the famous, if not exactly prestigious, Lunion School of Economics. The school produces thousands of graduates every year, most of whom are considered rather too big for their boots. LSE grads are notorious for trampling all over “minor considerations” such as art, history and interstellar relations, though it is generally acknowledged that the school’s graduates are highly proficient profiteers.

2125 Shirene (Imperial) – Amber Zone

Starport: Class IV.

Diameter: 8,633 miles (13,890 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 42%. *Climate:* Chilly. *Population:* 703,000. *Government:* Corporate. *Control Rating:* 0. *TL:* 10.

Shirene is owned entirely by the Al Morai shipping line, and serves as headquarters and maintenance facility for the corporation’s fleet of cargo ships. The world itself is a chilly but scenic agricultural planet, with large tracts of undeveloped land reserved for outdoor recreation for crews – hunting, trekking, skiing, etc. The downport contains extensive facilities for those favoring less rugged entertainment.

The world is classified as an amber zone at the request of its owners.

2128 Penkwhar (Imperial) – Red Zone

Starport: Class 0.

Diameter: 9,187 miles (14,782 km). *Atmosphere:* Standard oxygen-nitrogen, tainted. *Surface Water:* 79%. *Climate:* Tropical. *Population:* 3,000. *Government:* Tribal. *Control Rating:* 0. *TL:* 4.

Penkwhar is a steamy swamp, interdicted while the Scout Service studies the local alien culture.

2129 Harvosette (Imperial)

Starport: Class III.

Diameter: 3,188 miles (5,130 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* None. *Population:* 630,000,000. *Government:* Representative democracy. *Control Rating:* 5. *TL:* 9.

Harvosette is a frozen volcanic wasteland, characterized by tumbled rocks and volcanic dust. Most of the populace lives in underground cities situated in the mostly stable polar regions. Harvosette is an abundant source of minerals, especially radioactives and certain crystal formations such as sapphire. Extraction is somewhat dangerous due to planetary conditions, and miners’ wages are high.

2224 Carse (Imperial)

Starport: Class III.

Diameter: 4,009 miles (6,450 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 34%. *Climate:* Normal. *Population:* 6,400. *Government:* Athenian-style democracy. *Control Rating:* 4. *TL:* 9.

Carse is a dry, rugged world with little in the way of mineral deposits. Most of the populace is employed in the tourism industry, catering to those who come to view the spectacular wind-worn rock formations of the Gresni Desert. The remainder work at the port or raise cactus-like meldo-fruit plants for export.

2228 Persephone (Imperial)

Starport: Class IV. Scout way station.

Diameter: 7,110 miles (11,440 km). *Atmosphere:* Standard oxygen-nitrogen, tainted by airborne micro-organisms. *Surface Water:* 54%. *Climate:* Chilly. *Population:* 940,000,000. *Government:* Oligarchy (a Council of Merchants that has made itself hereditary). *Control Rating:* 1. *TL:* 9.

An important link between Strouden and Glisten sub-sectors, Persephone sees a great deal of traffic through its large port. Many scout vessels are encountered going to and from the way station orbiting Jayhon, the outer gas giant of the system.

The locals are traders first and foremost, and many rare commodities can be found in the various markets of the starport . . . for those with the appropriate license or contacts.

2321 Quiru (Imperial)

Starport: Class IV.

Diameter: 3,045 miles (4,900 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 53%. *Climate:* Cold. *Population:* 3200. *Government:* None. *Control Rating:* 0. *TL:* 8.

Quiru is the largest moon of the gas giant Plistii. A regular stopover on the Spinward Main, Quiru is eclipsed by Heroni two parsecs to trailing. A small mining colony and a maintenance contract with MainLines Shipping keep the books balanced, but it is Quiru’s reputation as a free port, where anything can be had at a price, that brings in the real cash.

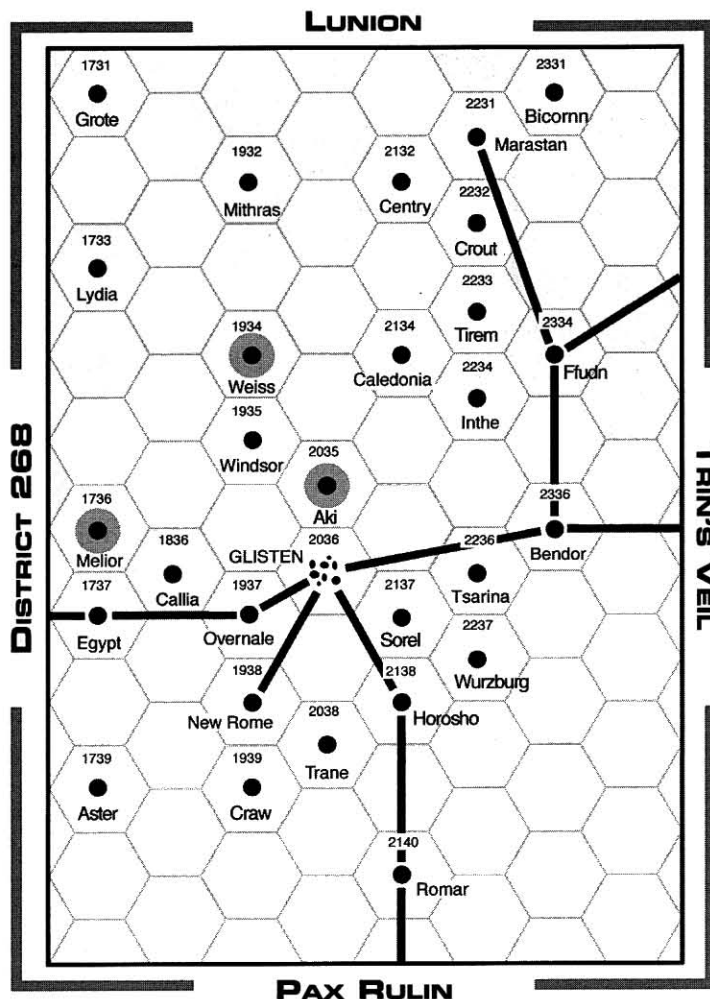
2322 Gorram (Imperial) – Red Zone

Starport: Class 0.

Diameter: 5,345 miles (8,600 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 40%. *Climate:* Chilly. *Population:* 840. *Government:* Athenian-style democracy. *Control Rating:* 0. *TL:* 2.

Gorram is interdicted to allow study of its primitive inhabitants.

GLISTEN SUBSECTOR MAP



2323 Resten (Imperial)

Starport: Class IV. Scout base.

Diameter: 3,014 miles (4,850 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* None. *Climate:* Cold. *Population:* 50. *Government:* None. *Control Rating:* 0. *TL:* 9.

The entire population of Resten consists of Imperial Scout Service personnel and their dependents. The world's only importance is as an Xboat link.

2324 Capon (Imperial)

Starport: Class IV. Naval base.

Diameter: 7,253 miles (11,670 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by chlorine compounds. *Surface Water:* 67% (contaminated by chlorine compounds). *Climate:* Cold. *Population:* 60,560,000. *Government:* Representative democracy. *Control Rating:* 4. *TL:* 9.

Capon is a major trade-route link and naval base. The locals are friendly and hard-working, making this a pleas-

ant stopover. The staunchly pro-Imperial government stages frequent displays of Imperial power and justice. Capon is known for the quality of its medical facilities and for the range of pharmaceuticals synthesized in the extensive factories of various local companies.

2325 Sharrip (Imperial)

Starport: Class III.

Diameter: 5,158 miles (8,300 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by sulfur compounds. *Surface Water:* 53%. *Climate:* Chilly. *Population:* 50. *Government:* None. *Control Rating:* 1. *TL:* 9.

Sharrip is a backwater world, with no population apart from a minimal starport staff.

2327 Strouden (Imperial)

Starport: Class V. Naval base.

Diameter: 7,452 miles (11,990 km). *Atmosphere:* Thin oxygen-nitrogen, tainted with industrial pollutants. *Surface Water:* 48%. *Climate:* Normal. *Population:* 9,048,000,000. *Government:* Bureaucracy. *Control Rating:* 5. *TL:* 12.

Strouden's extensive shipyards are mainly owned by Ling Standard Products (p. 15), although some minor companies build specialist designs for local markets.

2425 Gandr (Imperial)

Starport: Class I.

Asteroid belt. *Atmosphere:* None. *Surface Water:* None. *Population:* 4,300. *Government:* Representative democracy. *Control Rating:* 5. *TL:* 8.

Gandr is an asteroid belt, which orbits the gas giant Xantrac. The belt is a minor mining site, the remains of a worked-out superheavy elements extraction operation. A shadow of its former size, the colony is in decline.

2426 Drolraw (Imperial)

Starport: Class I.

Diameter: 10,503 miles (16,900 km). *Atmosphere:* Corrosive (sulfur trioxide) *Surface Water:* 63%. *Climate:* Normal. *Population:* 900. *Government:* Corporate (SuSAG). *Control Rating:* 1. *TL:* 6.

Drolraw is a hell-hole. Plagued by violent volcanic and earthquake activity, it also boasts a high-pressure corrosive atmosphere and oceans of sulfurous volcanically heated soup. It is inhabited only by the occupants of a SuSAG (p. 16) chemical-extraction station. They get few visitors.

GLISTEN SUBSECTOR

Glisten Subsector was an unimportant backwater until the mid-900s, when an Imperial decree opened up District 268 and Glisten became the jumping-off point for colonization and exploitation of that region. As the Xboat and

trade links extend to serve the new territory, the importance of Glisten will continue to increase.

The subsector is defended by the Imperial 100th Fleet, headquartered at Glisten. The fleet was established in 1108 during the Fifth Frontier War, containing a mix of brand-new and reactivated vessels. Despite its battle laurels, the fleet has not yet been brought up to full strength, and many of the reactivated vessels soldier on long after they should have been broken up.

The core of the fleet, however, is a powerful group of ultra-modern dreadnoughts capable of taking on anything possessed by any other power.

1731 Grote (Imperial)

Starport: Class V.

Diameter: 4,034 miles (6,490 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* Cold. *Population:* 3,100. *Government:* None. *Control Rating:* 0. *TL:* 9.

The inhabitants of Grote more or less exclusively operate the starport and its associated facilities. The locals make their way as traders and ship-builders, with custom-built small ships a specialty. The planet itself is an airless rockball.

1733 Lydia (Imperial)

Starport: Class I.

Diameter: 963 miles (1,550 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* None. *Climate:* Cold. *Population:* 9,300. *Government:* Dictatorship. *Control Rating:* 0. *TL:* 6.

The origins of this unusual society are lost in time. The entire population of the planet lives in a single enclave carved out of a natural cavern system. Technology is low, but life-support machinery is lovingly handmade and very reliable. The locals have little to trade to off-worlders, and little interest in contact. Visitors and scientists occasionally come to study the akenplants, a cactus-like growth that somehow manages to survive in this world's environment. Akenplant roots can penetrate rock, and byproducts of the plant's life cycle are used in many applications by the locals.

1736 Melior (Imperial) – Amber Zone

Starport: Class II.

Diameter: 1,000 miles (1,609 km). *Atmosphere:* Thin oxygen-nitrogen, with sulfur-compound taint. *Surface Water:* None. *Climate:* Normal. *Population:* 62,000 (33,000 Jonkeereen). *Government:* Subjugated (Imperial Colonial Office). *Control Rating:* 0. *TL:* 7

There is a little friction between the Jonkeereen (p. 00) and humans, who live in separate enclaves scattered about the surface. Both groups are technically ruled by the Imperial Colonial Office, which maintains a small staff at the starport, but in reality the groups are mostly

autonomous. Many “enclaves” are nomadic, and roam the deserts in family groups. Primary exports are products of the yalhi, a quadruped herd animal roughly similar to a camel. A few groups travel about the deserts in motorcades of large off-road vehicles, trading or raiding as the fancy takes them.

1737 Egypt (Imperial)

Starport: Class IV. Naval base.

Diameter: 10,149 miles (16,330 km). *Atmosphere:* Insidious, with very high hydrogen levels. *Surface Water:* 64%. *Climate:* Very cold. *Population:* 92,000. *Government:* Subjugated (Imperial Colonial Office). *Control Rating:* 2. *TL:* 7.

Egypt is used as a training ground by the Imperial Colonial Office. All of the permanent residents are starport and naval base support staff or employees of the ministry. Large environment domes create a number of challenging environments to test prospective colonists' skills before they face the real test – simulated colonial operations on the naked surface of Egypt.

1739 Aster (Imperial)

Starport: Class III.

Diameter: 8,017 miles (12,900 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 100% water ice. *Climate:* Cold. *Population:* 7,400. *Government:* Corporate. *Control Rating:* 0. *TL:* 9.

The surface of Aster is covered almost entirely in ice, with the occasional rocky mountain-top poking through (but not often enough to be 1 percent of the surface area). With a mean temperature of -10° F, there is enough variation to allow for some melting, especially at the equator. Shallow seas of ice water appear and refreeze at frequent intervals, making travel hazardous in the extreme. The entire human population is clustered in a small enclave at the north pole, where employees of Glisten Mineralogical LIC operate a test mine deep into the surface. Rumors of a native race of ice-dwelling sentients have been quashed recently by an Imperial survey team, which failed to find any evidence after a prolonged search.

1832 Callia (Imperial)

Starport: Class I.

Diameter: 1,175 miles (1,890 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* None. *Climate:* Average. *Population:* 900,000,000 (250,000 Jonkeereen). *Government:* Technocracy. *Control Rating:* 1. *TL:* 6.

Callia is a huge desert of jumbled rocks and dusty plains. The only water available is underground, in natural aquifers tapped by artesian wells. The population centers are all based around such water sources, with none having more than a few thousand inhabitants, and most far less. Control of the communities has gone to the technician

caste, who operate the pumps and filters that keep the communities alive. The locals are known for their lack of any real interest in trade. They are self-sufficient, and just want to be left alone.

1932 Mithras (Imperial) Imperial Prison

Starport: Class III.

Diameter: 8,328 miles (13400 km). *Atmosphere:* Corrosive atmosphere (high oxygen partial pressures). *Surface Water:* 52%. *Climate:* Normal. *Population:* 900,000. *Government:* Representative democracy. *Control Rating:* 4. *TL:* 6.

Mithras is a prison planet. Conditions are harsh – the high-oxygen atmosphere is poisonous without a mask, and poses fire hazards as well as corroding metals. This has forced the prisoners to band together in a way that civilized environments never did. The prisoners have been allowed to form their own government, export goods and even pass their own laws. The prisoners have at times had to deal with their own hard-line criminals. This situation is unusual, but effective. The reform rate is excellent, and since Mithras is not a life-sentence world, many ex-prisoners return to society to lead fruitful lives. Many more volunteer for Imperial Colonial Office projects. The world

is overseen from the orbital port by a small naval squadron. Unauthorized vessels are not allowed to approach the downport, and the locals are not allowed any space-capable vessels of their own, for obvious reasons.

1934 Weiss (Imperial) – Amber Zone

Starport: Class IV.

Diameter: 5,780 miles (9,300 km). *Atmosphere:* Standard oxygen-nitrogen atmosphere. *Surface Water:* 21%. *Climate:* Normal. *Population:* 9,000. *Government:* Corporate (Spinward DevCorp). *Control Rating:* 3. *TL:* 9.

Weiss is owned by Spinward Development Corp. It is a typical SDC development, a backwater world supporting corporate teams and a steady trickle of colonists. Diverse SDC plans include a major starport to encourage trade, as well as mining and industry on-planet. This total corporate ownership has resulted in an amber-zone declaration for non-SDC travelers, at the request of the corporation.

1935 Windsor (Imperial)

Starport: Class III.

Diameter: 7,396 miles (11,900 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 31%. *Climate:* Hot. *Population:* 60. *Government:* Corporate (WinsdorCorp). *Control Rating:* 6. *TL:* 9.



The population is increased from time to time by a few hundred transient workers. These purchase their prospecting and extraction rights from WinsdorCorp.

Windsor itself orbits the gas giant Vintii, which is itself unusual in being very close to the system's K9 star. Vintii is itself almost a brown dwarf, and emits enough heat to keep Windsor's surface temperature high.

1937 Overnale (Imperial)

Starport: Class IV.

Diameter: 4,139 miles (6,660 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 39%. *Climate:* Tropical. *Population:* 4,050,000. *Government:* Multiple societies. *Control Rating:* 6. *TL:* 9.

Overnale is an agricultural world. Local conditions allow for riotous growth of flora, including several varieties of cereal and other staples, exotic fruits and their by-products. The extensive harvest of cereal grains provides a surplus for livestock feed, and considerable herds are supported in numerous feedlots across the world. Overnale's native uffleberry is used to make a rich dark wine-like drink (purists insist that ufflewine is not wine) that forms an excellent accompaniment to steak, which is another major export.

1938 New Rome (Imperial)

Starport: Class IV. Naval base.

Diameter: 7,995 miles (12,800 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 70% water ice. *Climate:* Cold. *Population:* 700,000,000. *Government:* Subjugated (ruled directly from Glisten). *Control Rating:* 5. *TL:* 9.

New Rome is an important manufacturing and market center, with exports feeding into the major routes via Glisten. The naval base is one of two in this end of the subsector intended to protect the great trade routes through Glisten.

1939 Craw (Imperial)

Starport: Class III.

Diameter: 5,140 miles (8,270 km). *Atmosphere:* Standard oxygen-nitrogen, tainted by radioactive dust particles. *Surface Water:* 30%. *Climate:* Normal. *Population:* 9,103,000 (not including a little-studied indigenous sentient population). *Government:* Representative democracy. *Control Rating:* 2. *TL:* 5.

The terrain of Craw is mainly desert and rocky badlands. There is evidence that the radioactive dust that blows into the atmosphere from Craw's many deserts is



fallout from some ancient nuclear exchange, but there is little local interest (and no outside interest) in studying the phenomenon.

2035 Aki (Imperial) – Amber Zone

Starport: Class IV.

Diameter: 4,009 miles (6,450 km). *Atmosphere:* Thin oxygen-nitrogen atmosphere tainted by low oxygen content. *Surface Water:* 34%. *Climate:* Chilly. *Population:* 2,270,000,000. *Government:* Bureaucracy. *Control Rating:* 5. *TL:* 9.

The inhabitants of Aki are concentrated in five very large cities. Each of the great cities is different – one situated in a vast artificial cavern, one on the bed of the only ocean, and so on. All are ruled by civil service bureaucrats known for their remarkable lack of corruption.

Food and water are rationed on Aki, as is living space. This mass of humanity packed into several small containers leads to internal tension, and the world is designated an amber zone accordingly.

2036 Glisten (Imperial) Subsector Capital.

Starport: Class V. Naval and scout bases.

Asteroid Belt: *Atmosphere:* None. *Surface Water:* None. *Climate:* None. *Population:* 8,384,000,000. *Government:* Bureaucracy. *Control Rating:* 4. *TL:* 12.

The Glisten system has two huge asteroid belts, one of which is designated the main world. In fact there are many settlements, each with its own ports. Most of the settlements specialize in a particular social or economic/industrial role. Glisten City is the main governmental and business district. The Pluvius group is the main shipbuilding center for the system, containing the vast Ling Standard Products and Bilstein shipyards and other, smaller yards of lesser importance.

Light industry is conducted mainly at the Alea, Warem and Thacen groups; heavy industry at Mistar, Erom and Namdet; mining and mineral processing is carried out mainly at Therak and Erom. Agriculture is centered at Alea, Ensu, Thacen and Vedfor. Other groups include the artists' colony at Ensu, tourism center at Chun, the military training facility at Quord and the diplomatic complex at Gro'un. There is a common jest in the Marches that Glisten has an asteroid city entirely devoted to shuttle-traffic control.

Located at Was-hin near Glisten City is the Glisten Institute of Planetological Studies (GLIPS), a leading establishment since its establishment in 630. GLIPS has over a million students and 50,000 staff, teaching a broad range of disciplines based in the planetological field – agriculture, biology, chemistry, geology and meteorology. The faculty also conducts studies on terraforming and the introduction of genetically engineered or transplanted

species to new environments. There is a large contracted research arm. GLIPS maintains over a hundred sample ecologies, each on a separate asteroid.

The Mining School of Glisten is located further out in the Glisten belt. It exists to train students in all aspects of mining – planetary and space – from prospecting to legal issues to management of large operations. The faculty receives generous donations from various mining concerns and is a major recruiting center for the same corporations.

2038 Trane (Imperial)

Starport: Class III.

Diameter: 5,966 miles (9,600 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 90%. *Climate:* Normal. *Population:* 70,000. *Government:* Athenian-style democracy (all citizens have a vote from birth – votes are normally cast by a guardian until age 14). *Control Rating:* 1. *TL:* 10.

Trane exports locally manufactured firearms and other “defense related” products geared to the paramilitary market. Most individuals own and carry a variety of weapons, but society is cooperative for the most part. The oceans of Trane are home to a considerable variety of aquatic life. Land life has not evolved above small arthropod-like creatures.

2132 Centry (Imperial)

Starport: Class I.

Diameter: 1,989 miles (3,200 km). *Atmosphere:* Very thin oxygen-nitrogen, tainted by micro-fungal spores. *Surface Water:* 20%. *Climate:* Cool. *Population:* 20,000. *Government:* Representative democracy. *Control Rating:* 5. *TL:* 6.

The surface is wracked by extensive and violent volcanic activity, which throws up valuable minerals but makes life very hazardous for the inhabitants. The smoking volcanic craters of Centry are heavily colonized by vast forests of fungi, whose spores form clouds thick enough to form low-lying weather patterns. These fungi are harvested for use in the chemical industry, but present a hazard to human lungs.

The human inhabitants share their delightful home with an indigenous race, referred to as the Crachi by Imperial texts. The Crachi are on a similar evolutionary level to the smaller apes of Terra. They are built low to the ground and possess eight limbs like a crab. Their heavy carapace and shell protect them from the worst of Centry's climate. Trained Crachi are used by the humans of the world to assist in harvesting fungi.

2134 Caledonia (Imperial)

Starport: Class III.

Diameter: 5,115 miles (8,230 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by virulent allergens. *Surface*

Water: 8%. *Climate:* Normal. *Population:* 9,000,000. *Government:* Oligarchy. *Control Rating:* 2. *TL:* 6.

Despite their atmosphere being lethal to 60 percent of humans, the population of Caledonia has thrived and become self-sufficient since the establishment of their colony 100 years ago. A quiet backwater, Caledonia is rarely visited, and the locals are quite happy for it to stay that way.

2137 Sorel (Imperial)

Starport: Class I.

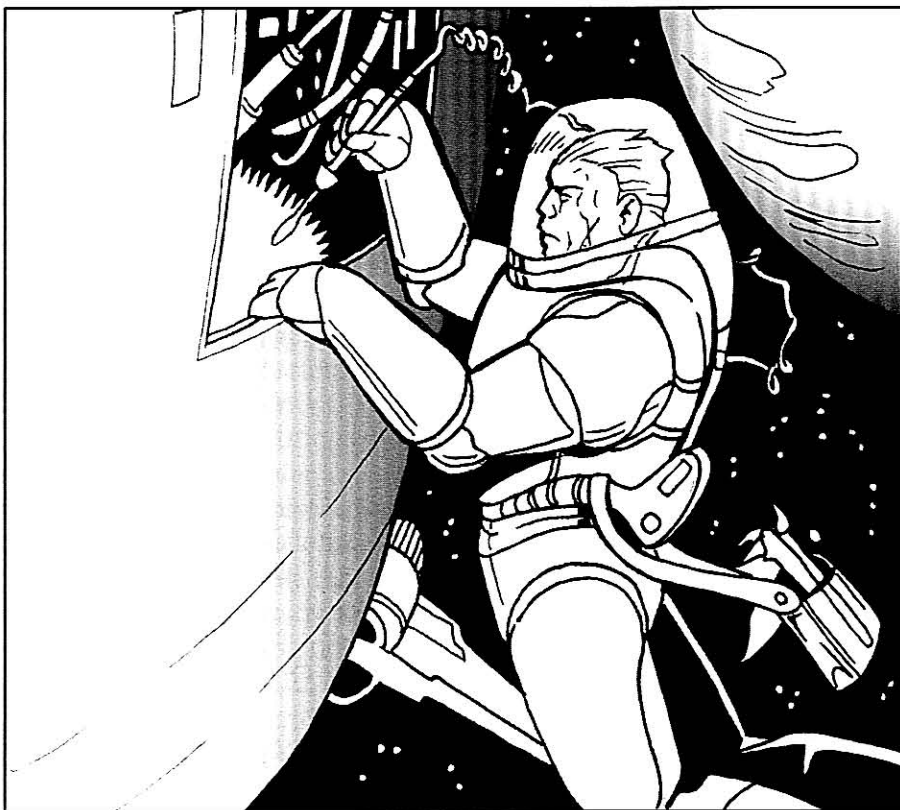
Diameter: 4,040 miles (6,500 km).

Atmosphere: Dense oxygen-nitrogen.

Surface Water: 49%. *Climate:* Normal.

Population: 9,000,000. *Government:* Bureaucracy. *Control Rating:* 5. *TL:* 5.

Sorel serves as a major "breadbasket" for the Glisten subsector, and sees regular visits from corporate bulk-cargo ships. Unless travelers are trying to squeeze into this stable trade routine, this world offers few reasons to visit.



2138 Horosho (Imperial)

Starport: Class III. Scout base.

Diameter: 3,008 miles (4,840 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 72%. *Climate:* Normal. *Population:* 900,400,000. *Government:* Dictatorship. *Control Rating:* 2. *TL:* 9.

Horosho overthrew its previous democratic government 22 years ago, and installed a Imperial Navy lieutenant as dictator by popular demand (and to the embarrassment of certain Imperial officials). Lieutenant Lish Dervan is a benign despot, ruling her subjects with a firm enough hand to be extremely efficient, yet allowing them freedom enough that they love her for it. Horosho's recent history is a great success story, with the port currently being upgraded to class IV to increase trade. Horosho's fleet of trade ships is expanding rapidly, and Imperial recognition of the dictator's achievements is expected to be forthcoming soon.

2140 Romar (Imperial)

Starport: Class IV. Naval and scout bases.

Diameter: 3,922 miles (6,310 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* None. *Climate:* Chilly. *Population:* 12,000. *Government:* Technocracy. *Control Rating:* 4. *TL:* 8.

A desert world of relatively little population, Romar is the source of dust-spice, which is much sought after by Aslan traders. An ill-planned attempt by a group of Aslan ihatei to capture Romar and its resources was summarily squashed in 1117.

2231 Marastan (Imperial) – Imperial Reservation

Starport: Class II.

Diameter: 2,846 miles (4,580 km). *Atmosphere:* Dense. *Surface Water:* 60%. *Climate:* Cold. *Population:* 92,000,000. *Government:* Multiple societies. *Control Rating:* 1. *TL:* 6.

Marastan is an Imperial reservation, a status imposed to prevent mass immigration to this garden world and justified by using the planet as a showcase for various flora and fauna collected by the Scout Service throughout Imperial space. A recent flare-up of warfare and mercenary activity resulted from the discovery of vast mineral deposits on-planet, and corporate attempts to gain control of these brought Imperial intervention in 1107. This ended the local wars for a time, though the demands of the Fifth Frontier War drew attention away long enough for a few corporations to gain a foothold. Ling Standard Products (p. 15) and Sternmetal Horizons (p. 17) are among the players still jockeying for control of this lucrative world.

2232 Crout (Imperial)

Starport: Class I.

Diameter: 4,071 miles (6,550 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 46%. *Climate:* Warm. *Population:* 3,050,000,000. *Government:* Oligarchy (hereditary aristocracy). *Control Rating:* 5 *TL:* 7.

Through deliberate manipulation of the populace, and some very real benefits, the ruling elite enjoy the trust and even love of the common people. Offworld contact is not restricted, and a great deal of trade comes through the world's port. Crout is known as one of the safest and most friendly ports a trader can visit.

2233 Tirem (Imperial)

Starport: Class III.

Diameter: 7,334 miles (11,800 km). *Atmosphere:* Corrosive (sulfur compounds). *Surface Water:* 54%. *Climate:* Cold. *Population:* 6,772,000,000. *Government:* Multiple societies (the world is divided among 107 distinct states). *Control Rating:* 2. *TL:* 9.

With oceans of weak sulfurous acid and a cold, forbidding climate, Tirem's environment has forced the local states to get along peaceably. Thus, although there is intense commercial competition, open conflict is anathema to the people of this world, as it is simply too destructive.

2234 Inthe (Imperial)

Starport: Class III.

Diameter: 802 miles (1,290 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* Frozen. *Population:* 91,000. *Government:* Bureaucracy. *Control Rating:* 5. *TL:* 9.

A rather nasty iceball, Inthe is largely populated by miners, extracting and processing the large deposits of radioactives and heavy metals found here. There are few other reasons to stay.

2236 Tsarina (Imperial)

Starport: Class I.

Diameter: 999 miles (1,607 km). *Atmosphere:* Very thin oxygen-nitrogen, tainted by dust particles. *Climate:* Cool. *Population:* 3,530,000. *Government:* Oligarchy (hereditary nobility). *Control Rating:* 4. *TL:* 6.

Much of this tiny world's terrain is dusty desert plains, swept by the thin winds that result from a short rotational period. The populace are insular to the point of being downright surly, and resent even the traders who bring them luxury items for trade.

2237 Wurzburg (Imperial)

Starport: Class III. Scout base.

Diameter: 6,830 miles (10,990 km). *Atmosphere:* Dense oxygen-nitrogen, tainted by industrial pollution. *Surface Water:* 50%. *Climate:* Tropical. *Population:* 5,000. *Government:* None. *Control Rating:* 0. *TL:* 8.

Wurzburg is a dying colony with no government and no laws to speak of. Only the trade encouraged by self-declared free-port status keeps anyone on this forsaken world, ruined by over-industrialization in the past.

Mercenaries and arms traders more or less run the tiny downport, while the Scout Service turns a blind eye and refuses shore leave to its personnel. Wurzburg is an anarchic, violent place, and is designated an amber zone.

2331 Bicornn (Imperial)

Starport: Class I.

Diameter: 5,202 miles (8,370 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 34%. *Climate:* Normal. *Population:* 30,000. *Government:* Multiple societies (split between three large states and a few small enclaves). *Control Rating:* 3. *TL:* 5.

The human states are engaged in a constant fight for survival against the Krvn, a semi-sentient species of human-sized burrowing arachnoids.

2333 Ffudn (Imperial)

Starport: Class V.

Diameter: 4,001 miles (6,437 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* 43%. *Climate:* Normal. *Population:* 950,000,000. *Government:* Bureaucracy. *Control Rating:* 5. *TL:* 8.

Ffudn is an important trade nexus and Xboat link. The government actively promotes offworld trade despite maintaining an extreme police state.

Several megacorporations maintain offices on Ffudn, including a regional office of Imperiallines. Much of the planet's surface water is locked up in ice caps, as the atmosphere is too thin to keep a reasonable temperature. Terraforming efforts to remedy this have met with no real success to date.

2336 Bendor (Imperial)

Starport: Class V. Naval and scout bases.

Diameter: 7,582 miles (12,200 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 58%. *Climate:* Normal. *Population:* 8,000,000. *Government:* Technocracy. *Control Rating:* 3. *TL:* 6.

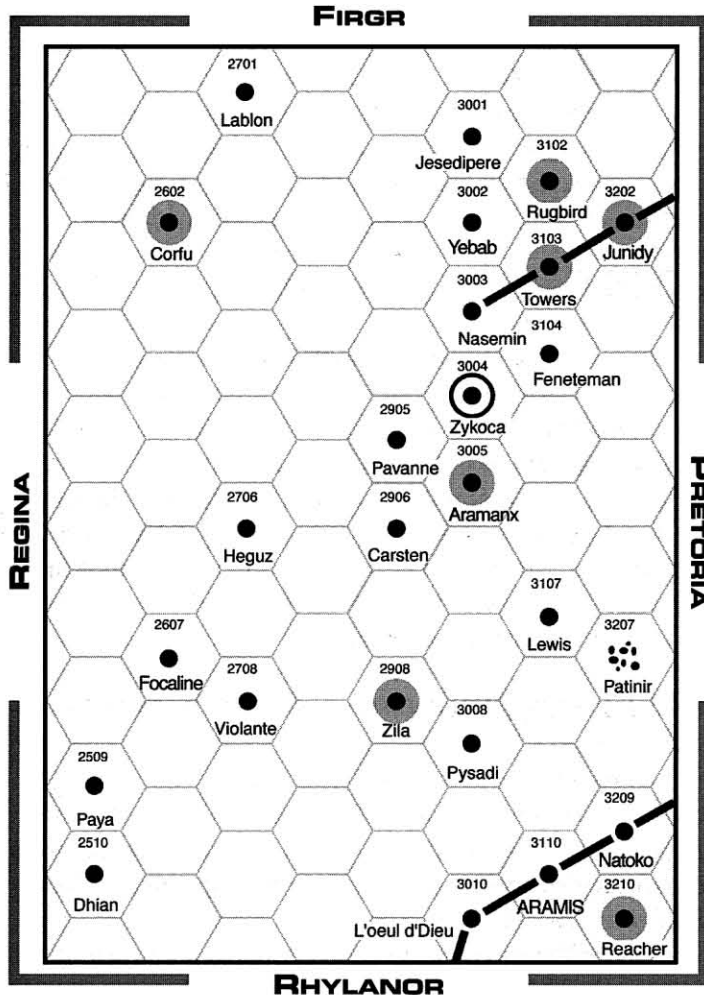
Bendor's economy is based upon agricultural produce as well as revenue from the port. Local shipyards specialize in bulk freighters built to standard designs.

ARAMIS SUBSECTOR

Aramis Subsector is a major agricultural area often referred to as the "breadbasket of the Vargr," because of the amount of the sector's produce that is transported to the Vargr extents. The Imperium has established several trading stations along the borders to encourage this commerce, but recently the Vargr have been raiding more and trading less.

Zila is perhaps the most famous world due to its reputation for vintage wines – Archduke Norris is said to enjoy a glass of Fireau et Fille eiswein after each meal.

ARAMIS SUBSECTOR MAP



Aramis is defended by the 214th Fleet, which earned laurels in the Fifth Frontier War by taking the Sword Worlds invasion in the flank and destroying the Sacnoth fleet, thereby creating the Border Worlds.

Jesedipere has a large population of Vargr. Several minor races, including the Ebokin of Yebab and the Lllelweyloly of Junidy, call the subsector home.

2509 Paya (Imperial)

Starport: Class V.

Diameter: 5,979 miles (9,620 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 52%. *Climate:* Cold. *Population:* 620 (not including starport). *Government:* Representative democracy. *Control Rating:* 1. *TL:* 9.

In 1075 an asteroid struck Paya, destroying the civilization of 12 million Payans. The survivors were evacuated by naval ships out of Inthe/Regina. A group of 500 eccentrics from a tiny mountain pseudo-religious community refused to leave, seeing their chance to improve humanity via a selective eugenics program. In 1094 Oberlindes Lines saw Paya as an ideal base for its Aramis operations and leased

ground from the remaining Payans for a starport. In 1102, the Imperial Navy followed Oberlindes and also leased land near the starport to build a naval base. The money received for these leases has made the eccentrics of Paya very rich.

2510 Dhian (Imperial)

Starport: Class III.

Diameter: 9,049 miles (14,560 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 68%. *Climate:* Tropical. *Population:* 2,264,000. *Government:* Bureaucracy. *Control Rating:* 6. *TL:* 5.

Dhian is cursed with a very repressive government that maintains itself in power by virtue of its monopoly over the air and food supply to Dhian's sealed cities. All the world's plants are grown hydroponically in government farms while offworld imports are banned. Dhian security and government enjoy TL8, but restrict the population to very low levels in order to keep control.

2602 Corfu (Imperial) – Amber Zone

Starport: Class I.

Diameter: 8,173 miles (13,150 km). *Atmosphere:* Dense oxygen-nitrogen, tainted by Corfu claw virus. *Surface Water:* 50%. *Climate:* Normal. *Population:* 2,427,000. *Government:* Multiple societies (the world is divided among six nations). *Control Rating:* 2. *TL:* 5.

In 1062 a virulent crippling disease called "Corfu claw virus" appeared and infected 5 percent of the population. With no known cure for the ailment, the Scout Service set up a surveillance post and prohibited access to the world. In 1117 Dr. Jeanette Snaith of the Rhylanor Medical School announced she had discovered a cure, which after a worldwide immunization program proved successful. All travelers to the world still need an inoculation, and the world is now classified amber.

2607 Focaline (Imperial)

Starport: Class I.

Diameter: 10,124 miles (16,290 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 84%. *Climate:* Cool. *Population:* 712,000. *Government:* Representative democracy. *Control Rating:* 2. *TL:* 9.

Focaline has extensive ice caps, but the northern islands provide wide open plains excellent for raising groats. These plains are crowded with family-owned ranches – indeed this overcrowding has led to strict population control. Groats are native to Fulacin in Rhylanor, but as their meat is highly prized by the Vargr, herds were introduced to Focaline to exploit this market.

2701 Lablon (Imperial)

Starport: Class IV.

Diameter: 5,531 miles (8,900 km). *Atmosphere:* Thin oxygen-nitrogen, tainted once a year by lablon spruce

spores. *Surface Water*: 56%. *Climate*: Cool. *Population*: 503,000. *Government*: Bureaucracy. *Control Rating*: 6. *TL*: 9.

Lablon is an agricultural world with a population based in small farming towns scattered about the fertile areas of the four continents. The Lablon government's main duty is to ensure that each community exports goods at the set prices.

Recently, the Imperial 214th Fleet engaged Vargr raiders in the outer system.

2706 Heguz (Imperial)

Starport: Class I.

Diameter: 5,792 miles (9,320 km). *Atmosphere*: Standard oxygen-nitrogen. *Surface Water*: 100%. *Climate*: Normal. *Population*: 500 (orbital research station). *Government*: Athenian-style democracy. *Control Rating*: 2. *TL*: 10.

Heguz is a mysteriously dangerous world. In 649, a floating colony of some 20,000 inhabitants simply vanished. In 670 a new colony of some 70,000 was established in a floating city. This, too, vanished without a trace in 931.

Large areas of the ocean floor have been searched, but no signs of either colony have ever been discovered. A research team representing a new group of would-be colonists has been studying the world from orbit for the last 24 years. Various expeditions to the planet have been launched, but none since last year, when a research sub mapping the ocean floor went the way of the others.

Its last radio message ended with the words, "They're all here . . ."

2708 Violante (Imperial)

Starport: Class III.

Diameter: 6,290 miles (10,120 km). *Atmosphere*: Standard oxygen-nitrogen. *Surface Water*: 93%. *Climate*: Warm. *Population*: 43,000. *Government*: Technocracy. *Control Rating*: 1. *TL*: 9.

Owned by a noble house from Deneb – House Evallisa – Violante is an attempt to create an unspoiled paradise for the enjoyment of the house's members.

The world is divided into estates with a population made up entirely of nobles, staff, technicians and servants. Almost a third of the population lives elsewhere for part of the year.

2905 Pavanne (Imperial)

Starport: Class I.

Diameter: 2,014 miles (3,240 km). *Atmosphere*: Trace oxygen-nitrogen. *Surface Water*: None. *Climate*: Very cold. *Population*: None. *Government*: None. *Control Rating*: 0. *TL*: None.

An empty world with the remains of a few abandoned mines scattered about the surface, Pave has few visitors. The five gas giants in the system offer ample opportunities to refuel, while Pavanne has no source of hydrogen.

2906 Carsten (Imperial)

Starport: Class III.

Diameter: 4,164 miles (6,700 km). *Atmosphere*: Very thin oxygen-nitrogen, tainted by low oxygen levels. *Surface Water*: 74%. *Climate*: Very cold. *Population*: 82,000. *Government*: None. *Control Rating*: 1. *TL*: 9.

Carsten is a snow-covered world on which the major resource is radioactives. Ore is found in pockets near the surface, but not in large enough quantities to interest large mining companies. A population of individual prospectors can and do make a good living.

2908 Zila (Imperial) – Amber Zone

Starport: Class I.

Diameter: 1,927 miles (3,100 km). *Atmosphere*: Thin oxygen-nitrogen. *Surface Water*: 61%. *Climate*: Warm. *Population*: 66,000,000. *Government*: Athenian-style democracy (franchise is confined to landowners). *Control Rating*: 5. *TL*: 7.

Zila is the moon of a gas giant, and suffers huge tides as a result. This is not the reason for the amber zone designation, however. The amber classification is the result of



the extremely restrictive laws on Zila, on which the police will arrest on the slightest pretext. Most people carry extensive legal insurance.

Zila is the site of some of the most respected wineries in the Marches. Four wineries dominate the market: Fireau et Fille, Signal, Delatest and Tukera. Tukera attempted a complete market takeover in 1107, but was prevented by a partnership of Oberlindes Lines and Fireau et Fille. This takeover attempt is often seen as the beginning of the Jesedipere Incident. The Vargr trading station was closed in 1108 by the government, which has not offered any explanation for this action.

3001 Jesedipere (Imperial)

Starport: Class III.

Diameter: 7,110 miles (11,440 km). *Atmosphere:* Standard oxygen-nitrogen atmosphere tainted by volcanic gases. *Surface Water:* 53%. *Climate:* Warm. *Population:* 4,100 (plus 3,500 Vargr). *Government:* Anarchy (both humans and Vargr). *Control Rating:* 0. *TL:* 7.

The starport is the world's mainstay and is operated by the Scout Service with many large trading companies owning a stake in the port. The downport is one of the most notoriously unrestrained dens of iniquity in the sector, where a traveler can deal in anything.

3002 Yebab (Imperial)

Starport: Class III.

Diameter: 932 miles (1,500 km). *Atmosphere:* Exotic atmosphere, a mix of methane, carbon dioxide and nitrogen. *Surface Water:* 41%. *Climate:* Cold. *Population:* 732,000,000 Ebokin (21,000 humans). *Government:* Bureaucracy (Ebokin Grand Council of Females). *Control Rating:* 6. *TL:* 7.

Yebab is the home of the Ebokin, a very conservative race who, while members of the Imperium see it as a "lawless organization" relative to their own civilization. Yebab is of interest due to its totally alien ecology. The starport includes a research facility crewed by staff from the Regina University biology department, who are studying the world's many strange creatures.

3003 Nasemin (Imperial)

Starport: Class IV. Scout base.

Diameter: 9,074 miles (14,600 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 100%. *Climate:* Normal. *Population:* 60,300. *Government:* Athenian-style democracy. *Control Rating:* 1. *TL:* 9.

A large close moon, a high axial tilt and an energetic sun combine to produce giant tides and extreme weather effects. The world's stormy seas are home to the byssal (a 44-ton swimming carnivore), which produces an anti-inflammation drug from a gland. The population hunts the byssal in well-armored subs to harvest the 10-pound

gland. The gland regenerates in about a year, so can be harvested many times. Harvesting is a major industry, but as the byssal is a very nasty animal, everyone not involved in the hunt lives in the orbital station.

3004 Zykoca (Imperial) – Red Zone

Starport: Class I.

Diameter: 9,105 miles (14,650 km). *Atmosphere:* Dense, tainted by high oxygen partial pressure. *Surface Water:* 41%. *Climate:* Hot. *Population:* 340,000. *Government:* Representative democracy. *Control Rating:* 1. *TL:* 6.

Local society is extremely xenophobic, and all off-world contact has been suspended by an Imperial Interdiction Order. In 1097, a local mob with government support broke into the starport, and only the action of the Imperial Marines allowed the traders in the port to flee to space.

3005 Aramanx (Imperial) – Amber Zone

Starport: Class IV.

Diameter: 6,209 miles (9,990 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 70%. *Climate:* Normal. *Population:* 1,580,000,000. *Government:* Multiple societies, (divided among eight major powers and 23 minor ones). *Control Rating:* 1. *TL:* 6.

Aramanx was colonized in the 400s from Junidy by a utopian group who rejected technology and warfare. As people expanded across Aramanx, schisms developed, and war was reintroduced. In 1095, Sternmetal Horizons LIC financed the building of the class IV starport and set out to develop the Lavrenyi nation in order to gain access to Aramanx' mineral resources.

Sternmetal's plans did not go well, and in 1106 a major war between Lavrenyi, Lanax and Senled spread to become a world war which has now raged for 14 years, costing millions of lives. Aramanx has been classified an amber zone due to the world war.

3008 Pysadi (Imperial)

Starport: Class III.

Diameter: 3,866 miles (6,220 km). *Atmosphere:* Standard oxygen-nitrogen, tainted by gases that cause giddiness. *Surface Water:* 62%. *Climate:* Normal. *Population:* 1,900,000. *Government:* Theocracy (The Mother Church). *Control Rating:* 5. *TL:* 5.

The Mother Church (a religious dictatorship) teaches the worship of Pysadi itself, believing the world to be the mother of all things. Pysadian fruits are famous (particularly the skymelon and trake), and are so prized they are often carried in low berth to preserve their freshness. Trake produces great wine, such as on Zila, but the Mother Church has banned the production and consumption of alcohol.

3010 L'oeul d'Dieu (Imperial)

Starport: Class IV.

Diameter: 8,798 miles (14,156 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 99%. *Climate:* Warm. *Population:* 523,000. *Government:* Corporate (Sharushid LIC). *Control Rating:* 0. *TL:* 9.

The world is owned by Sharushid LIC, a megacorporation that trades in luxury goods from all parts of the Imperium. On L'oeul d'Dieu a variety of exotic seafood is harvested by corporate fishing boats. No one other than Sharushid employees is allowed on the world, as the company fears damage to the ecosystem. The starport on a small sea tower is the only planetary area where non-employees are allowed.

3102 Rugbird (Imperial) – Amber Zone

Starport: Class IV.

Diameter: 10,429 miles (16,780 km). *Atmosphere:* Insidious acidic. *Surface Water:* None, 53% acid oceans. *Climate:* Very cold. *Population:* 8,384,000. *Government:* Oligarchy (habitat corporation shareholders). *Control Rating:* 2. *TL:* 9.

Due to the extremely insidious atmosphere, the population lives in orbit. Remote-operated machines on the surface are guided to exploit the world's considerable resources. Only repair crews (who receive hazard pay) venture down to the surface.

3103 Towers (Imperial) – Amber Zone

Starport: Class IV. Scout base.

Diameter: 4,102 miles (6,600 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by industrial pollutants. *Surface Water:* 35%. *Climate:* Cool. *Population:* 72,000. *Government:* Representative democracy (franchise limited to nobles). *Control Rating:* 5. *TL:* 9.

Once the seat of the Tower Cluster government before its absorption into the Imperium, Towers is now an emptying world that has lost some 60 percent of its population to emigration in the last 200 years. They have left a world covered in empty homes and factories. Towers is amber due to local customs involving honor and a code of dueling over insults.

3104 Feneteman (Imperial)

Starport: Class III.

Diameter: 1,991 miles (3,203 km). *Atmosphere:* Very thin oxygen-nitrogen, tainted by radioactives. *Surface Water:* 20% water ice. *Climate:* Very cold. *Population:* 930. *Government:* None. *Control Rating:* 0. *TL:* 10.

Feneteman was unpopulated until 1086 when a Ling Standard Products (p. 00) survey team discovered deposits of lanthanum. The amount was considered insufficient to merit full exploitation, so rights were leased to indepen-

dent prospectors. Discoveries have not been great, and only a few miners are currently working on the planet.

3107 Lewis (Imperial)

Starport: Class II.

Diameter: 3,978 miles (6,400 km). *Atmosphere:* Very thin oxygen-nitrogen, tainted by suspended dust. *Surface Water:* 71%. *Population:* 24,000. *Government:* Multiple societies. *Control Rating:* 0-1. *TL:* 10.

In 1109 the marquis of Aramis removed the world's red classification after anti-Tukera pressure at court following the Jesedipere Incident. The world is still 95 percent owned by Tukera, but a small mining community is now making a good living working lanthanum and trading through the recently opened Tukera-built Class II starport.

3110 Aramis (Imperial) Subsector Capital

Starport: Class V.

Diameter: 5,904 miles (9,500 km). *Atmosphere:* Corrosive fluorine. *Surface Water:* None. *Climate:* Hot. *Population:* 620,000. *Government:* Technocracy (headed by the marquis of Aramis). *Control Rating:* 4. *TL:* 9.

The population is contained in the tunnel city of Leedor, which is the personal fief of the marquis of Aramis. The main occupation is governmental bureaucracy for the subsector and technicians in the starport, naval base and scout base. The downport and naval base are sealed below the surface of the planet via airlocks, so even ships do not have to be left in the extreme atmosphere. The subsector headquarters for Tukera can be found in Leedor, and the chief executive is Lady Arianne Bolden-Tukera, the wife of the marquis.

3202 Junidy (Imperial) – Amber Zone

Starport: Class IV.

Diameter: 3,866 miles (6,220 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 38%. *Climate:* Cool. *Population:* 28,000,000,000 (14,000,000,000 Llellelwyly). *Government:* Dictatorship. *Control Rating:* 6. *TL:* 9.

After years of racial violence following a civil war, the Scout Service encouraged a new government to give equal rights to both humans and the Llellelwyly. By 1108 the world's government was human-dominated and made many laws which made life harder for the Llellelwyly. This has led to terrorist acts by them, and recently their "Junidy Liberation Army" has been working closely with the Kforuzeng Vargr corsairs, which has led to the new amber classification.

3207 Patinir (Imperial)

Starport: Class III.

Asteroid belt. *Atmosphere:* None. *Surface Water:* None. *Climate:* Very cold. *Population:* 3,240,000.

Government: Corporate (local board of directors). *Control Rating:* 0. *TL:* 9.

At the Trojan points of the belt are two effectively identical space colonies. Each operates a refinery/smelter that processes ore taken from the belt. The belt's tech level reflects a deliberate colony design to make facilities maintainable even in the event of a technological decline.

About half of the inhabitants reside at the two Trojan colonies and the Port Rock. The rest are scattered throughout the belt in small communities.

3209 Natoko (Imperial)

Starport: Class IV.

Diameter: 5,196 miles (8,360 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 21%. *Climate:* Warm. *Population:* 806. *Government:* Corporate (Tukera Lines). *Control Rating:* 1. *TL:* 8

Everyone on Natoko either works for Tukera or is a dependent of an employee. The company owns the world to provide a starport for the overhaul of its space fleet.

3210 Reacher (Imperial) – Amber Zone

Starport: Class III.

Diameter: 8,987 miles (14,460 km). *Atmosphere:* Exotic carbon dioxide. *Surface Water:* 76%. *Climate:* Hot. *Population:* 364,000. *Government:* Representative democracy. *Control Rating:* 1. *TL:* 8.

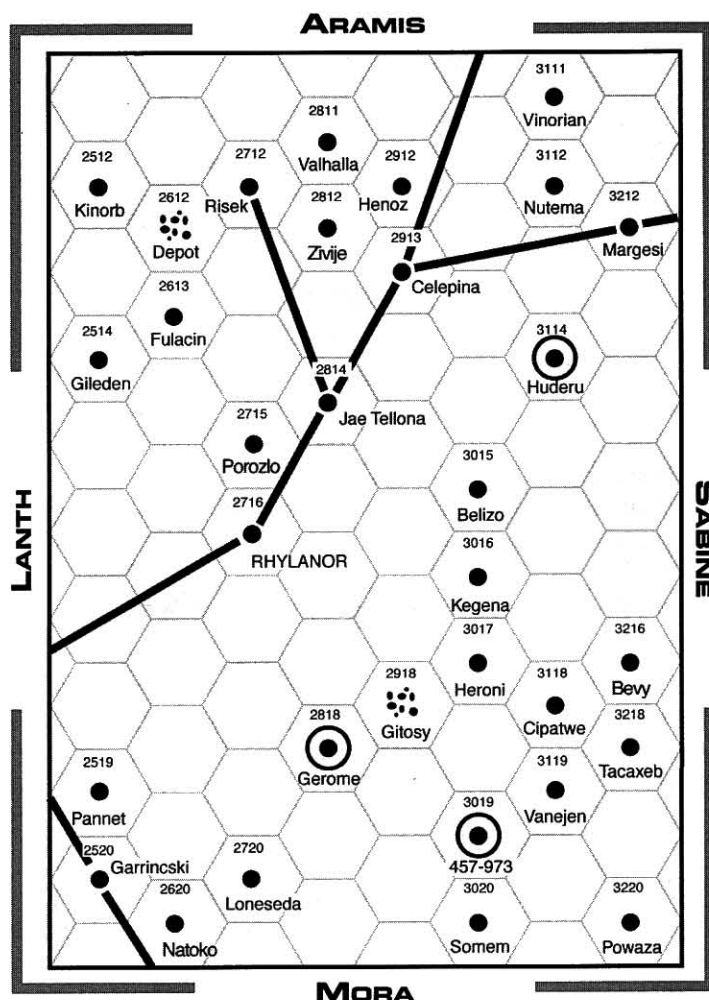
Reacher supports its economy by exporting simple organic compounds produced naturally in its exotic atmosphere. Recent advances in technology on Aramis and Patinir have reduced Reacher's markets. This has led to incidents of violence against off-worlders, which has resulted in reclassification to amber-zone status.

RHYLANOR SUBSECTOR

All but seven of the subsector's 32 worlds are situated on one of two arms of the Spinward Main, and thus accessible by jump-1 starships. The subsector thus sees an immense amount of commercial traffic. Rhylanor Subsector was the site of several battles in the Fifth Frontier War, notably the final turning of the tide at Zivije and Rhylanor itself.

The Rhylanor system still contains relics of the climactic battle, in the form of the Warships' Graveyard, where the shattered hulks of disabled vessels were gathered together by tugs in order to prevent their being a hazard to navigation. The "graveyard fleet" has been augmented by vessels "tidied up" from other interstellar battlefields. Even now, technicians still comb the wrecks, salvaging weaponry and turning up the odd desiccated corpse, thereby solving the mystery of another missing-in-action posting.

RHYLANOR SUBSECTOR MAP



The whole graveyard is classified as a red zone, and patrolled to prevent any but licensed salvage operatives from entering. The area is designated as a war grave by both Zhodani and Imperial authorities. Proposals include launching the whole collection of debris into Rhylanor's star in a mass-burial ceremony as part of the Emperor's Jubilee, symbolizing a new beginning and an ending to hostilities. The plan has yet to be approved by the Consulate.

2512 Kinorb (Imperial)

Starport: Class III.

Diameter: 4,108 miles (6,610 km). *Atmosphere:* Thin oxygen-nitrogen, "tainted" by extreme dryness. *Surface Water:* 92% mostly water ice. *Climate:* Cold. *Population:* 50,000. *Government:* Oligarchy (Sacred Brotherhood). *Control Rating:* 2. *TL:* 9.

Kinorb orbits at the very edge of the life zone of its type A0 primary, being a gas giant's moon whose surface

water is mainly locked up in ice. As a result, the atmosphere is extremely dry, and can cause temporary respiratory difficulties if breathed for more than a few minutes without artificial assistance (which can be as simple as a water atomizer fitted to a heated facemask). Kinorb is ruled by a religious order named the Sacred Brotherhood of Kinorb, whose moderate laws counter any disaffection by the populace at being given no say in government. The brotherhood accepts only a tiny fraction of applicants, many of whom do not last through the initiation period and return to normal society.

2514 Gileden (Imperial)

Starport: Class III.

Diameter: 3,872 miles (6,230 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 31%. *Climate:* Normal. *Population:* 23. *Government:* None (scientific station). *Control Rating:* 1. *TL:* 6.

Gileden is being studied to determine how a small world with low gravity can maintain a dense atmosphere.

2519 Pannet (Imperial)

Starport: Class I.

Diameter: 9,316 miles (14,990 km). *Atmosphere:* Insidious (hydrogen and methane, plus exotic components). *Surface Water:* 54%. *Climate:* Cold. *Population:* 2,000,000. *Government:* Multiple societies. *Control Rating:* 4. *TL:* 7.

Pannet is a large and unpleasant world, which has nevertheless managed to attract some 2 million inhabitants. Most of the population is corporate employees engaged in the extraction of various industrially useful components from the atmosphere. Several corporations maintain operations on-planet. There are also two groups of “real” colonists; a “first wave” enclave of some 200,000, dating from the 500s when their colony ship misjumped and was forced to crash-land, and a 50,000-strong Imperial Colonial Office group researching the long-term possibility of terraforming atmospheres like Pannet’s. Friction between this group and the corporate enclaves causes the occasional incident, while the “real” colonists remain aloof.

2520 Garrincski (Imperial)

Starport: Class IV. Scout base.

Diameter: 6,209 miles (9,990 km). *Very thin oxygen-nitrogen. Surface Water:* 23%. *Climate:* Chilly. *Population:* 400,000. *Government:* Athenian-style democracy. *Control Rating:* 0. *TL:* 7

The world’s democracy suffers too many clashes of vested interest to be very effective. Politics is not a topic for discussion – it is a planetary obsession.

Bribery and corruption are also rife within the government, as the citizens take their right to determine policy to an extreme.

2612 Macene (Imperial)

Starport: Class IV. Naval base.

Asteroid belt. *Atmosphere:* None. *Surface Water:* None. *Climate:* None. *Population:* 9,400 (naval personnel or their dependents). *Government:* Military. *Control Rating:* 4. *TL:* 10.

Macene is not only a base, but is the spinward branch of the Fleet Tactics College. Several squadrons of obsolete small craft and starships are maintained here for use in exercises, as well as the regular fleet elements. The system is rigidly controlled by the Imperial Navy, and civilian traffic is restricted to well-defined areas.

2613 Fulacin (Imperial)

Starport: Class V.

Diameter: 5,981 miles (9,623 km). *Atmosphere:* Standard oxygen-nitrogen, tainted with heavy-metal dust and oxides. *Surface Water:* 42%. *Population:* 2,300. *Government:* Corporate (Spinward Development Corp.). *Control Rating:* 1. *TL:* 9.

Fulacin was once the sole property of MagnetoDynamics, a corporation holding a limited Imperial charter for the development of Fulacin, and specializing in the extraction of useful metals from atmospheric and oceanic suspension.

The unwitting discovery by a merchant crew in 1105 that Fulacin was a secret advance base for Zhodani forces led to MagnetoDynamics’ charter being revoked, and a major investigation being launched into the company’s activities. Meanwhile, Fulacin’s development charter was bought up by Spinward Development, and a small operation set up. The world will eventually become a major mineral-extraction center, but in the meantime the port brings in considerable revenue from ships traveling along the Spinward Main.

2620 Natoko (Imperial)

Starport: Class III.

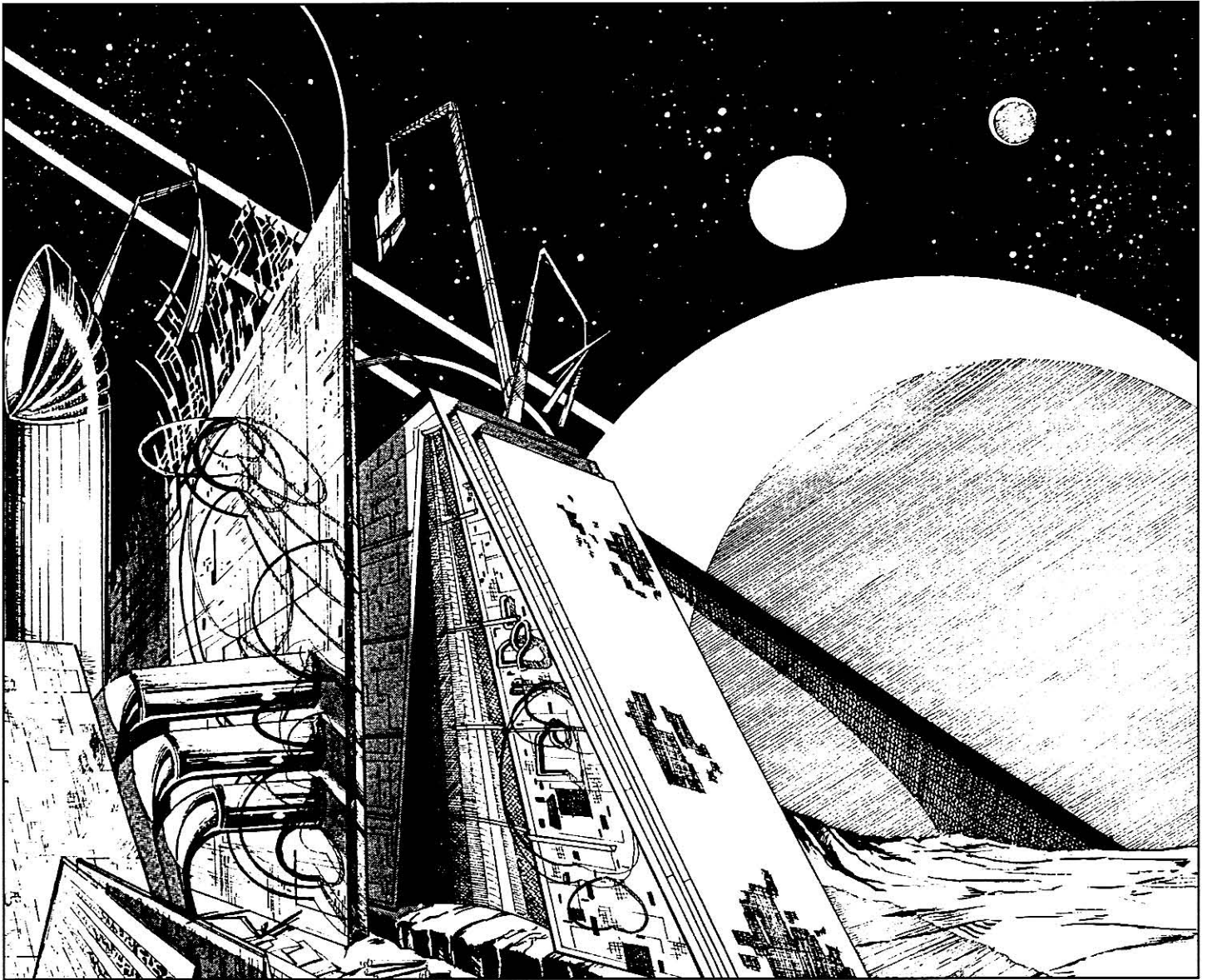
Diameter: 8,235 miles (13,250 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 68%. *Climate:* Cold. *Population:* 2,000,000,000. *Government:* Dictator (a popular life consul). *Control Rating:* 4. *TL:* 9.

This society is highly militarized, with most public officials holding military rank. Forbidden by Imperial Edict from owning military starships after a number of incidents last century, the Natoko government is currently seeking construction contracts for a fleet of “armed merchant cruisers” and “trade escorts.”

2712 Risek (Imperial)

Starport: Class V.

Diameter: 3,033 miles (4,880 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 49%. *Climate:*



Tropical. *Population:* 42,000. *Government:* Multiple societies (split between three main states or arcologies). *Control Rating:* 4. *TL:* 9.

Risek's surface is baked by stellar radiation, although the temperature plummets at night. There is little plant or animal life.

Much of Risek's income comes from trade passing through the port and the starship-maintenance facilities, which, while small, are of a high standard.

2715 Porozlo (Imperial)

Starport: Class V.

Diameter: 7,085 miles (11,400 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 74%. *Climate:* Normal. *Population:* 21,460,000,000. *Government:* Multiple societies (divided among 250 or more states). *Control Rating:* 4. *TL:* 9.

Porozlo is recovering from a recent war, and although things have quieted enough to allow the amber classification to be lifted, things are still tense in some areas.

2716 Rhylanor (Imperial) Subsector Capital

Starport: Class V. Naval and scout bases.

Diameter: 3,978 miles (6,400 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 40%. *Climate:* Normal. *Population:* 8,304,000,000. *Government:* Oligarchy (hereditary nobility). *Control Rating:* 3. *TL:* 12.

The subsector capital, Xboat link and site of two major bases, Rhylanor sees a great deal of interstellar traffic. The starport is one of the busiest in known space, and the markets there carry an immense range of goods. Rhylanor is best known as the birthplace of Olav I, first of the Emperors of the Flag (p. GT31). His birthplace is now a small museum, and attracts many visitors each year.

2720 Loneseda (Imperial)

Starport: Class III.

Diameter: 8,042 miles (12,940 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 100%.

Climate: Normal. *Population:* 700. *Government:* Bureaucracy (Imperial Colonial Office). *Control Rating:* 2. *TL:* 7.

Loneseda's oceans are not extensively explored, though the region around the island downport has a number of seabed installations and sees frequent submarine traffic. A small number of dolphin personnel are involved in the oceanic exploration.

2811 Valhalla (Imperial)

Starport: Class I.

Diameter: 2,629 miles (4,230 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 52%. *Climate:* Chilly. *Population:* 40,000. *Government:* Oligarchy (an elite class of "warriors"). *Control Rating:* 1. *TL:* 6.

Valhalla is an oddity, being settled by a variety of racial types united in admiration of Terran Viking mythology, yet having little cultural background in common. Society is rather violent, with the elite class being more aggressive than their subjects. This combination of an industrial society and a culture based upon a fanciful version of Viking lifestyle is not a particularly successful one. The world has no connection with the Sword Worlds, except in the general style of behavior.

2812 Zivije (Imperial)

Starport: Class III.

Diameter: 5,836 miles (9,390 km). *Atmosphere:* Corrosive (sulfurous compounds). *Surface Water:* 12% slightly acidic water. *Climate:* Warm. *Population:* 4,670,000,000. *Government:* Bureaucracy. *Control Rating:* 6. *TL:* 9.

Zivije is a highly populated world with considerable industrial resources. As such it was a primary target during the Fifth Frontier War.

The battles to defend the world dipped into the atmosphere on several occasions, with aerospace interceptors and ground-launched missiles sometimes the only thing between Zivije and Zhodani occupation. The Consulate did manage to land an assault division on-planet, whose arrival was the signal for an uprising by a pre-planted insurgency movement. The lightning assault was intended to take the planetary defense headquarters, and very nearly did. Several local heroes emerged during the bitter fighting, some of whom now hold public office.

Zivije has an excellent infrastructure, required to support the large population on this rather hostile world. The starport contains a large research installation, used by the Glisten Institute of Planetological Studies to carry on their research into terraforming Zivije to yield a more hospitable climate.

Also notable in the system is the Marrestie Orbital Arcology, which orbits the gas giant Zivije VI. The Orbital Arcology has a minor spaceport equivalent to a small class III starport, but does not have the facilities to support starships. It has a population of 392,000 citizens, and is a member state of the Imperium in its own right. It has a separate control rating from the rest of the system, 4 for citizens and 6 for visitors. Outsiders are very unwelcome in this tight-knit community. The citizens are ruled by their religious leaders, who are members of the mainstream Church of Stellar Divinity.

2814 Jae Tellona (Imperial)

Starport: Class V. Naval base.

Diameter: 5,040 miles (8,109 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* None. *Climate:* Normal. *Population:* 260,000. *Government:* Military (Imperial Navy). *Control Rating:* 2. *TL:* 8.

Jae Tellona has been an Imperial Protectorate since the First Frontier War. The planet is under naval jurisdiction and administered from the naval base by a small staff appointed for the purpose.

2818 Gerome (Imperial) – Red Zone

Starport: Class 0.

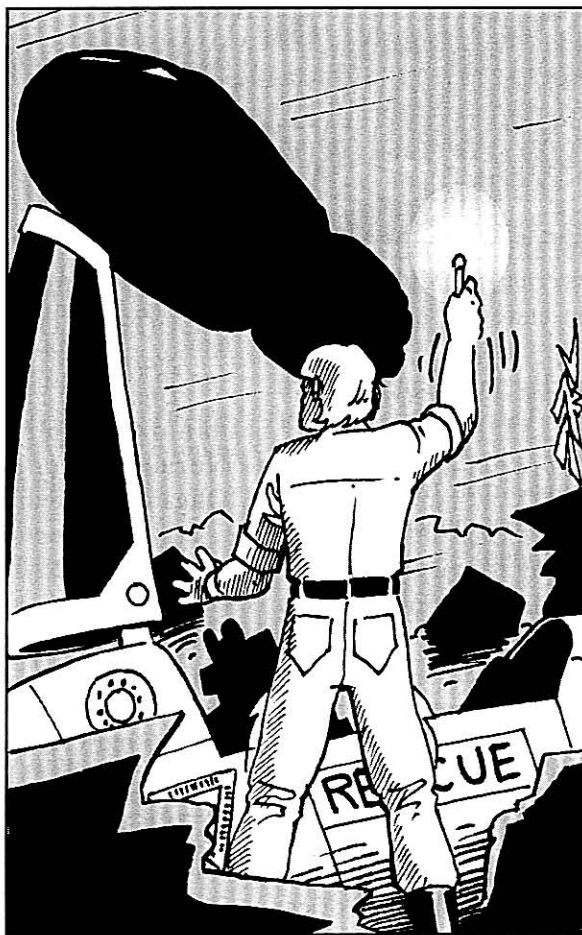
Diameter: 5,469 miles (8,800 km). *Atmosphere:* Standard oxygen-nitrogen, tainted by radioactive dust particles. *Surface Water:* 33%. *Climate:* Normal. *Population:* None. *Government:* None. *Control Rating:* None. *TL:* None.

Gerome is a red zone, interdicted by the Scout Service. The reasons are currently unknown.

2912 Henoz (Imperial)

Starport: Class V.

Diameter: 2,026 miles (3,260 km). *Atmosphere:* Thin



oxygen-nitrogen, tainted by naturally occurring allergens. *Surface Water*: 54%. *Climate*: Normal. *Population*: 60,900. *Government*: Representative democracy. *Control Rating*: 1. *TL*: 9.

The planet is extensively cultivated despite the tainted atmosphere. Crops are processed to decontaminate them before being shipped out to markets across the subsector.

2913 Celepina (Imperial)

Starport: Class IV.

Diameter: 4,139 miles (6,660 km). *Atmosphere*: Thin oxygen-nitrogen, tainted by dust particles bearing heavy-metal compounds. *Surface Water*: 40%. *Climate*: Hot. *Population*: 32,000. *Government*: Oligarchy (Technological Council, a group of senior engineers). *Control Rating*: 1. *TL*: 8.

Celepina's starport exists mainly to serve the scout and naval bases.

2918 Gitosy (Imperial)

Starport: Class IV.

Asteroid belt. *Atmosphere*: None. *Surface Water*: None (some asteroids contain ice of various kinds). *Climate*: None. *Population*: 3,300,000. *Government*: Multiple societies (each enclave is self-governing). *Control Rating*: 4. *TL*: 9.

Gitosy is an asteroid belt, and is unusual in that the belt is not confined to a ring in the ecliptic plane of the system, but is in fact more or less spherical. Unusually for a belt community, the Gitosy beltters are not miners for the most part. The belt is heavily industrialized and income is generated more from trade and manufacturing than from the extraction of raw materials.

3015 Belizo (Imperial)

Starport: Class IV.

Diameter: 7,694 miles (12,380 km). *Atmosphere*: Dense oxygen-nitrogen, tainted by high carbon-dioxide levels. *Surface Water*: 51%. *Climate*: Warm. *Population*: 4,270,000. *Government*: Representative democracy. *Control Rating*: 1. *TL*: 6.

Belizo is uncomfortably warm due to a marked greenhouse effect created by high carbon-dioxide levels. The world itself is rather young, with extensive volcanism. These factors make for an immensely fertile world, with several harvests a year. The population is scattered in small agricultural towns around the globe. Most have a small port or landing area (often little more than an open field).

3016 Kegenia (Imperial)

Starport: Class I.

Diameter: 7,334 miles (11,800 km). *Atmosphere*: Standard oxygen-nitrogen. *Surface Water*: 92%. *Climate*: Icy. *Population*: 42,000. *Government*: Subjugated (by

Bevey in the settlements surrounding the downport), anarchy elsewhere. *Control Rating*: 4 in the settlements, 0 elsewhere. *TL*: 5.

Kegenia is claimed by Bevy as a site for colonization, and this claim is technically recognized by the Imperium. A small colony of some 600 people has been set up, but their presence is fiercely resented by the locals (largely nomadic hunters and trappers) and violence is feared. The world's amber status reflects the tense situation.

3017 Heroni (Imperial)

Starport: Class I.

Diameter: 6,868 miles (11,050 km). *Atmosphere*: Exotic (very high nitrogen content, at levels sufficient to cause nitrogen narcosis in most humans). *Surface Water*: None. *Climate*: Normal. *Population*: 3,300,000. *Government*: Corporate (Heroni MinCorp). *Control Rating*: 3. *TL*: 6.

The mining equipment used is bought off-planet and is of higher technology.

3019 457-973 (Imperial) – Red Zone

Starport: Class 0.

Diameter: 2,623 miles (4,220 km). *Atmosphere*: Standard oxygen-nitrogen, tainted by an unknown substance. *Surface Water*: 42%. *Population*: 200 (employees of a private research company). *Control Rating*: 4. *TL*: 5.

This world is interdicted and off-limits to unauthorized personnel. Little else is known at this time.

3020 Somem (Imperial)

Starport: Class III.

Diameter: 2,909 miles (4,680 km). *Atmosphere*: None. *Surface Water*: 7% water ice. *Climate*: Normal. *Population*: 7,000. *Government*: Representative democracy. *Control Rating*: 0. *TL*: 10.

Somem is famous as a market world, where almost anything can be traded. It is otherwise unremarkable.

3111 Vinorian (Imperial)

Starport: Class IV.

Diameter: 7,666 miles (12,334 km). *Atmosphere*: Standard oxygen-nitrogen, tainted with a variety of toxic compounds – enough to make it lethal to humans. *Surface Water*: 91%. *Climate*: Normal. *Population*: 4,328,000. *Government*: Corporate (Dirkstrom Industries). *Control Rating*: 0. *TL*: 9.

Dirkstrom Industries is a general mercantile corporation of minor importance in the Marches.

3112 Nutema (Imperial)

Starport: Class IV. Naval Base.

Diameter: 7,644 miles (12,300 km). *Atmosphere*: Thin oxygen-nitrogen, tainted by unusual plant life (an

appalling smell but no harmful effects). *Surface Water*: 61%. *Climate*: Tropical. *Population*: 9,000. *Government*: Athenian-style democracy. *Control Rating*: 0. *TL*: 8.

Nutema's population is scattered in small family groups all over the planet, connected by a planetary internet. In-person interaction outside the immediate family group is uncommon and uncomfortable for the Nutemans.

3114 Huderu (Imperial) – Red Zone

Starport: Class 0.

Diameter: 5,037 miles (8,104 km). *Atmosphere*: Standard oxygen-nitrogen, tainted by volcanic dust. *Surface Water*: 53%. *Climate*: Normal. *Population*: None. *Government*: None. *Control Rating*: None. *TL*: None.

Huderu is a young, volcanic world without inhabitants or known lifeforms. It is interdicted for unknown reasons.

3118 Cipatwe (Imperial)

Starport: Class IV.

Diameter: 2,965 miles (4,770 km). *Atmosphere*: Thin oxygen-nitrogen. *Surface Water*: 82%. *Climate*: Very hot. *Population*: 8,456,000,000. *Government*: Bureaucracy. *Control Rating*: 5. *TL*: 6.

Cipatwe's economy is based upon fish-farming in the warm oceans and vast hydroponic farms within the arcologies. Cipatwe has a substantial dolphin population – several million at least. The dolphins do not get along well with the humans of Cipatwe, and remain aloof and secretive apart from occasional trade contact. Human researchers, notably the xeno-political expert Dr. Ctevn Jornsens, have recently begun to speculate that “something is going on” in the deeps of Cipatwe, and the dolphins are involved. Such stories are usually dismissed as anti-cetacean scare-mongering.

3119 Vanejen (Imperial)

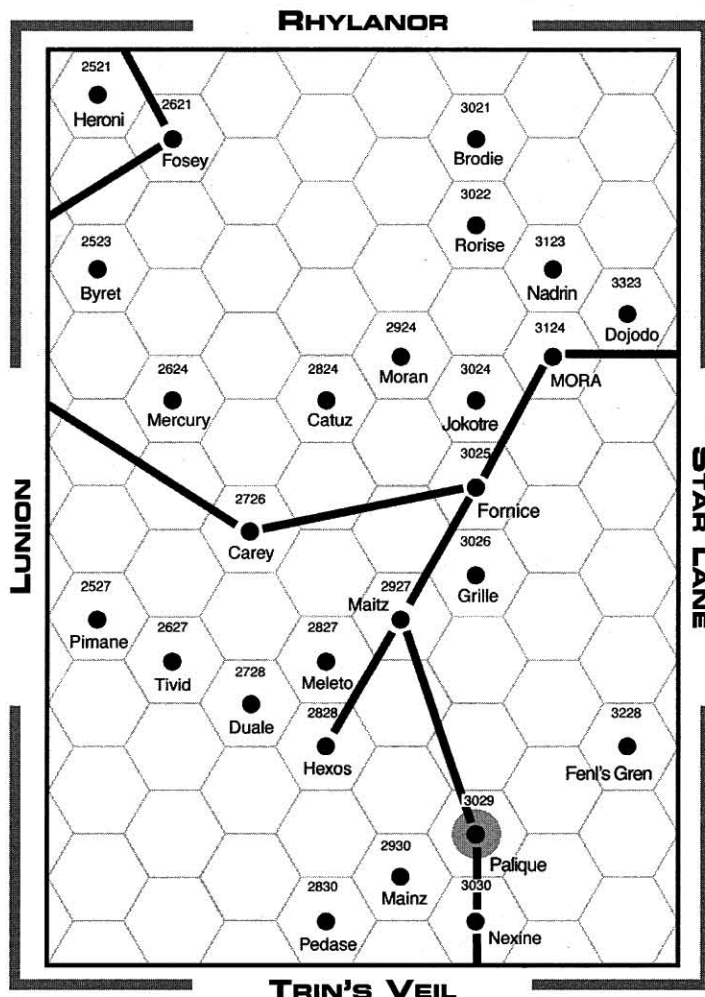
Starport: Class III.

Diameter: 5,539 miles (8,913 km). *Atmosphere*: Standard oxygen-nitrogen. *Surface Water*: 62%. *Climate*: Cool. *Population*: 552,000,000. *Government*: Technocracy. *Control Rating*: 2. *TL*: 5.

Originally colonized by Vilani 3,500 years ago, Vanejen had slid into barbarism by the time the population was recontacted in 980. The world was chosen as a naval base, and for a time rapid technological industrial growth took place. By 1050, it was decided that the navy no longer needed a base at Vanejen, so the facility was closed down. Vanejen became once more a backwater, and went into a slump, if not decline.

The world is rather cold, with its seas being prone to icebergs. Considerable trade is carried in commercial submersibles, which can transit under floating ice. The barren northern continent is a reservation for an unknown num-

MORA SUBSECTOR MAP



ber of Chirpers. Chirpers are disliked on Vanejen, so the reservation is generally ignored, except for the odd treasure-seeking expedition chasing “Chirper gold.” Observers are concerned that the Chirpers’ numbers seem to be declining.

Vanejen is also the site of Imperial Research Station Gamma. The station was damaged by persons unknown in late 1106, and security is said to be very tight now.

3212 Margesi (Imperial)

Starport: Class V. Naval and scout bases.

Diameter: 5,245 miles (8,440 km). *Atmosphere*: Standard oxygen-nitrogen atmosphere tainted by various pollutants. *Surface Water*: 58%. *Climate*: Cool. *Population*: 300. *Government*: Technocracy. *Control Rating*: 4. *TL*: 10.

The orbital port at Margesi is run by the Imperial Scout Service for the purpose of supporting the Xboat link. The planetary residents operate their own downport, and live in a small cluster around it. Their economy is

based around the downport recreation center they operate for scout, merchant and naval crews.

3216 Bevey (Imperial)

Starport: Class II. Scout base.

Diameter: 3,979 miles (6,402 km). *Atmosphere:* Very thin oxygen-nitrogen, tainted by industrial pollutants. *Surface Water:* None. *Climate:* Cool. *Population:* 5,300,000,000. *Government:* Oligarchy (Interim Council). *Control Rating:* 6. *TL:* 8.

The Interim Council rules the people with an iron fist, yet its draconian laws and harsh enforcement methods are welcomed by the populace. The council has promised to improve conditions for the populace, and thus far has succeeded to a limited degree. One such project was the demand to be allowed to colonize Kegenia. Imperial agreement has led to an increase in popular support for the council, but as the colony project begins to falter, the situation might again become explosive as the people lose faith in their chosen dictators.

3218 Tacaxeb (Imperial)

Starport: Class III.

Diameter: 1,883 miles (3,030 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* None. *Climate:* Cool. *Population:* 63,000. *Government:* Corporate (Spinward Development Corp.). *Control Rating:* 1. *TL:* 9.

Spinward Development is expected to open Tacaxeb to outside investment in the next couple of years.

3220 Powaza (Imperial)

Starport: Class III.

Diameter: 6,619 miles (10,650 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 73%. *Climate:* Cool. *Population:* 70,000. *Government:* Corporate (Spinward Development Corp., as a subsidiary to the Tacaxeb operation). *Control Rating:* 2. *TL:* 6.

It is expected that once Spinward Development settles Tacaxeb, Powaza will be extensively developed. The company operation is under the direction of the explorer and planetologist Dr. Marie H. Pratt, a "from the front" leader and excellent administrator whose iron-fist style and occasionally unreasonable demands keep her crew scrambling to keep up.

MORA SUBSECTOR

The Mora Subsector is the seat of Imperial government in the Spinward Marches, as well as being a major industrial center. At his investiture as archduke of the Domain of Deneb, Norris declared that Mora would henceforth be capital of the entire domain. This has led to an increase in the volume of shipping through Mora, mainly official vessels rather than freighters, but there has been a spin-off increase in prosperity all the same.

Despite the proximity to the domain capital, there are still some undeveloped or troubled worlds in the subsector. The Imperial administration is expected to turn its attention to putting the house in order over the next few years.

Mora is defended by the 73rd Fleet, which is headquartered at Mora.

2521 Heroni (Imperial)

Starport: Class IV.

Diameter: 6,096 miles (9,809 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by industrial pollutants. *Surface Water:* 41%. *Climate:* Normal. *Population:* 8,230,000,000. *Government:* Oligarchy (under King Orlando Jardavi II). *Control Rating:* 4. *TL:* 8.

Heroni is heavily industrialized, although at a tech level well below that of many competitors. Despite this, Heroni goods find a lucrative market on lower-tech worlds throughout the subsector and beyond. The Royal Mercantile Navy of Heroni is a fleet of small freighters bought many years ago, and now has vessels operating on several steady-profit routes in the surrounding subsectors.

2523 Byret (Imperial)

Starport: Class IV.

Diameter: 3,872 miles (6,230 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 53%. *Climate:* Normal. *Population:* 8,000,000. *Government:* Bureaucracy (which favors the corporations). *Control Rating:* 4. *TL:* 6.

Byret is a world of vast grain fields and cattle herds, owned and run by large corporations and with little opportunity for the ordinary people to change their lot. Of interest is the smallest moon of Byret, a captured dense body in a wildly eccentric orbit that causes erratic tides once every three local years.

2527 Pimane (Imperial)

Starport: Class I.

Diameter: 5,134 miles (8,260 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* Very hot. *Population:* 3,000. *Government:* Representative democracy. *Control Rating:* 1. *TL:* 5.

Little more than a primitive mining camp on a baked rock of a world, the one settlement (built around what passes for a starport) in the system is inhabited by a breed of tough and resourceful men and women who like to be left alone to do what they do. Traders find it hard to gain the trust of the Pimanians, who have been ripped off in the past and are not likely to allow it to happen again. Rumors exist to the effect that there is water and even life in some of the deep valleys of this world, but thus far neither has been found.

2621 Fosey (Imperial)

Starport: Class V.

Diameter: 6,004 miles (9,660 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 30%. *Climate:* Normal. *Population:* 2,400,000. *Government:* Technocracy. *Control Rating:* 2. *TL:* 9

Fosey has large inland deserts that are barely explored, let alone exploited. The population is clustered around the rim of the main inland sea in a series of small cities. Were it not for the fact that Imperial Naval Intelligence maintains a regional records office here, the world would be entirely unremarkable.

2624 Mercury (Imperial)

Starport: Class IV. Marine, naval and scout bases.

Diameter: 6,053 miles (9,740 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 81%. *Climate:* Cool. *Population:* 8,000,000. *Government:* Military (Imperial Navy). *Control Rating:* 1. *TL:* 8.

Mercury is used by the Imperial Marines and Scout Service for initial and advanced planetary training. Extensive facilities are maintained for this purpose, and some areas of the planet are off-limits to civilians. The local economy is based around the cultivation of cereal crops such as rice in the swampy coastal areas and fruit in the drier inland regions.

2627 Tivid (Imperial)

Starport: Class III.

Diameter: 5,027 miles (8,089 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 37%. *Climate:* Cold. *Population:* 80,000. *Government:* Multiple societies. *Control Rating:* 1-2. *TL:* 8.

Tivid's terrain is characterized by breathtakingly rugged mountains, the products of relatively recent and violent tectonic activity. Many climbers have lost their lives in recent years tackling these lethal peaks, and the Travellers Aid Society has issued a reminder to members of the increased danger of engaging in such activities on worlds where no rescue facilities exist whatsoever.

Despite this, Tivid attracts many geologists and outdoor sportsmen each year. Another attraction is the immense Devastation Crater, legacy of a meteoric impact a few thousand years ago.

2726 Carey (Imperial)

Starport: Class III.

Diameter: 5,221 miles (8,400 km). *Atmosphere:* Standard, but tainted by airborne spores. *Surface Water:* 92%. *Climate:* Warm. *Population:* 100. *Government:* Athenian-style democracy. *Control Rating:* 1. *TL:* 9.

Carey's ecosystem is characterized by a vast array of fungus-like life. A myriad of puffballs, toadstools and stranger fungus-like growths carpet the world's small land

surface, giving the ground a weirdly alien look – whitish globules and stems crunching underfoot everywhere a visitor goes. The growths also somehow manage to invade dwellings and the downport despite the best efforts to keep them out. Visitors returning to the highport are required to undergo decontamination procedures before entry to avoid off-world contamination.

2728 Duale (Imperial)

Starport: Class V.

Diameter: 5,221 miles (8,400 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by an unusually high nitrogen content. *Surface Water:* 29%. *Climate:* Normal. *Population:* 62,000,000. *Government:* Oligarchy (headed by Marquis Dominique von Lanad). *Control Rating:* 6. *TL:* 9.

Large areas of the world are undeveloped, though there are small settlements on both of Duale's small moons. Duale was the site of an Imperial research station until quite recently.

The station was situated in the wastelands far from the populated areas. A massive explosion of unknown origin destroyed much of the installation in 1102. Rebuilding work continued for several years under naval control.

A second, smaller explosion was observed by the merchant vessel *Covardi* as it approached the highport on 201-1111. On 361-1119, the station was hurriedly abandoned in a frantic evacuation operation that co-opted several streamlined vessels then at the highport. Some heavy equipment was removed. There seems to have been no attempt to reoccupy the installation. The site has been locally interdicted and no official comment has been forthcoming.

2824 Catuz (Imperial)

Starport: Class III.

Diameter: 2,026 miles (3,260 km). *Atmosphere:* Very thin oxygen-nitrogen, tainted by airborne dust particles. *Surface Water:* None. *Climate:* Very hot. *Population:* 30,000. *Government:* Bureaucracy (the Meritocracy of Catuz). *Control Rating:* 6. *TL:* 9.

Catuz is a tidally locked, backwater world of no great importance, currently in the throes of civil unrest. The measures taken to put down the troublemakers have caused an Imperial condemnation to be issued, and a team of observers to be assigned to the world to protect sentients' rights.

2827 Meleto (Imperial)

Starport: Class III. Scout base.

Diameter: 3,882 miles (6,211 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 54%. *Climate:* Warm. *Population:* 40. *Government:* None. *Control Rating:* 0. *TL:* 5.



The entire population is members of an extended family who just want to be left alone. The family herds Denbar's cattle (yard-long, rodent-like creatures) and grow their own vegetables. Off-worlders are unwelcome.

2828 Hexos (Imperial)

Starport: Class IV. Naval base.

Diameter: 4,906 miles (7,893 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 41%. *Climate:* Icy. *Population:* 60,000. *Government:* Athenian-style democracy. *Control Rating:* 1. *TL:* 8.

Hexos has a nearly anarchic but not destructive society, with citizens indulging in a great deal of manipulation and some outright bullying to get their own way. There is a pecking order reminiscent of Vargr society, which changes constantly. The world itself is important as a jump-2 link to the Palique Cluster, and sees a great deal of traffic. A minor tourist attraction is the Wreck Museum, a downed Zhodani light cruiser that somehow managed to penetrate this far into Imperial space on a raid. After being stripped by the authorities, the locals turned it into a museum and shrine to Imperial war dead. The museum is visited by a few hundred tourists each year.

2830 Pedase (Imperial)

Starport: Class III. Scout base.

Diameter: 3,915 miles (6,300 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* 51% water ice. *Climate:*

Cold. *Population:* 1,100. *Government:* Representative democracy. *Control Rating:* 2. *TL:* 5.

Pedase is a small mining world, whose hard-working inhabitants are proud of their trade. Offworld merchants rarely find much to trade for as the ore freight contracts are sewn up by Imperiallines.

2924 Moran (Imperial)

Starport: Class III. Naval base.

Diameter: 3,039 miles (4,890 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 72%. *Climate:* Normal. *Population:* 9,000. *Government:* None. *Control Rating:* None. *TL:* 8.

Moran has practically no resources of any kind, other than extensive forests of various soft-wood trees. The population is present mainly to serve the naval base and associated shore-leave facilities. The port itself is rather seedy and run-down, although the locals are generally careful not to let things get too out of hand, as an off-limits order from the base commander would wreck the planetary economy.

2927 Maitz (Imperial)

Starport: Class V.

Diameter: 1,896 miles (3,050 km). *Atmosphere:* None. *Surface Water:* 8% water ice. *Climate:* Cold. *Population:* 400,000. *Government:* Corporate (Tukera and its associated corporation Stellar Construction). *Control Rating:* 1. *TL:* 10.

Stellar builds mostly for Tukera, plus a few custom jobs for very wealthy clients. Ships built here are of high quality, and several experimental designs have been tested in the complex moon system of Maitz. The world has no less than 11 moonlets, plus a number of "near-Maitz asteroids" that orbit close by. Navigation is thus something of a nightmare for visitors not in possession of an up-to-date data chip.

2930 Mainz (Imperial)

Starport: Class III.

Diameter: 5,183 miles (8,340 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 30%. *Climate:* Cold.

Population: 9,000. *Government:* Technocracy. *Control Rating:* 1. *TL:* 9.

Mainz lies in the Palique Cluster, a group of five worlds dominated and overshadowed by the industrial center at Palique. The world is something of a backwater, with large areas unexplored. Mainz has an unusual magnetic field, which fluctuates irregularly for unknown reasons.

3021 Brodie (Imperial)

Starport: Class III.

Diameter: 4,009 miles (6,450 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* None. *Climate:* Warm. *Population:* 70,000. *Government:* Subjugated (Mora). *Control Rating:* 4. *TL:* 7.

Early colony missions in the 400s settled several worlds which have since lost their importance. Brodie is one such world. A major industrial center supporting the drive through the Marches when it was first settled, technology has advanced far beyond what Brodie can match and there is no source of investment to advance tech level to keep pace. The quiet slide into insignificance was hastened when Brodie suffered a collapse of government in 1101. The world has been ruled externally ever since. At first placed under martial law imposed by the navy, Brodie has since been declared an Imperial protectorate ruled from the subsector capital. A small force of marines remains on station to enforce the Imperial will.

3022 Rorise (Imperial)

Starport: Class III.

Diameter: 7,129 miles (11,470 km). *Atmosphere:* Dense oxygen-nitrogen, tainted by ash, radioactive dust and volcanic gases. *Surface Water:* 42%. *Climate:* Normal. *Population:* 10 (scientific enclave). *Government:* Athenian-style democracy. *Control Rating:* 1. *TL:* 9.

It is thought that the radioactive dust filling the atmosphere of this world occurs naturally, thrown up by the many volcanoes which dot the blasted surface of the planet. This implies that the core of Rorise must be phenomenally active, an interesting (but highly dangerous) field of study.

3024 Jokotre (Imperial)

Starport: Class IV.

Diameter: 5,861 miles (9,430 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 44%. *Climate:* Warm. *Population:* 640,000,000. *Government:* Theocracy (Archdiocese of Ram). *Control Rating:* 4. *TL:* 7.

Jokotre's population is a mix of racial types, since the followers of Ram actively recruit throughout the sector and encourage new converts to resettle on the "homeworld." The faith requires that each true believer must make a pilgrimage to the holy lands once in his/her lifetime. Other "pilgrims" leave Jokotre regularly on preach-

ing tours lasting months or years, and send back a small but steady stream of converts. The archdiocese recently bought up a number of small starships as "vessels of evangelism." These mobile churches can be found either acting as preaching bases for the purposes of reaching a greater audience, or else in dangerously close orbits to various stars as the faithful risk their mortal existence for closer communion with the stars which they say are the physical manifestation of Ram.

3025 Fornice (Imperial)

Starport: Class V.

Diameter: 3,045 miles (4,900 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 42%. *Climate:* Warm. *Population:* 82,000,000. *Government:* Bureaucracy. *Control Rating:* 5. *TL:* 10.

Potable water is a little short on this heavily populated world, and its use is strictly rationed and heavily regulated. Fornice is a major trade port on the Spinward Main, and renowned for the efficiency of its starship overhaul facilities.

3026 Grille (Imperial)

Starport: Class I.

Diameter: 4,052 miles (6,520 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* None. *Climate:* Normal. *Population:* 2,000. *Government:* Oligarchy (hereditary nobility). *Control Rating:* 2. *TL:* 7.

Grille is of little importance in the grand scheme of things, and apart from refueling starships, there is little contact between it and the rest of the Marches.

3029 Palique (Imperial) – Amber Zone

Starport: Class V.

Diameter: 5,096 miles (8,200 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* 13% water ice. *Climate:* Variable. *Population:* 8,000,000,000. *Government:* Subjugated (Mora). *Control Rating:* 2. *TL:* 11.

Settled and developed as an industrial center to exploit the system's two extremely rich asteroid belts, Palique is a captured world with an eccentric orbit inclined almost perpendicularly to the system's ecliptic plane. As a result Palique passes through one of the planetoid belts twice each local year, suffering a deluge of asteroidal debris each time. The system is declared an amber zone because of the hazards to navigation encountered near the world.

Palique is famous for the quality of its vacuum survival gear, including life support, vacc suits and rescue equipment.

3030 Nexine (Imperial)

Starport: Class III.

Diameter: 9,049 miles (14,560 km). *Atmosphere:* Standard oxygen-nitrogen, tainted by excess moisture

(which makes it extremely uncomfortable to breathe). *Surface Water:* 100%. *Climate:* Tropical. *Population:* 2,000 (plus 700 dolphins). *Government:* Representative democracy. *Control Rating:* 1. *TL:* 8.

Most of the population of Nexine is genetically engineered humans designed for an amphibious lifestyle. A small number of dolphins migrated here in 1108, but their integration into Nexine society was not a success.

3123 Nadrin (Imperial)

Starport: Class II.

Diameter: 1,162 miles (1,870 km). *Atmosphere:* Very thin oxygen-nitrogen, tainted by toxic gases. *Surface Water:* None. *Climate:* Hot. *Population:* 900 Jonkeereen. *Government:* Tribal. *Control Rating:* 0. *TL:* 6.

This world has no distinguishing features.

3124 Mora (Imperial) Domain Capital

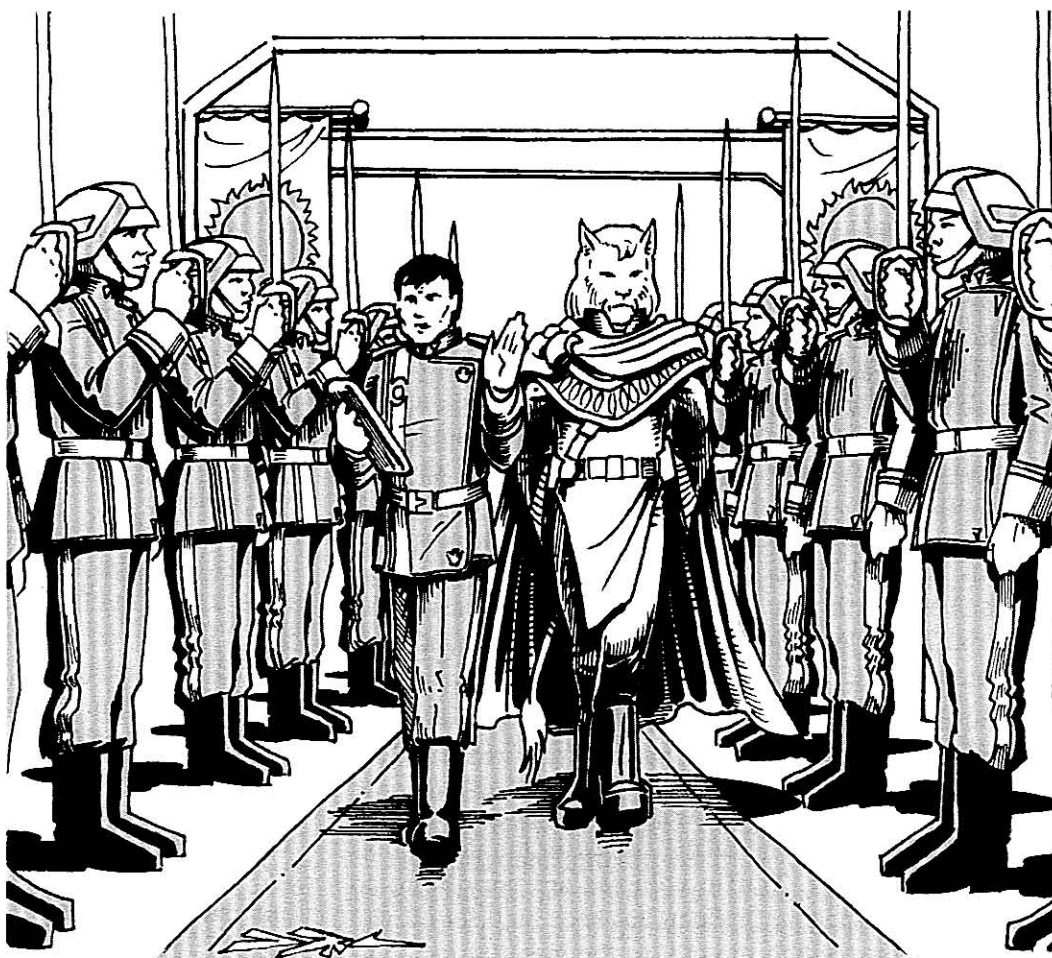
Starport: Class V. Major naval base.

Diameter: 11,473 miles (18,460 km). *Atmosphere:* Dense oxygen-nitrogen with an unusually high concentration of lighter gases. *Surface Water:* 92%. *Climate:* Warm. *Population:* 32,500,000,000. *Government:* Oligarchy. *Control Rating:* 4. *TL:* 12.

Mora's government, headed by the popular Duchess Delphine, is a matriarchy. The senior members of Mora's judicial, executive and legislative branches of government are all women.

Although only 8% of Mora's surface is dry land, this is still a fair amount of terrain. Most of this land is given over to intensive agriculture, with only a few small communities built on land. Most of Mora's population is housed in vast seabed arcologies, supported by fish farming that is supplemented by the land-based farms. The upper levels of most of the world's 59 arcologies rise above sea level, allowing spaceports and landing areas to be constructed at each.

Mora is heavily industrialized, producing high-technology items for sale across the Imperium, and is also



home to three educational establishments. The Imperial Mora University is heavily slanted toward history, sociology and similar fields. The Mora Technical Institute, which is famous for industrial research, specializes in electronics, gravitics and manufacturing technology. A smaller, and much more recent, establishment is the Military College of Mora, set up in 1109 as a crash program based around relocated experts from threatened worlds. Now a major and respected institute, the MCM still excels at producing graduates in its original fields – special operations, counterinsurgency and prolonged operations (holding out long after your planet has been cut off in a siege). Graduates generally enter Imperial Army service, though more than a few have been immediately recruited into Archduke Norris' huscarles.

Mora has no police force as such. All law enforcement and other emergency services are carried out by the planetary armed forces, which includes a special orbital traffic branch created to enforce strict traffic regulations around Mora's busy starports.

The duchess has a personal reservation, an entire island, in one of the world's great oceans. Another island is set aside as the World Park, a vast nature garden open for free to all citizens and considered to be one of the wonders of the Marches. A third great reservation is given

over to the Imperial government of the Marches, a major administrative center for which staff, guards and leaders number over 1 million personnel, not counting dependents.

There is rumored to be a certain amount of friction between the duchess, with her matriarchal attitudes, and domain officials. The public see only amicable cooperation and a common front from the great nobility, though the archduke's position on Mora is that of "honored guest of the duchess" in the eyes of most citizens. There is no real resentment among the citizens, who recognize the great wealth that comes with being the domain capital, and manage to be proud of their position while not losing their slight air of superiority over the "visiting" domain administration.

Mora has four moons, three of which are mere specks of rock covered in tracking stations and system-defense bases. The fourth is a vast military complex basing the Imperial 73rd Fleet, plus the duchess' and the archduke's personal fleets. The Imperial 319th Communications Fleet, a vast collection of fast couriers and escort vessels, is based on a station in far orbit, with jump-6 courier vessels able to leave at a moment's notice.

Mora's starport – Mora Imperial Highport: Gateway to the Marches – is one of the largest in the domain, as might be expected. Traffic volumes are very high, so much so that a separate highport has been built for official vessels not proceeding directly to the government complex. A third highport serves the bulk freighters of Delgado, Tukera and Imperiallines, which have a license to call there. These vessels receive a large discount on service rates at the freight port, and enjoy a streamlined customs procedure. The port is protected mostly by mercenaries on retainer from Instellarms, gaining the port a reputation as "Mora's corporate stronghold."

The rest of the Mora system is heavily utilized, with mining operations in the planetoid belt and the moon systems of both gas giants. Even tiny Erstine, an iceball of a rock far out in the system, has an outpost dedicated to deep-space astronomy. Transport and patrol craft can be encountered anywhere in the system, serving the many far-flung installations that help fuel the main world's prosperity.

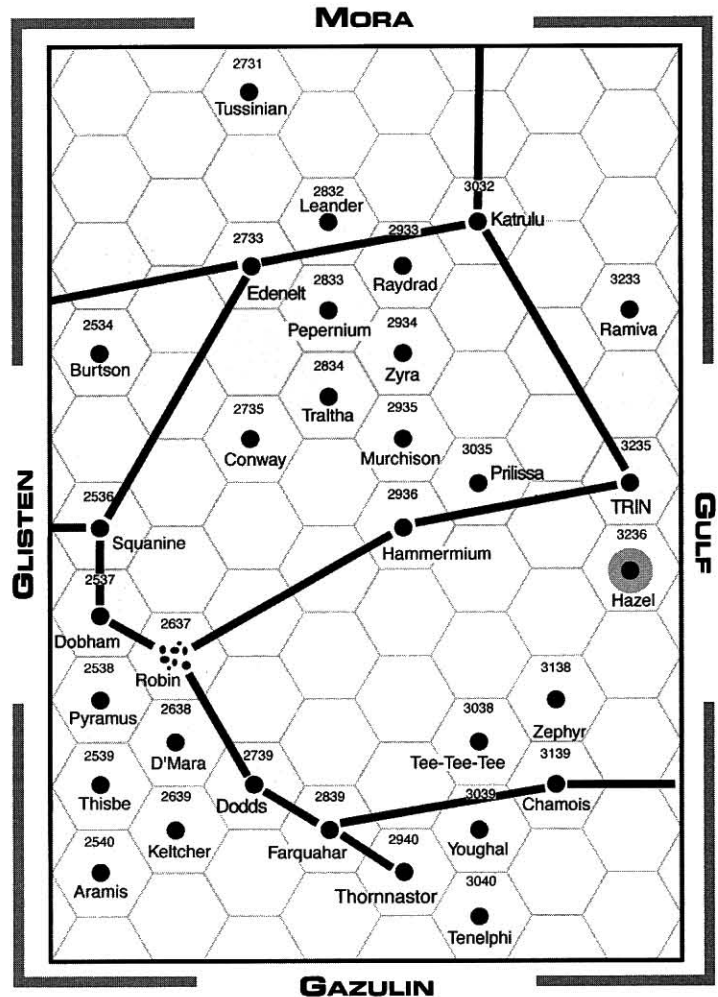
3223 Dojodo (Imperial)

Starport: Class III. Scout base.

Diameter: 5,233 miles (8,420 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* 22%. *Climate:* Hot. *Population:* 9,000. *Government:* Military (Scout Service). *Control Rating:* 1. *TL:* 7.

Dojodo is little more than a baked rock with a little water ice buried deep beneath its surface. The base is staffed by the Scout Service's less able members, who are often left to rot here for several assignments in a row in

TRIN'S VEIL SUBSECTOR MAP



order to keep them out of trouble. Dojodo is renowned as a punishment posting, and morale is very low, even among those staff who are competent and simply drew the short straw.

Dojodo sees little or no traffic, and many off-duty scouts spend their time mapping the planetoid belt, simply for something to do.

3228 Fenl's Gren (Imperial)

Starport: Class III.

Diameter: 6,153 miles (9,900 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by tiny airborne parasites. *Surface Water:* 72%. *Climate:* Warm. *Population:* 4,000 (plus 12,000 Chirpers). *Government:* Representative democracy. *Control Rating:* 2. *TL:* 9.

The Chirpers seem to be immune to the airborne parasites that invade the respiratory system of any humans breathing the atmosphere without a filter. For humans, a slow and painful death results. The Chirper enclaves are of unknown size and are generally far from human habitations.

TRIN'S VEIL SUBSECTOR

Named for the cloud of highly reflective debris orbiting Trin, the subsector capital, Trin's Veil Subsector is the typical Spinward Marches mix of highly developed worlds and backwaters of little importance. The subsector is defended by the 207th Fleet, which has its headquarters at Katrulu.

2534 Burtson (Imperial)

Starport: Class III.

Diameter: 4,102 miles (6,600 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 23%. *Climate:* Normal. *Population:* 5,000,000. *Government:* Subjugated (Squanine). *Control Rating:* 4. *TL:* 8.

Burtson began as a colonial possession of the marquis of Squanine. The population has grown over the years by colonization and migration from Squanine and other worlds in the Marches, until its population exceeds that of the owning world. Industry is not greatly advanced, though, and Burtson relies upon the mother world for most of its heavy machinery needs. Very loyal to their overlord, the colonists actually rose against an ill-advised attempt to "liberate" them in 1106. This attempt was staged by a group of adventurer-entrepreneurs using mercenaries hired for the purpose.

Despite being rather dry and possessing mountain ranges that resemble the fangs of some mythical beast, Burtson boasts valleys that are fertile and support the population's agricultural needs with a great enough surplus to export.

2536 Squanine (Imperial)

Starport: Class V.

Diameter: 3,040 miles (4,892 km). *Atmosphere:* None. *Surface Water:* None. *Climate:* Frozen. *Population:* 800,000. *Government:* Technocracy (led by the marquis of Squanine). *Control Rating:* 0. *TL:* 9.

Squanine was a frozen hell-hole, originally settled in the second wave of colonists to reach the Marches as a jumping-off point for Glisten Subsector. The population reached its height around the year 750 at just over 1 million, and has declined ever since due to steady relocation of families to Burtson. This slow leakage exceeds the birth rate by only a small margin, and is decreasing. Squanine has basically exported its lower classes to Burtson, where they live happy and productive lives under the open skies, and incidentally support their cousins on Squanine in their luxurious lifestyles in Burtson's developed habitats. Those who remain behind on the mother world are rulers, scientists, merchants and the better-off middle classes, plus military personnel and servants recruited on Burtson. Living standards are very high.

2537 Dobham (Imperial)

Starport: Class V. Scout base.

Diameter: 3,872 miles (6,230 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* None. *Climate:* Normal. *Population:* 9,000. *Government:* Technocracy. *Control Rating:* 4. *TL:* 9.

Dobham was colonized around 900, and most regions of the planet are still undeveloped to date. Primarily a market world, Dobham sees a great deal of traffic passing through its extensive port complex. Starship construction and repair facilities (outside the scout base) are relatively poor, with modular construction of a few simple designs being all that is available.

The small private yards carry a very limited array of spares, meaning that if your vessel is not a scout/courier; free or far trader; or a subsidized merchant, you'll have a long wait for parts.

2538 Pyramus (Imperial)

Starport: Class I.

Diameter: 5,457 miles (8,780 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 59%. *Climate:* Normal. *Population:* 8,000. *Government:* Oligarchy (the local noble Kirwine family). *Control Rating:* 2. *TL:* 5.

Pyramus has little offworld contact, mainly for a lack of anything to trade for or with. Recent moves toward a contract with one of the world development corporations seem to have come to nothing.

2539 Thisbe (Imperial)

Starport: Class I.

Diameter: 3,915 miles (6,300 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 1%. *Climate:* Cold. *Population:* 900,000. *Government:* Dictator (formal title Dictator for the Duration of the Crisis). *Control Rating:* 6. *TL:* 6.

Thisbe has an ongoing project to divert frozen gas and water asteroids from the Thisban Belt in the hope of improving the atmosphere and surface water. This ambitious project caused the downfall of the last "dictator for the duration" in 1109, when a scattering of rocky debris and evaporating ice narrowly missed the city of Giinar in a spectacular near-catastrophe. The current dictator replaced her predecessor in a brief but bloody coup, and gained public confidence by imposing a series of safeguards to prevent badly aimed asteroids from obliterating the populace.

Details of the crisis which caused the installation of the dictators is lost to history (over 500 years have passed since the first dictator), but the people of Thisbe seem content with their rigidly controlled lifestyle, which at least provides security from wrong thinking and falling rocks. Despite the heavy hand of law, the Thisbans are currently undergoing a poetic and artistic renaissance, perhaps finding their lost freedom in verse and sculpture.



2638 D'Mara (Imperial)

Starport: Class I.

Diameter: 7,067 miles (11,370 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 100%. *Climate:* Normal. *Population:* 80,000,000. *Government:* Bureaucracy. *Control Rating:* 4. *TL:* 6.

D'Mara lies off the main trade routes, in a cluster that includes far more important worlds with their lucrative markets. Consequently, there is little offworld contact, and much of what there is consists of speculative "beads and trinkets" trading. There is little chance to build up regular trade and improve the economy. The locals have thus developed a distinctly ambivalent attitude to starfaring that

borders upon the hostile at times.

D'Mara is a constitutional monarchy, but the members of the royal family are little more than figureheads.

2639 Keltcher (Imperial)

Starport: Class III.

Diameter: 5,121 miles (8,240 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 50%. *Climate:* Warm. *Population:* 50,000. *Government:* Military (naval governor). *Control Rating:* 4. *TL:* 9.

Keltcher is a backwater world, earmarked for development at some distant point in the future. The need has simply not arisen yet.

In the meantime, the planet is frequently used for the training of Imperial Army units. A permanent training cadre and "aggressor division" are based here (though not listed as part of the population). Imperial Army divisions pass through at regular intervals. The aggressor division maintains stocks of equipment similar to typical Zhodani, Sword World and Aslan issue, and its soldiers are trained to simulate the fighting style of the major potential foes troops might encounter, as well as a more generic "insurgent/guerrilla force." Training is of high quality and realism, and results in a few deaths each year. Traders frequent the port, hoping to sell their wares to the far-from-home soldiers, and are often treated to "showcase" exercises intended to demonstrate the might of the Imperial war machine.

2731 Tussinian (Imperial)

Starport: Class IV.

Diameter: 6,153 miles (9,900 km). *Atmosphere:* Standard oxygen-nitrogen, tainted by toxic compounds of unknown composition. *Surface Water:* 78%. *Climate:* Cool. *Population:* 800. *Government:* Athenian-style democracy. *Control Rating:* 1. *TL:* 7.

2540 Aramis (Imperial)

Starport: Class IV.

Diameter: 5,991 miles (9,640 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 92%. *Climate:* Hot. *Population:* 10,000,000. *Government:* Multiple societies. *Control Rating:* 0-1. *TL:* 5-6.

Aramis is recovering from a long period of conflict between the Indocor Alliance and the Polity of Brushinem, which culminated in a short exchange of nuclear strikes. Environmental damage was limited, but the most important result has been a backlash of opinion against violence of any sort, and a radical disarmament program conducted by all the nations of Aramis. Armed craft are requested to remain at the highport, and while ownership of weapons is still legal, there is a general move toward the outlawing of any personal weapon more destructive than a handgun, while keeping the free and easy society Aramis is known for.

2637 Robin (Imperial)

Starport: Class III.

Asteroid belt: Asteroid belt. *Atmosphere:* None. *Surface Water:* None. *Climate:* None. *Population:* 60,000. *Government:* Bureaucracy. *Control Rating:* 6. *TL:* 10.

Robin is an Xboat link and commercial port. Little mining of the asteroids is conducted apart from a small area near the port, where ice is mined for local use. The belt is thought to be very poor in minerals. Several large asteroids were recently surveyed by the Imperial Navy for conversion to disguised listening posts or anti-pirate bases. Whether this project will be taken up or is simply an attempt to start rumors of Q-rocks to deter piracy is a matter for conjecture. The Robin administration is thought to have bought one such rock to be converted to a guard ship.

Tussinian is not a pleasant place to live, and only someone wanting to get away from it all would come here. The populace is divided between a community of scientists studying the unusual atmospheric taint, a religious community seeking a quiet existence far from the hurly-burly of everyday life, and an artists' colony. Little more than a marked landing area is maintained, in sharp contrast to the class IV orbital port that is a private commercial concern serving the Palique Cluster. Owned by Riado Commercial, TussPort is a community in its own right, and bases Riado's three small merchant craft.

2733 Edenelt (Imperial)

Starport: Class V.

Diameter: 3,978 miles (6,400 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 30%. *Climate:* Normal. *Population:* 700,000,000. *Government:* Oligarchy. *Control Rating:* 4. *TL:* 10.

Edenelt overthrew its unpopular lord high marshal in 1109, in favor of a ruling council of environmental scientists. The control rating dropped somewhat as a result, but is still high. The population has wholeheartedly embraced environmentalism, and is turning the world into a showcase of what can be achieved without environmental damage. Agricultural yields have more than doubled, and standards of living have increased – accompanied by a drop in pollution. The locals are hardworking, peaceable and friendly folk, proud of their achievements.

Archduke Norris is expected to commend the council for excellence in government in next year's holiday address.

2735 Conway (Imperial)

Starport: Class IV. Scout base.

Diameter: 8,011 miles (12,890 km). *Atmosphere:* Dense oxygen-nitrogen, with a slight sulfur taint. *Surface Water:* 43%. *Climate:* Normal. *Population:* 50,000. *Government:* Bureaucracy. *Control Rating:* 2. *TL:* 7.

Conway is an unimportant backwater in most respects. A surplus of unusual native crops – successful despite the sulfur taint – provides the only export worth noting.

2739 Dodds (Imperial)

Starport: Class III.

Diameter: 4,052 miles (6,520 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by an airborne virus of high lethality. *Surface Water:* 30%. *Climate:* Warm. *Population:* 4,000,000,000. *Government:* Theocracy. *Control Rating:* 4. *TL:* 7.

The world's inhabitants are crowded together in three great arcologies, each led by a religious council advising a single planetary leader. The population is almost entirely made up of devotees of a variant of Islam, and have extreme laws that the casual traveler is advised to beware.

Most law is religious rather than civil, and is enforced by roving bands of zealots who are armed to the teeth and prepared to enact immediate justice upon wrongdoers. Most will make exceptions to the laws for off-worlders, but some of the more extreme will not.

Occasional conflict flares up between armed bands over territorial rights, but the streets of Dodds' arcologies are among the safest in the Marches for the faithful and those enjoying their hospitality.

A religious dispute in 1102 marked the start of the 8-year "Three-Way War," which left over 120 million dead before the matter was resolved. Since that time the citizens have lived in heavily armed peace.

The airborne virus that makes life outside the arcologies impossible has defied the Imperium's best scientists for generations. A research team is currently stationed on the planet, with the ruler's blessings and support.

2832 Leander (Imperial)

Starport: Class I.

Diameter: 5,966 miles (9,599 km). *Atmosphere:* Dense oxygen-nitrogen,, tainted by heavy pollen. *Surface Water:* 50%. *Climate:* Warm. *Population:* 500. *Government:* Representative democracy. *Control Rating:* 2. *TL:* 6.

Leander is a backwater world, apparently settled just for the sake of doing it. If a world is opened, a few people will go to live there. Such is the case with Leander. Even the countryside is dull – flat plains and low hills. There is no reason to visit, but no real reason to leave either.

2833 Pepernium (Imperial)

Starport: Class II.

Diameter: 5,194 miles (8,310 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 71%. *Climate:* Normal. *Population:* 20,000. *Government:* Oligarchy (Council of Landowners). *Control Rating:* 0. *TL:* 5.

The Pepernium locals are a touchy lot, proud and independent. With a variety of predators and vermin to contend with, they possess a great variety of hunting-type firearms, but there is no organized military.

2834 Traltha (Imperial)

Starport: Class IV

Diameter: 7,247 miles (11,660 km). *Atmosphere:* Dense oxygen-nitrogen, tainted by slightly high oxygen partial pressure. *Surface Water:* None. *Climate:* Normal. *Population:* 1,000,000. *Government:* Oligarchy (headed by a local monarch). *Control Rating:* 0. *TL:* 6.

A vast desert, Traltha is not an appealing planet when viewed from space. The inhabitants ("Traltar") are a human offshoot race native to the world. They compete for control of what little water there is with an aggressive non-sentient species of large quadrupedal lizards named

the Vorstin in the local dialect, a competition which occasionally becomes an outright fight for survival. Local nationalistic pride was severely dented when a rapid response force of Imperial Marines had to be hurriedly brought in to prevent the capital being overrun by Vorstin in late 1118. The locals have not yet forgiven the Imperial commander for their salvation, and become increasingly anti-Imperial with each passing month. Campaigners for home rule are not deterred by the fact that they already have home rule. The issue is emotional, not logical. Violence seems unlikely, but visiting starship crews have been harassed in recent months. The situation is unlikely to change until the Imperial troops depart.

2839 Farquahar (Imperial)

Starport: Class III. Scout base.

Diameter: 6,072 miles (9,770 km). *Atmosphere:* Very thin oxygen-nitrogen, lower than usual oxygen content. *Surface Water:* 50%. *Climate:* Warm. *Population:* 20,000. *Government:* Subjugated (Dodds). *Control Rating:* 1. *TL:* 7.

Originally an exile camp for the Dodds faithful to dump their unwanted brethren, Farquahar is steadily growing into a colony, and may perhaps aspire to full membership someday. The locals are deeply religious, but not so devoted as their masters. Starship crews are welcomed with generous hospitality, and an excellent relationship has been forged with the scout base crew. Liquor is somewhat hard to come by outside of the starport, however.

2933 Raydrad (Imperial)

Starport: Class I.

Diameter: 9,324 miles (15,002 km). *Atmosphere:* Dense oxygen-nitrogen, tainted by airborne allergens. *Surface Water:* 31%. *Climate:* Normal. *Population:* 4,000,000. *Government:* Multiple societies. *Control Rating:* 4. *TL:* 6.

Despite the lack of water, Raydrad's soil is very fertile. A number of cereal crops are grown for the distilling industry. Most famous of Raydrad's products is ricernay, a powerful yet mellow golden liquid for which aficionados of fine spirits will pay handsomely.

A third of drinkers suffer allergic reactions to the spirit due to its origin, but this is just proof of authenticity. Much of Raydrad's income comes from one distillate or another.

2934 Zyra (Imperial)

Starport: Class IV.

Diameter: 5,183 miles (8,340 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 49%. *Climate:* Normal. *Population:* 80,000. *Government:* Representative democracy (unusual in that the representatives are all hereditary nobles). *Control Rating:* 4. *TL:* 7.

Zyra is a relatively old colony, dating to the 200s when a forward base was built to facilitate the expansion into the Marches. The world is considered "unlucky," as the colony has twice been completely wiped out – by plague in 622 and by asteroid collision in 740.

The latest settlement is a small affair, far from the old ruins. Zyra is appealing for development funding to increase its population and economic importance, but after the first round, which paid for an expansion of the starport, more does not look likely to be forthcoming. Zyra remains an unimportant world with a bad reputation. A minor uprising in 1118 was put down by a force of Imperial Marines from Katrulu.

2935 Murchison (Imperial)

Starport: Class IV.

Diameter: 5,183 miles (8,340 km). *Atmosphere:* Thin oxygen-nitrogen, a significant proportion of carbon dioxide makes it unbreathable. *Surface Water:* 38%. *Climate:* Cool. *Population:* 70,000. *Government:* Oligarchy (hereditary nobility). *Control Rating:* 1. *TL:* 6.



Murchison's naval base is a small affair, servicing only a small patrol and customs flotilla. The world itself has some spectacular scenery, but little life. The violence that tore at the fabric of Murchison's society during the PsionicSuppressions (p. GT54) is long forgotten, as is the heavy handed approach of the governor. What remains of the populace is currently pro-Imperial – it is this very factor that has led to the steady leakage of Murchison's best and brightest out onto the larger stage that is the Imperium.

2936 Hammermium (Imperial)

Starport: Class V.

Diameter: 4,873 miles (7,840 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 22%. *Climate:* Cool. *Population:* 70,000. *Government:* Dictator (Count Jon Kantte, an Imperial noble). *Control Rating:* 6. *TL:* 10.

Hammermium is an important world in the region, and Count Kantte is technically also head of the Hammermium Corp. The latter has minor holdings off-world, but mainly makes its profits from the very large volume of traffic coming into the Marches via Trin. The starport is privately owned by the corporation, and is a major source of revenue. Hammermium employs its own fleet of custom ships, as well as subsidizing a few merchant vessels operating elsewhere in the Marches.

2940 Thornnastor (Imperial)

Starport: Class II. Scout base.

Diameter: 5,158 miles (8,300 km). *Atmosphere:* Very thin oxygen-nitrogen. *Surface Water:* 36%. *Climate:* Hot. *Population:* 50,000. *Government:* Representative democracy. *Control Rating:* 1. *TL:* 8.

Thornnastor's water is not distributed in oceans and seas according to the norm. Apart from a few areas deep enough to be called seas, most of the water forms a thin surface layer, turning most of the planet into a steamy swamp. The water in these swamps has a low salt content, and supports plant life.

This environment would not normally be habitable to humans – indeed, exposed water reaches boiling point late in the morning and remains as steam into the afternoon, falling in a torrential scalding downpour as the day cools – but a thick carpet of low jungle cover over large areas of the swampland creates a layer a few yards tall. This layer is sheltered from the worst extremes of temperature, and has a breathable atmosphere.

Amid this leafy sauna, life is possible. A myriad of creatures crawl, scuttle and swim through this environment, though few fly. The human populace resides on artificial shelter-domes amid the trees, harvesting a great variety of useful products from nature's bounty. Thornnastor receives few visitors, and fewer leave the starport concourse. Small groups of Chirpers inhabit a few regions of the southern hemisphere. They have little contact with humans.

3032 Katrulu (Imperial)

Starport: Class IV. Way station and naval base.

Diameter: 2,076 miles (3,340 km). *Atmosphere:* Thin oxygen-nitrogen. *Surface Water:* 19%. *Climate:* Icy. *Population:* 2,000,000. *Government:* Military (Imperial Protectorate). *Control Rating:* 2. *TL:* 10.

Katrulu is the site of the training center for Scout Service Xboat pilots, and conducts a large number of other training operations in addition. The way station and naval base provide sufficient reason for the population to remain on what would otherwise be nothing but a barren, frozen rock.

3035 Prilissa (Imperial)

Starport: Class IV.

Diameter: 9,130 miles (14,690 km). *Atmosphere:* Dense oxygen-nitrogen. *Surface Water:* 50%. *Climate:* Normal. *Population:* 70,000. *Government:* Bureaucracy. *Control Rating:* 5. *TL:* 6.

Prilissa is a "breadbasket" world, with much of its economy tied up in cereal production. The world is the original home of the kian, a bipedal mammal resembling a large flightless bird such as the Terran ostrich. While not quite so prevalent as the Terran horse, Kian are used throughout the Marches as riding and burden animals. Kian are raised on large ranches on Prilissa for sale elsewhere.

3038 Tee-Tee-Tee (Imperial)

Starport: Class III.

Diameter: 802 miles (1,290 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* None. *Climate:* Normal. *Population:* 30,000. *Government:* Caste/Oligarchy (hereditary merchant prince caste). *Control Rating:* 0. *TL:* 9.

The source of the world's name is lost in antiquity. Tee-Tee-Tee boasts a beautiful ring system composed of ice fragments and dust. The locals are traders first and foremost.

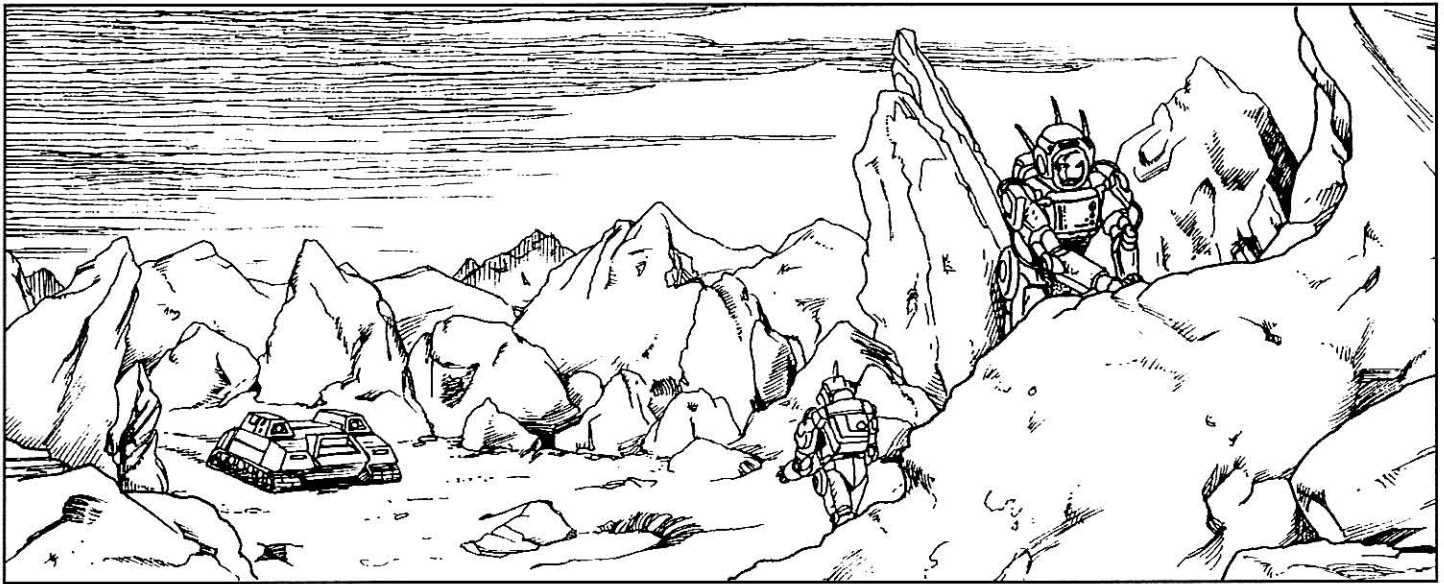
3039 Youghal (Imperial)

Starport: Class V.

Diameter: 10,429 miles (16,780 km). *Atmosphere:* Exotic. *Surface Water:* 93%. *Climate:* Normal. *Population:* 9,000. *Government:* Subjugated (ruled directly from Trin). *Control Rating:* 2. *TL:* 9.

Youghal is a distinctly odd shape for a planet, being greatly flattened at the poles and bulging massively at the equator. This means that the atmosphere, which is too thin to breathe at the equator, is quite acceptable to human life at the poles.

The entire population is gathered in a single city at the south pole. A second, northern settlement was abandoned in 928.



Life on Youghal is quite varied, as might be expected. Species that cannot survive in the thin oxygen-nitrogen atmosphere of the equator occupy the polar regions, and vice versa. The transition regions and certain mountain/valley ranges have their own ecosystems. Imperial scholars have yet to make a comprehensive study of all this world's life.

3040 Tenelphi (Imperial)

Starport: Class II. Scout base.

Diameter: 7,185 miles (11,560 km). *Atmosphere:* Standard oxygen-nitrogen. *Surface Water:* 100%. *Climate:* Normal. *Population:* 40,000 (9,000 Vargr). *Government:* Multiple societies. *Control Rating:* 3-4. *TL:* 8-9.

The many communities of Tenelphi are scattered across the world's archipelagos or built on the seabed. Submersibles farm the deep seas for fish and plant products, while a few experimental deep-sea rigs extract minerals from the seabed.

3138 Zephyr (Imperial)

Starport: Class 0.

Diameter: 8,092 miles (13,020 km). *Atmosphere:* Dense oxygen-nitrogen atmosphere tainted by high levels of carbon dioxide. *Surface Water:* 52%. *Climate:* Warm. *Population:* 70,000. *Government:* Military (Imperial martial law). *Control Rating:* 6. *TL:* 5.

A rebellion by the Farm Workers' Revolutionary Party some 25 years ago led to the imposition of Imperial authority, but oddly, this has not resulted in an amber classification.

The situation continues as low-level unrest goes on. Negotiations have repeatedly stalled, and current Imperial thinking is to leave the situation as it is, since any clamp-down or attempt to find a new solution inevitably causes more problems than it solves.

3139 Chamois (Imperial)

Starport: Class IV. Scout base.

Diameter: 5,245 miles (8,440 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by sulfur-based compounds. *Surface Water:* 39%. *Climate:* Warm. *Population:* 6,000,000 (plus an unknown number of Chirpers). *Government:* Representative democracy. *Control Rating:* 1. *TL:* 5.

Settled long ago, Chamois has never really progressed. The inhabitants live in a single city huddled against the imposing Wefrai Mesa, an extinct volcano of vast proportions. The rest of the planet is roamed by Chirpers.

Much of Chamois' production is agricultural, mainly greenhouse-cultivated vegetables. Parts of the planet remains volcanically active, accounting for the taint in the air.

3233 Ramiva (Imperial)

Starport: Class IV.

Diameter: 1,144 miles (1,840 km). *Atmosphere:* Trace oxygen-nitrogen. *Surface Water:* None. *Climate:* Warm. *Population:* 50,000,000. *Government:* Military dictatorship. *Control Rating:* 3. *TL:* 8.

Ramiva has few products and no important location. It is overshadowed by Trin, and could easily fade into insignificance. Ramiva has one great resource – mercenaries. Individuals, security teams and protected forces units (mainly for ship's troops or highport guard duty) are trained, vetted and vouched for by the dictator-general. High-quality arms and equipment are bought in to equip these mercenaries, whose services are sold to the highest bidder throughout the Marches.

3235 Trin (Imperial) Subsector Capital

Starport: Class V.

Diameter: 8,216 miles (13,220 km). *Atmosphere:* Dense oxygen-nitrogen, tainted by airborne dust particles.

Surface Water: 44%. *Climate:* Cool. *Population:* 22,000,000,000. *Government:* Bureaucracy. *Control Rating:* 3. *TL:* 12.

One of the original ports of the Marches, Trin was a major starting point for the exploration of the sector. The moon system of the gas giant Orslei still has the remains of some of the base camps and refueling stations built by corporations unwilling to pay to use the starport. Fuel refineries orbit the gas giant, shipping their produce to the starport. The system has no planetoid belts, though there are colonies and other installations on the various worlds of the system. Most notable of these is the impressive manufacturing and shipping center on the iceball world of Ling Standard Products Spinward – a world named when Ling set up an installation there during the early 400s. The installation has grown into a major manufacturing center with its own private spaceport (closed to non-Ling vessels) and a colonial population of some 12,000.

The inner-orbit world of Scorcher was originally colonized as a mining operation to extract heavy metals and radioactives. Over the centuries Scorcher City has grown into a vast underground sprawl housing some 31 million. Heavy industry at Scorcher City exports produce through Trin highport.

Trin itself has no moons (the remains of one is now a cloud of reflective debris that gives the subsector its name). Much of Trin is chilly semi-desert. A broad belt of land around the equator is given over to vast farms, which try to provide fresh produce to the world's citizens. Even with advanced farming techniques, much of the staple diet of the citizens of Trin is textured fungus products from battery farms. Trin imports considerable quantities of foodstuffs from other, more fertile worlds.

Trin sees a great deal of trade and other shipping pass through its impressive highport. The government of the world reflects this interest in trade, being an outgrowth of the old Trin Settlement and Trade Board.

The Trade Board (as the government is now known) is headed by Duchess Mirai of Trin, head of the House of Arahaili, which has ruled Trin through the board since the world was settled.

Government is extremely streamlined and efficient, being run on almost corporate lines. Particular attention is paid to keeping up with technological advances. Though

Trin has little in the way of research facilities, the Trade Board funds technological development on other worlds and invests wisely, gaining new advances and techniques as quickly as they become available.

The world's citizens enjoy a very high-technology lifestyle, and mostly share the desire for efficiency expressed by the rulers. The result is a highly motivated and efficient workforce, very wealthy by most worlds' standards.

3226 Hazel (Imperial) – Amber Zone

Starport: Class III.

Diameter: 6,041 miles (9,720 km). *Atmosphere:* Thin oxygen-nitrogen, tainted by bacteria. *Surface Water:* 52%. *Climate:* Normal. *Population:* 80,000,000. *Government:* Representative democracy (controlled by organized crime). *Control Rating:* 4 (does not apply to the syndicates that run the planet). *TL:* 5.

A mainly agricultural world, much of the actual income of Hazel is from racketeering, extortion and organized crime throughout the region. Citizens expect Imperial intervention at any time, but thus far nothing has happened. As a result of ongoing gangland conflict, the world has been designated an amber zone.

"The general availability of interstellar travel has caused people to shrink the universe, in the way they think about it at least. In one of those souped-up jump-6 racing yachts you hear about in the newscasts all the time, one week's journey will take you farther than the light from the star you left can travel in almost 20 years. It always seems to me that people are not astounded enough by things like this."

– "Travel, Travelers, and Traveling, Anonymous"

CLIMATE TABLE

The following table gives a rough idea of what worlds' climate ratings represent. It gives the average temperature of all points on the 30th parallel, with lows and highs as well. Tropics will be warmer; mountains and poles will be colder. Seasonal variations can vary from non-existent to radical.

Temperatures are in degrees Fahrenheit.

Climate Type	Low	Avg.	High	Comparisons
Very Hot	100°	120°	140°	Death Valley record
Hot	90°	110°	130°	Death Valley in July
Tropical	80°	100°	120°	African desert in July
Warm	70°	90°	110°	Phoenix in July
Normal	60°	80°	100°	New Orleans in June
Cool	40°	60°	80°	Knoxville in April
Chilly	20°	40°	60°	New York in March
Cold	0°	20°	40°	South Dakota winter
Very Cold	-20°	0°	20°	Fairbanks in February
Frozen	-40°	-20°	0°	Yukon in January

History in the Making



Current Events in the Spinward Marches

These sidebars deal with the larger events affecting the Marches in 1120. There are several "great events" unfolding across the region; events that will in time affect the whole of the Marches, the whole domain or perhaps even the entire Imperium. Events affecting just a single world will not, for the most part, be dealt with here. Each of the worlds of the Marches has its own problems and projects, dozens or hundreds of issues to keep the diplomat, adventurer, soldier or politician busy for a lifetime without ever leaving the one world. There is simply insufficient space to detail the trials and triumphs of individual worlds in this book. So we must do as the archduke or the Emperor does: Leave the local issues to the local authorities, and worry about the big picture.

"Too many people focus all their attention on the physical artifacts left by the Ancients. They spend their entire lives searching for 'artifacts' in the hope that some millennia-old gadget from a long vanished tinkerer will enable them to retire to Capital and spend the rest of their lives hobnobbing with the nobility. I think that 'artifact' to some must mean the same thing that 'lottery ticket' means in some cultures.

– "Travel, Travelers, and Traveling, Anonymous"

GM's INFORMATION

The Spinward Marches is a very distinctive setting for adventures, but it is up to the GM to make the setting and the people in it come alive in the minds of the players. This chapter is intended to help the GM establish the "feeling" of the game setting, and to suggest some ideas for campaign or adventure themes.

The first section is for the use of Game Masters, and gives them information not available to the average character. Players should not read this chapter without the permission of their GM.

THE ANCIENTS

Ancient Origins

The Ancients were Droyne, but not all the Droyne were Ancients. They were in fact the children of a single Droyne mutant, a supergenius who rose above the simple culture of the Droyne and left his mark upon the universe while he attempted to learn everything about it. To aid him in his work, this Droyne had 20 children, and they in turn produced about 20 children each. At this time he took the name of Yaskoydray (Grandfather). This small group of beings performed wonders and created or altered beings to assist them in their studies and experiments. They created the Vargr, transplanted humans to many worlds and led world populations of normal Droyne.

In time, Grandfather's children found their own projects to work on, and would not help Grandfather with his work. They began to question his leadership and actively interfere with his experiments. Grandfather eliminated his children, as well as their servants and those of his which had failed him, in a 2,000-year war that left this part of the galaxy somewhat altered. He then left this universe for a pocket universe, where he could proceed with his studies uninterrupted.

Without Grandfather, the normal Droyne quickly reverted to their old lifestyle. They still remember the Ancients with both dread and awe, but cannot reproduce any of the Ancient artifacts that Grandfather taught them how to make.

This knowledge is unknown to most of the citizens of the Imperium, and all but a very few researchers on the Ancients.

Grandfather's Worlds

The Regina system once had more worlds than it does in 1120. Grandfather built a laboratory there in the years immediately after the "Ancient period." He selected a large gas giant along with its three moons and relocated them into a pocket universe. He then ignited the gas giant, transforming it into a very small star which he named Braykossa. Its small mass meant that it would shine for less than 1 million years, but that was long enough for Grandfather's purposes.

Using gravitational stress, he then shifted the three moons into equidistant positions along an orbit, and placed observation stations on these planets to record and study the results.

The first world, Elkyuln, was populated with solid-state mechanical robots programmed to observe and analyze the astrophysical life of Braykossa. In 290,000 years of study the robots have predicted a nova of the unstable star to within a decade. The second world, Kraldosk, is populated by biological robots that are duplicates of humans produced by advanced genetic engineering, and assigned to catalog and record the development of life on Prissuls (below). Grandfather's human servant in charge of Kraldosk, Na Kraldosh, has used the genetic technology to prolong his life, and has begun studies and experiments of his own.

The last world, Prissuls, was "seeded" with a variety of plant and animal life, and allowed to develop under observation of the human servants on Kraldosk.

The worlds are connected via hundreds of "pearls" each one an iridescent sphere about 62 miles (100 km) in diameter, with atmosphere and gravity. Each "pearl" exists outside of normal space in a "pocket universe" totally empty except for it. On opposite sides of each pearl are transporter portals, which directly connect to the next pearl in line. Therefore, one can travel from one Grandfather's world to the next, along the outer surface of each pearl – if persistent enough.

Unknown to Na Kraldosh, the human robots have discovered a portal to the real Regina, and have set up an outpost in a small store in Regni, a major city on that world. So far, they have done nothing but observe and record the society there.

All of this information is unknown to anyone in the normal universe, and is not yet known to Grandfather himself.

DARRIANS

The Secret of the Star Trigger

The Darrians' Star Trigger weapon was nothing more than a bluff for most of their history. The events which caused the Maghiz were not reproducible until very recently. There was, however, no need for anyone to know that, not even the Special Arm personnel who manned the Star Trigger base, fully prepared to use their ultimate weapon. Thus, not even psionics could discover that the trigger was a paper tiger, since mind-reading would show the Special Arm's total belief in their weapon. The one test/demonstration in 589 was faked, using predictions of a real nova event.

By 1100 or so, research had isolated the critical elements in the original Maghiz, and a functional Star Trigger could at last be developed. Against a certain amount of opposition (The threat had sufficed for centuries, so why go to the bother and expense of building the real thing?), the decision was made by the Confederation high command to proceed with the construction of a real Star Trigger. By late 1119, the Darrians had deployed a single example at the Special Arm base (p. 00).

The Star Trigger consists of two meson communicators and a probe, which descends into the star while venting vaporized tungsten. The tungsten column is then targeted by two meson beams, which must intersect at a very precise angle. Intense solar flares begin within 10 hours.

The angle of intersection is very obtuse, such that two meson platforms must be deployed almost on opposite sides of the star. A single vessel can do it with drones, but a pair of vessels (suitably escorted) would be used in any wartime deployment.

Imperial intelligence services know of these developments.

Darrians

Darrian-Sword World Relations

The Darrians and Sword Worlders are cultural opposites. The outlook of one group is a pretty good definition of insanity to the other. Darrians find it practically impossible to understand why Sword Worlders act the way they do, and vice versa. This makes it practically impossible to predict one another's actions. Living with an unpredictable, well-armed state just a few parsecs away is a frightening experience, and one which has led to innumerable incidents and short wars. Matters have not improved since the Fifth Frontier War and indeed are worsening at present.

As a result both of their nature and a deliberate policy of showing force, the Sword Worlders have made several incursions into Darrian space – some of them relatively friendly trade expeditions – and have caused a great many border incidents. In the wake of the destruction of their trade mission in Darrian space, some Sword Worlders have begun seeking vengeance. This is quite legitimate from the Sword Worlders' point of view, and also serves to show the rest of the universe that they might have been beaten by the Imperials but they haven't gone soft. The greatest proponent of the vengeance pursuit is Lord Tarmil of Aurnie, who seems determined to exact a toll of Darrian deaths equal to the number of his followers killed by Darrian aggression at Ator. His vitriolic addresses and promises of bounties for vengeance raids show a disturbing trend toward open conflict. Lack of bluster and threat from the Darrians is taken as passivity and possibly fear, and actually encourages the Sword Worlders to become more aggressive.

Continued on next page . . .



Darrians

Darrian-Sword World Relations (Continued)

The Darrians, meanwhile, are not impressed or intimidated by these displays of force. They have their own policies and will not tolerate interference in their activities. If the Sword Worlders become too much of a nuisance, they will be "dealt with" in much the same way as an infestation of fleas.

It is not so much that each side does not acknowledge the other's viewpoint, or disagrees with that viewpoint, but more that each party is not willing to recognize that the other *has* a viewpoint. It is far easier to declare that the opposition's actions are incomprehensible or even the product of madness than to try to understand. After centuries of intermittent conflict, there seems little chance of a change in attitude from either side.

The Darrian-Sword Worlds border is heavily patrolled by both sides, with stand-offs and actual starship combat quite frequent. Against this backdrop, there is some minor trade but any contact is beset with suspicion and hostility.

The latest move in the game seems to be the deployment of a Star Trigger-armed starship to Spume. No comment or announcement has been made by the Darrian authorities, and the rumor is thought to have been leaked deliberately as a threat to curb Sword Worlder activities.

Darrian (Colony?) Missions

Speculation surrounds the sudden departure from Darrian space of several small fleets. These were all of similar composition – a few transports with a cluster of escorts and a single large warship – except one. Perhaps the Darrians have decided to expand to spinward after many centuries of stability. The transports are certainly big enough to carry thousands of colonists. Or perhaps the operation is military or scientific? All that is known is that the Darrians have neither observed a great deal of secrecy nor made the vessels' departure public, and that one fleet had the same number of vessels as normal, but the transports were replaced with warships.

None of these fleets have returned to Darrian space.

Darrian TL13 Navy

Based at the Darrian Special Arm facility (p. 00), the two dozen ships of the TL13 fleet are over 2,000 years old, dating from before the Maghiz. For hundreds of years the Darrians have been trying to recreate the TL13 wonders. Finally, they have succeeded in producing a new patrol cruiser, the *Barekdoldin*-class, which uses the advanced technology of their ancestors. The Darrian Navy is now working on a TL13 Star Trigger carrier vessel. The chief advantage of this newly acquired knowledge is the ability to commit TL13 vessels to battle without worrying about how to repair any battle damage.

This new ability was displayed by a squadron of TL13 vessels at Ator, when the Sword World cruiser *Blaze* and the accompanying trade mission were engaged and destroyed (see p. 00).

Imperial intelligence services know of the existence of the TL13 ships.

O423 Darrian Special Arm Base

(Location not known outside Darrian high command.)

Starport: Class V.

Diameter: 124 miles (200 km). *Atmosphere:* None. *Surface Water:* 26% water ice. *Population:* 28,000 technicians and military personnel. *Government:* Military (Darrian). *Control Rating:* 5. *TL:* 13.

Located on a comet in deep space, two parsecs rimward of Zamine, this cometary body now contains a vast infrastructure including a TL13 shipyard, support, medical and R&R facilities for the personnel of the Special Arm and high-tech squadrons. The base is also the only location where the new *Barekdoldin*-class patrol cruiser is (or can be) produced.

Imperial intelligence services know of the base, but not its precise location. They are aware of the existence of the new patrol cruiser, but not any of the details of its construction.

Darrian Spinward Missions

The Darrians' recent missions to spinward (see p. 00) seem to be aimed at setting up some kind of base or colony for purposes unknown. At least one of the missions included disguised ships, implying that the Darrian Navy was conducting some kind of covert operation under the cover of the "colony" operations.

It is known to the Imperial intelligence services, though not to the majority of personnel or citizens, that some of the mission vessels have in fact returned, under conditions of the utmost secrecy. Some showed signs of battle damage. Most of the vessels remain unaccounted for.



DROYNE OF ANDOR

The new Droyne Oytrip, which covers two worlds, is now the largest single Oytrip ever recorded in Imperial space. The subject Droyne appear unconcerned and continue to live a quiet life; however, a new "leader of leaders" named Muodray (Little Father) has appeared. Muodray spends time equally on Andor and Candory, and has so far refused to talk to any Imperial agents. He is not of the Leader caste, but appears to be a Sport (his skin markings don't correspond to that of any of the six castes, however) and he remains an enigma.

IMPERIAL POLITICS

Recent years have seen an increase in tensions within the Imperium, tensions which threaten to rip the whole Imperium apart into a civil war. The clouds are gathering, and to some it seems that the Emperor has not seen the danger.

In fact this is not the case. Emperor Strephon has taken a number of measures to deal with the problem. His historic revival of the powers of the archdukes is a move toward countering the danger, though it is a risky move. With powers to rival those of the Emperor, an archduke could move to claim the throne and bring on the very catastrophe Strephon seeks to avert. There are rumors that Archduke Dulinor was plotting such a move when he was tragically killed in a shuttle accident in 1116.

But whatever the dangers, the move has been made. The archdukes have been given back their powers, along with an Imperial order for each to put his or her house in order. The grand tours carried out by members of the Imperial family during 1121 are part of a campaign to rekindle support of the Emperor, showing the people of the various domains that however far away Capital might be, their welfare is important to the Imperial family. Strephon himself is to visit the seat of the deceased Archduke Dulinor, perhaps in the hope of healing some of the rifts that have grown between the domain and Capital. Grand Princess Iphegenia is to visit the Domain of Deneb, while of course Prince Varian is already here. Varian's visit has nothing to do with the jubilee year, and seems to be a private matter carried out for the prince's own reasons.

Reforms are under way in many regions, with a number of projects timed to coincide with the jubilee year. The question that remains to be answered is: Is it too little, too late?

IMPERIAL PSIONICS RESEARCH STATION

Wypoc/Lanth is well known as a testing ground for Imperial equipment – personnel come and go with considerable frequency. The amber zone designation is well deserved – Wypoc truly is a dangerous place to visit because of the corrosive atmosphere, which is convenient for the authorities, but there is more to Wypoc than that.

The world is the site of a top-secret Imperial psionic research institute and training facility, whose charter was revoked during the suppressions but subsequently reactivated under Imperial Navy control. The institute was subsequently relocated to Wypoc. Work continues under the guise of a variety of minor field test programs. To what use the trained psionics are put, and the aim of the institute's research, remain closely guarded secrets.

INCOMING SUBLIGHT SHIPS

The seven great colony ships currently approaching will enter the Spinward Marches rimward-trailing of Tenelphi/Trin's Veil. All seven vessels are decelerating, and seem to be aimed at Youghal. They should arrive in 45 years, but "should" and "will" are two entirely different things.

The escorting Scout Service ships have not boarded the seven vessels, as they have effective defenses. Taking out the automatic systems might destroy the vessel or kill the passengers, and there is plenty of time to intercept the vessels as they complete their braking and the colonists awaken.

The ships bear Solomani markings, from the Long Night (p. GT00). Their point of origin is not Terra, but close enough that the mission might have been gathered and launched from Barnard or Agidda. The ships do not respond to messages, so it is assumed that the colonists are still in hibernation. The vessels are large enough to carry hundreds of thousands, though one vessel seems to be dead except for its guidance systems. All the others show minor damage.

The Border Worlds Peacekeeping Campaigns

After every major war involving the Sword Worlders, Imperial forces seem to end up involved in a "punitive occupation." The Border Worlds were set up as an attempt to end this cycle, to create a buffer zone between the Sword Worlds and the Imperium, and to reduce the power of the Sword Worlds Confederation. This measure was to work on the principle of the old political researcher's joke, "The Aggression Factor of a Sword Worlder is proportional to the number of his peers within earshot, squared." In short, the authorities tried to dilute the shouting and arm-waving among several smaller states rather than allow any one flashpoint to ignite the whole Confederation. The gradual withdrawal of the occupation forces has left the worlds under the administration of the Border Office, whose peacekeeping forces include a few patrol vessels, a couple of Imperial Army brigades and a considerable number of mercenary units.

The small army of mediators and diplomats deployed to the Border Worlds are supposedly the main thrust of the project. They will try to resolve difficulties peacefully by discussion before violence can break out. On worlds populated by Sword Worlders, this is something of a pipe dream, and the mediators spend much of their time cobbling together solutions in the last hours of a military operation, solutions which rarely last more than a few weeks.

The intent in using mercenaries was laudable enough – troops were needed to keep the peace but it was politically expedient to withdraw the Imperial forces, whose presence so offended the locals. The mercenaries have proved a mixed blessing, as not all units deployed are particularly patient or well-suited to peacekeeping duties. Some have caused more trouble than they solved, and a few units have actually gone over to "the other side," and are now fighting a guerrilla war for the "liberation" of the Border Worlds.

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The Border Worlds Peacekeeping Campaigns (Continued)

Those units which have attempted to carry out their difficult duties have not been any less provocative to the locals than Imperial troops, since the local freedom fighters really don't mind whom they shoot at. In the wake of von Kreden's spectacular demonstration of patriotic idiocy, several trouble spots have erupted, and a few new ones have been generated as well. The whole situation is teetering on the brink of collapse, but Imperial intervention has been withheld for two reasons: The first is the attempt to make a lasting peace with the Zhodani, which requires the Imperium to seem as peace-loving as possible. Intervening in local affairs with massed fleets will damage this image and may derail the whole process. Secondly, the redeployment of Imperial troops to the region may (or may not) solve today's problem, but in the long term the Border Worlds project is designed to create a long-term solution, and force will not assist in this. So the peacekeepers hang on by their fingernails and deal with each crisis as it happens.

There have been notable successes. Beater in particular has embraced the new state, and the populace are mostly contented with the situation. Agitators began to cause trouble in 1118, but were swiftly removed from the scene by Border Office Security. A successful public-opinion campaign portrayed the rebels as a threat to local prosperity and to the good citizens of Beater. The problem was neatly boxed and squashed.

Hofud represents the opposite end of the scale, with open large-scale insurgency supported by elements of the local government. Peacekeeping and counterinsurgency troops do their beleaguered best, but every arrest brings new sentiments' rights abuse accusations and more riots. Mediators and diplomats are favorite targets for assassins, and street violence is common.

The activities currently undertaken by Border Office officials range from the "normal": offworld customs checks to prevent arms smuggling; diplomacy/mediation; providing bodyguards for the mediators; and security and intelligence-gathering, through riot control and guarding of important installations, to open warfare via counterinsurgency operations in the countryside.



The scouts are charged with escorting the vessels into the Marches, contacting the colonists as they awake and assisting their adjustment to life in the 57th century, while minimizing the impact upon the existing Imperial citizens. The task force currently dep-

loyed is commanded by Senior Scout Commander Vens Feldt, a very experienced officer who constantly tries to find ways to get a team aboard the colony ships. So far the automated defenses have countered every attempt.

But not even Commander Feldt is prepared for what is about to happen aboard the seven vessels. Within the vast sublight craft are a flotilla of jump-2 capable ships, each capable of carrying thousands of colonists. Their jump drives are somewhat crude, and good for only 2-3 jumps on average before breaking down. But that margin could carry them a considerable distance into the Marches, scattering the colonists over a wide area.

The colonists are Long Night-era Solomani, who have been in low berths for centuries as their craft carried them far into what was then uncharted space. They had hoped to travel far beyond the frontiers of known space and build a number of colonies for themselves using the dismantled starships. Instead they are about to be dumped into the middle of a developed region with no obvious place to go. The homes they hoped to build will have to be won instead.

Being Solomani, of course, the colonists have brought almost as many swords with them as plowshares. They have nowhere to go and nothing to lose.

RUNNING ADVENTURES IN THE SPINWARD MARCHES

STARPORTS

The Port Facility

Each starport is a unique entity, similar to others in many ways, but with individual aspects that the GM must detail. While the rulebook guidelines suggest a certain range of facilities available at a given class of port, this tells little about the actual layout and nature of the port itself. Starports are as different (and as alike) as the various airports and seaports of 20th century Earth are to each other. The GM should tailor the port to fit his vision of the world at hand. There are, however, certain common features to starports throughout known space.

The port is always situated somewhere considered safe for a starship to land. Note that this does not take any hazards encountered once on the ground into consideration. There is no reason to suppose that a "safe" landing site is not infested with piranha-bears. The only guarantee is that a starship will not crash through the ground into old mine workings or sink irretrievably into a swamp.

Starports are generally close to some reason for landing in the first place – be it a major commercial port, an industrial center or a frontier farmstead that trades leather and a little beef to passing starships in return for offworld news

and the occasional shipment of spare parts. Fuel and supplies are generally available in some form at the port, though obtaining them may require the crews' own efforts.

If there is a port, then the locals will have seen starships before – though in some backwater areas this may still be quite rare. They will not be awed by a simple free trader, though they may turn out to watch it land if visits are a rare occurrence. At all but the most primitive frontier installations, a few of the locals will have some idea how to service a ship – or at least be able to tell the crew how to find what they need.

Around most ports, a startown will grow up, basing its economy on trade and services for the visiting ships and the people who work at the port. Startowns can exist at any tech level, from nomad camps to orbital arcologies. They tend to be a little seedy, catering as they do to ship crews who have been in space for some time.

A world will generally have only one highport (orbital terminal) but may have several downports (ground facilities). This can vary, especially on balkanized worlds, but for the most part there will be a main downport plus a number of subsidiary spaceports scattered about the main world and the surrounding system, all serving the highport that is the main terminal for starship traffic. Many of these lesser ports will be of a lower standard than the main highport, and many may specialize. For example, a world may have a single highport, a military base on the moon, two or three downports on-planet, each serving a major corporation or nation, and another on an out-system colony planet owned by the main world. Another downport may deal in heavy industrial goods for shipment to and from the highport, and a last may be private, serving the world's ruling elite only.

In the case of an airless world, where any ship may land on the surface, there may well be no highport. A world whose population is all resident in one area may have only one downport. A frontier world may have dozens of poor-quality class II or class I ports, each serving a scattered community with no main port to speak of.

In the case of most ports, the actual starport (not the surrounding startown) is considered to be Imperial territory, and is subject to Imperial law. Standard law level is fairly low – pistols and semi-automatic weapons are allowed, and sometimes heavier weapons if the owner has a permit (weapons carried as cargo are always allowed, but they must remain in their shipping cases). Even on a world that itself has no laws, the starport is subject to Imperial law – whether higher or lower than local law, Imperial law is applied. Some starports, are owned by a corporation or world government. In this case, either local law or a compromise between Imperial and local law is applied.

Imperially owned ports are defended by the Imperial Navy and Marines. Even a small class III installation will have a flight or two of fighters, a couple of customs cutters and protective ground forces (Imperial Army units are the norm, unless there is a navy or scout facility present, in which case there will be Imperial Marines available). A class V installation will have a whole flotilla of defense craft and a Marine Task Force to protect it, in addition to local forces and any naval vessels that happen to be based there. Non-Imperial or minor ports (class II or I) are protected by local forces, mercenaries, corporate forces or whatever other local arrangement exists. This applies to subsidiary spaceports too, unless they are very large or important.

Examples of typical class I starports might include a landing pad atop an oil rig, an airfield used by primitive biplanes or a marked area of bedrock beside a mining encampment – anyplace a starship can set down without damaging itself or anything on the ground. Fuel must be obtained at some effort (running the

Corporate Politics

Baracci Technum Vs. McClellan Factors

The long-standing rivalry between these two corporations is rapidly moving toward a trade war. McClellan has condemned the purchase of escort craft by BT as simple preparation for aggression, and has been up-gunning its own traders as well as hiring star-mercs and increasing security at depots throughout the region.

Already there have been sporadic incidents of sabotage and one assassination – the captain of the McClellan freighter *Sanjoive* was shot at close range in a public bar on Tirem, by a Vargr assassin who subsequently escaped. The situation is extremely tense, and Imperial port officials are not currently allowing vessels of the rival corporations to leave port within six hours of one another.

General Shipyards' Regeneration

General has been in a major slump for years, the result of a reputation for shoddy products and unreliable equipment. A recent shift in policy resulted in General no longer trying and failing to maintain its position in a difficult market, and instead apparently trying to drive itself out of business entirely. The corporation began offering very cheap refits to down-at-heel traders who could afford no better, and working on a new, low-cost trade vessel. The experts predicted a collapse within months.

As word began to get around about the new quality of General's workmanship – the refits were more of an overhaul than an annual maintenance, costing the corporation a vast amount that could only be found by selling off some facilities – interest began to pick up once again. General then launched their *Kafilin Pride* class of small traders, selling the first at a huge loss. Those who took the risk and bought generally expressed their satisfaction and even appreciation of the quality of the new vessels. More were purchased at more conventional prices, and carried with them service contracts including very cheap and comprehensive overhauls at certain General facilities. As General's stock began to rise, the company took one more step and again tied their future to a ship named *Kinunir*. General has secured the contract to construct for four of the new *Improved Kinunir*-class vessels. Time will tell if this was a good choice, but for now General is on the upswing.

The Marches now has a small fleet of *Kafilin Pride*-class traders plying the spaceways, mainly serving the backwaters and working off the main trade routes.

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Corporate Politics

(Continued)

Blackhawk/SDC Alliance

Spinward Development Corp. has recently agreed to a deal with the enigmatic Blackhawk Corp., which provides for Blackhawk arms and mercenaries to assist SDC-proving teams. Blackhawk will also arm colonists on the newly proven worlds. The reasons for this alliance are a closely guarded secret, but rumors of conflict with one of the megacorps are beginning to surface. Other sources suggest that SDC is suppressing local inhabitants on the supposedly empty development worlds, and requires military force to do so.

District 268

The Collace Combine, with its pro-Imperium attitudes, has long been a rival of the anti-Imperial Trexalon Technical Consortium. This rivalry seems likely to spill over into full-scale warfare, especially now that the Trexalon Consortium has recruited new forces in the form of Aslan *ihatei*. For the Consortium, the prize is dominance of the region – if the Imperium can be kept out. The Aslan might be the key to this, or they may prove to be more of a liability than an asset. Time will tell, but in the meantime the occasional skirmishes seem likely to grow in intensity until the whole of District 268 is consumed in war.

Droyne Activities

Between 1110 and 1118, there was a marked increase in the number of Droyne ships entering Imperial ports. There seemed to be no pattern to their appearance – no one region more thickly populated than any other – and the ships were engaged in more or less the same activities as normal. A few minor enclaves, mainly trade or diplomatic missions, were set up. Then, in 1118, all Droyne ships in the Marches simply disappeared. After a short period, normal activity resumed, but there has been no explanation of what happened in that period.

ship's own hoses to a nearby stream and cracking the water for hydrogen, for example). Such installations have very little in the way of a startown, and are not commercial installations for the most part. They exist to serve a specific need, such as transport of ore from a mining camp. A world that allows starships to fly freely over its surface may have dozens of such ports.

Class II ports are starports in their own right, rather than just being a landing site. There will generally be a small startown (just a few buildings and a bar in many cases) that exists to serve the port, plus a control building with a radio or other communication system to guide ships in. The port may be a converted airfield, a cleared site or a purpose-built but very poor modern starport. Class II is just about functional as a commercial port, but crude enough that cargo handling, refueling etc. is annoyingly slow. Repair facilities are non-existent.

Class III ports generally have an orbital component and a few dedicated small craft, and will be capable of serving a normal volume of traffic with moderate efficiency. Most systems that get a reasonable amount of commercial traffic will create a port that fulfills the basic criteria of this classification. This may be nothing more than an orbital tethering beacon and a transit shuttle, or it may be a large structure purpose-built to serve the system's needs. Class III starports are the most varied of all types, and provide the most scope for a GM's descriptive talents.

Class IV ports are large highport terminals for the most part, generally similar to class III but of a higher standard both of comfort and efficiency. The capability to construct non-starships is the main difference between class III and class IV.

Class V ports are very large, almost exclusively orbital, and handle vast amounts of traffic or else are built to impressively high standards. Class V ports can built starships as well as smaller craft.

Startowns

Startowns exist in a myriad of forms, from the mob of barbarian hawkers and vendors who will pour out of their tents to sell a variety of goods to the visiting spacefarers, to the urbane sophistication of a high-tech city. The theme is the same whatever the tech level. Spacefarers will have money to spend, and will want to be entertained, to buy goods, eat, drink and seek companionship. Service industries thrive in the startown, attracted by the promise of money to be made from starship crews.

As a rule of thumb, startowns grow up around every spaceport. Most of the residents are either employed in the port itself or the service industries surrounding it. There is generally little heavy industry unless the port specifically serves an industrial center. The startown is the buffer zone between port and planet. It can be rough, and dangerous. Everything is expensive.

A startown may be part of the port, or more often will grow up outside the port perimeter (depending on local circumstances, there may be a major barrier separating the two, or nothing more than a painted white line). Most startowns have a slightly lower law level than the host world, for many reasons. The expected standard of behavior of sailors in port is somewhat lower than the norm, and the mingling of cultures and races that occurs in the port region makes a blanket set of laws difficult to administer. The single commonest reason for this lawlessness is that there is so much going on in the startown that it is almost impossible to police effectively.

The usual result is a system of unofficial zones, from the high-class hotels, casinos and wealthy broker's residences in the end of town closest to the high-passage terminals (very clean, very plush, expensive and effectively policed) to the wilder end of town where the police only go in force. Between are shades of

gray; the rough but good-natured atmosphere in the freight-terminal bars, the Vargr enclave with a set of customs all its own, and many others.

There are exceptions. For instance, the government of Zila/Aramis does not tolerate lawbreaking anywhere, especially by visitors. The region around the starport is especially heavily policed, and a visitor entering the world from the port will be given comprehensive legal advice as well as a recommendation to take out legal insurance. There is no wild startown on Zila.

Adventuring at the Starport

Many characters can find work between adventures at the port. From security and cargo handling, through bureaucracy and administration work, to piloting the port's cargo shuttles or working in space traffic control, there are jobs to be had for the out-of-work adventurer. Some of these can lead to adventures, or to encounters with patrons. A character working in the docks or a port bar may pick up rumors of lost cargo, amazing speculative-trade opportunities or a scientific ship trying to fill out its crew. The crew of a rescue cutter or cargo shuttle may be diverted to assist a ship in distress. A tough ex-military character working as a cargo handler might be the only hope when the station is taken over by Ine Givar terrorists.

The starport is not just a generic place to meet a patron, buy fuel and get into a brawl with some guys from a Tukera freighter. A port is almost a city in its own right, with politics going on behind the scenes, corruption and scams, crime and violence. Characters just passing through a port may miss all that's going on. But to those who live and work there, the port is a lively and vibrant place that can be as memorable a setting as any exotic planet or Ancient site.

ALIENS & ANCIENTS

Major Aliens

All the major races in the game have their own world view and motivations, which may differ slightly from that of the typical Imperial citizen. They can be used to add color to a scene without actually being its focus. The GM may find that the appearance of a group of Darrians or Vargr may send the players off on a tangent, drawing all kinds of strange conclusions about why they are there, while all the time the GM knows that this is just a group of research students studying Imperial culture first-hand . . .

The reactions of the typical Imperial citizen to aliens will depend upon how familiar the aliens in question are, and what sort of experiences the citizen has had or heard about involving that race or group. As a general rule, Vargr are slightly mistrusted for their reputed piratical tendencies, Sword Worlders make ordinary citizens nervous with their rumored aggression, Darrians are generally accepted, but some of their attitudes cause puzzlement. Zhodani are feared and despised for their ability to scramble one's brains and read one's innermost thoughts. Aslan are intimidating to those not familiar with their culture, and to many who are. These reactions are by no means certain. On worlds without much trouble from Vargr raids, they are generally accepted as ordinary people. The local attitude, or that of individuals, will vary. Aliens are not so unusual as to cause panic or awe, since most citizens who travel at all or go near starports will have seen at least one alien at some point in their lives. Some worlds have large populations of aliens, while others may

Ihatei Incursions

There are many Aslan legitimately resident within the region, as part of the Darrian Confederation and on many worlds throughout the Marches. The arrival of groups of ihatei along the rimward frontier, however, is a cause for great concern. Most world governments are not willing to accept a fait accompli as the landless Aslan grab an undeveloped region on their world and then claim to own it. Conflict almost always results from these land grabs, though in some cases worlds have welcomed the ihatei and offered them land in return for service or alliance. The majority of worlds in the affected region (mainly District 286 and the Five Sisters) have appealed for Imperial Navy protection from these aggressive squatters. Diplomatic efforts have come to nothing, as the Aslan clans simply reply that their law requires ihatei to be furnished with ships and sent out to find new lands for themselves, but that the ihatei are outcasts until they succeed. Thus, the Aslan leaders neatly sidestep responsibility while accepting that they are the cause of the problem. The problem is further compounded by the fact that once the ihatei take land, they become part of their clan once more and subject to its protection.



Internal Affairs

The Scandal of 1118

The scandal itself concerned misappropriation of funds by a number of corporate officials and minor nobility. Imperial funds were being channeled into high-return ventures and then replaced once a suitable profit had been made – an affair typical of the sort of gambling-related corruption which can occur, differing only in the vast scale of the sums involved. The profits would then be shoveled into longer-term developments such as starport investments and expansion of small shipping lines to provide a steady and “respectable” income in the future. The bubble eventually burst when the principle investors took “just one more risk” and lost almost everything, leaving several embarrassingly large holes in Imperial funding programs.

A great many fingers were pointed, but the investigation was not a simple one. The suicide of Baron Jardin hault-Veiene, who left behind a statement of culpability and apology, supposedly tied the investigation up – hault-Veiene accepted ultimate responsibility for the scam.

This sufficed for public opinion, though many corporations lost popular respect and not always fairly. The Imperial authorities are still investigating, as it is certain that many more individuals were responsible than the dead Baron and handful of corporate officials to which direct evidence pointed. The investigation occasionally uncovers more dirt, and another of the conspirators is quietly tried away from the public eye. But what has become known as the Veiene Affair is becoming a crusade for more than one enforcement agency. A quiet war against corruption is going on in the rimward end of the Marches. More than a few agents have lost their lives, proving that someone still has dirty secrets to hide.

Continued on next page . . .

never have seen anything but humans. The GM is advised to consider the attitudes of the locals to these sentients. Just because the players are familiar with Droyne does not mean that the locals will not start reaching for their pitchforks and shotguns when something that looks like a gargoyle walks out of a starship on a backwater planet

The physical and cultural differences between Imperial humans and non-Imperials should be used by the GM to make a scene more distinctive. A fussy Darrian wanting to speak to the chef about the vegetarian menu, a male Aslan denying any knowl-

edge of money while demanding another drink – these are simple stereotypes, but they serve to remind players that the setting is not 20th century earth.



Ancient Sites

Ancient sites are a common adventure theme in *Traveller*. There is big money to be made in finding ancient artifacts, especially if they are still functional.

Moderation is the key. The Ancients rather successfully removed themselves from the picture many millennia ago, and what is left is well hidden. The occasional Ancients adventure presents an opportunity for wonder and awe, for the GM to hand the players a mystery to unravel or an awesome site to investigate. If it happens too often, it can lose its wonder. After all, too many disintegrators could spoil the campaign.

Minor Races

In this context, minor race means a relatively powerless species, usually (but not always) without jump capability. Individuals belonging to these species will rarely be encountered far from their homes, and if they are they are likely to have a good reason for being there. The GM is free to invent all the “undiscovered species” he likes to fill the worlds of the Marches. Moderation is advised, though. If every session centers around a new minor species the game soon becomes an “alien of the month” club.

ON-PLANET

Worlds

Planets are big – very big, in some cases. There is room for all manner of activity – a whole campaign could run on a single world without a starship in sight. This is an extreme, of course, but there is no reason for a group of characters to visit a world, run through the adventure associated with it, then leave and never return. The GM should make planets as interesting as possible. There is,

HISTORY IN THE MAKING

after all, more to a world than the highport, the-Bar-Where-They-Meet-the-Patron, a Gun-Shop-In-Startown and a Rumor-of-a-Lost-Ruin-of-Indeterminate-Origin.

Players tend to remember one or two distinctive points about planets – the steam-powered tanks of the Aramanx World War, the immense tides of Zila (or its impressive law-enforcement officers), the tacky orange and brown color scheme of Robin starport . . . but there is no reason for the detail to stop there. The GM can and should make every world “similar, but different” to the others in Imperial space.

Logic and common sense play a part here, as does extrapolation from existing data. A world with a class I starport and a population of 258 people will have a very different set of social values to one which sees thousands of ships through each year and has 18 billion citizens jammed in together. The GM has an armory of tools for use in making worlds distinctive – technology, culture, physical conditions, government, laws and current events to name a few.

Note that while the prevalent culture of a world may be high-technology and industrial, there is no reason to suppose that there are no regions with a lower TL. Primitive aborigines may still inhabit the far-flung corners of the globe, or there may be outlying farmsteads owned by tough frontiersmen wanting nothing from the high-tech cityfolk. These would not give the world a balkanized government type, as there is only one dominant state, but they do provide variety to keep the players interested.

Technology

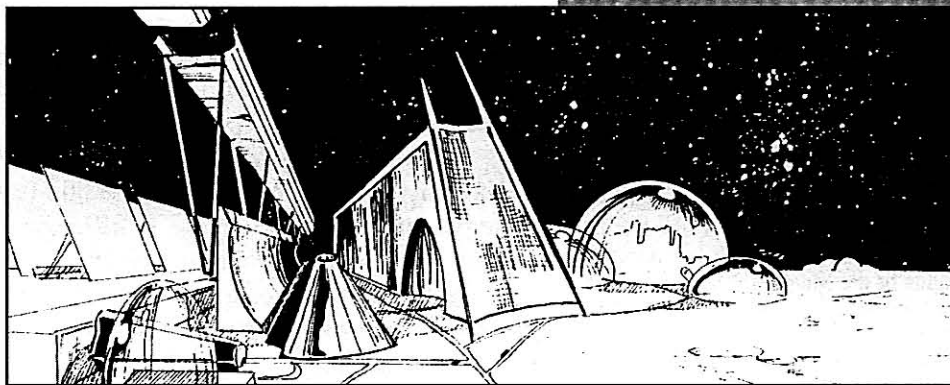
Technology causes social change. A world without even the railroad, where travel more than a few miles is impractical, will differ from one where the population commutes in maglev or grav-trains. But that does not mean that the local citizens will be awed and amazed by high-technology items. On almost any world where there is some trade, even just a few starships passing through, there will be rich citizens who will want to buy high-tech equipment to make their lives easier. Alternatively, having discovered that a thing is possible, the locals may attempt to recreate it at their own tech level – steam-powered automobiles, mechanical computers and other strange devices may appear.

In backwater regions, where the locals may not know about high-technology possibilities, a grav car may cause terror, and the character who tries to face down a group of primitives with a laser pistol may have to shoot, simply because they don't recognize the pistol as a weapon. If the character had displayed a low-tech broadsword, the locals might have been awed by it (or perhaps not).

The flip side of this is the effect of technology – or its lack – on high-tech citizens. Someone used to possessing a personal comm that downloads the news bulletins and can be used to order groceries from the local delivery market might struggle to cope on a world without even hot running water and vid-phones. The GM can use technology to make a setting come alive, and to make it memorable to the players.

Local Laws & Customs

Worlds govern themselves, and can have whatever local law the government chooses. This can be more or less the same as standard Imperial law, or might



Internal Affairs (Continued)

The Haflore-DeBruennis Feud

The Haflore family is headed by Corven Haflore, Marquis Eqqus. Their feud with the DeBruennis family of Adabiccis has been running on for years. The roots of the conflict seem to be the appointment of Admiral Sir David DeBruennis to an appointment at the Imperial Naval Academy over the head of Admiral Olav Haflore in 1023. Since this time, the families have both grown in importance and standing, and the quarrel has grown with them. The feud has been contained by an injunction from the families' noble superiors – if the dispute becomes damaging to the welfare of Imperial citizens, then both families will be punished. This has prevented the rivals from openly showing their hostility by, say, deliberately opposing the other's votes in any council session, but has not prevented a more covert feuding which now borders upon war. Duels between minor scions of the houses are commonplace, and the occasional starship skirmish has been overlooked. But on 261-1119, matters took a more serious turn. An attempt was made on the life of Captain Sir Gordon DeBruennis, using a bomb that was discovered in time. On 323-1119, the DeBruennis family apparently struck back, when a shoulder-fired missile was launched at a staff grav-car that was to have carried Sir Jacqueline Haflore to a meeting with her husband, a naval officer then returning from leave. The missile destroyed the car completely, killing not Sir Jacqueline but her 11-year-old niece.

The situation can only get worse, as the feud becomes a semi-public war of assassination and sabotage, which will then require direct intervention by the Emperor.

Varian's Visit

Prince Varian has been in the Marches for some months, visiting a number of frontier installations as well as taking in the sights of the Marches. There is a great deal of conjecture about exactly what Varian might be up to in the Marches. His presence has none of the official pomp and ceremony to be associated with the arrival of Princess Iphegenia. Indeed, he seems to have no set itinerary (none that he has seen fit to publicize, anyway). Perhaps Varian has visions of being a new Cleon II, racing about the borders of the Imperium acting as a fire brigade. Whatever the reasons might be, Varian has a habit of turning up in unexpected places and disappearing again without explanation, leaving local dignitaries puzzled and often a little hurt that they were not able to greet the prince properly – or in many cases, at all.

Jubilee Year

1121 is Strephon's Jubilee Year (the 50th year of his reign). As part of the Imperium-wide celebrations, various members of the Imperial family are visiting the domains. Emperor Strephon himself will be visiting Ilesh, home province of the late Archduke Dulinor. The Domain of Deneb will be graced by the presence of Grand Princess Iphegenia, who will tour the province before performing a ceremony at Rhylanor, intended to improve relations with the Zhodani as well as symbolizing the new age of peace which is dawning. The Grand Princess is to preside over the mass "burial" of the thousands of corpses – Imperial and Outworld – still within the Graveyard Fleet in the Rhylanor system (p. 00). The entire mass of wreckage will be nudged into a decaying orbit which will carry it into Rhylanor's star. This fiery end will symbolize a new beginning, as Consulate officials will be present at the ceremony, too, if the Consulate agrees to the ceremony. The plan is for the Zhodani to send an "honor fleet" to take part in the ceremony, entering Imperial space as friends and guests of the Imperial family. There is expected to be some friction over this decision, and security would be tight.

include specific prohibitions (no coffee or other caffeine-based drinks) or requirements (all citizens must wear at least one garment of lime-green coloration on a working day). Or the local laws may be completely different than the standard Imperial system.

A common trick after committing a crime on one world is to attempt to flee to a system where there is no extradition treaty, or perhaps where that act is not illegal. In some cases, there is little that the aggrieved party can do (though bounty hunters can be dispatched in extreme cases).

If the fugitive has broken a law that is also an Imperial crime (murder, kidnapping, terrorism and so on) then the world he/she flees to is legally bound to extradite, although this may involve complicated legal proceedings. In some cases, an Imperial agent (perhaps a marshal from the Ministry of Justice) will be sent. In any case, the local world must deliver the suspect, even if he is wanted for a crime that is not illegal locally.

If the fugitive has broken a local law that is not an Imperial crime (profaning the local religion, burglary, littering and so on), the best the world can legally hope for is to arrest the culprit if he ever returns, or to try to arrange an extradition anyway through political or economic pressure.

THE REST OF THE SYSTEM

The main world is not all there is to a star system. In most systems there will be colonies on the rocky planets, mining and scientific installations, military bases and commercial concerns dotted about the system. Some of these installations will belong to the Imperium, others to the main world government and yet others to commercial concerns such as the megacorporations.

In backwater systems, where the navy rarely patrols and the main world lacks the ability to police or enforce its claim on the out-system, there could be almost anything on the outer (or inner) planets. Pirate bases, lost colonies, corporate outposts, domed cities or penal camps . . . the list is endless. Vessels may jump directly to these locations without going near the main world, especially if the outpost is out in the oort cloud: a ring of debris, comets and dust that often extends halfway to the next star.

Beyond the oort cloud is deep space. Mostly empty, but not entirely. Out there between the stars could be lost, drifting starships, rogue planets, deep-space bases for foreign powers, or anything the plot demands (and the GM wants).



SHIPPING AND TRAFFIC

Any starport sees vessels of many types passing through the port. Larger ports see more scheduled traffic, which tends to be big, new ships belonging to large lines working established routes. Many of the big lines have their own docking areas, brokers and support staff. A host of smaller vessels – mainly subsidized merchants and small liners – come and go along the main feeder lanes. Free traders wander through the big ports, but are a larger proportion of the traffic encountered at class III and II ports – at the big ports there is always a freighter or subsidized merchant to take any cargo. Little tramp freighters do not get much trade on the main lines.

Off the main routes and their feeders it is another story. A few subsidized merchants tour the local clusters, but most of the trade is by small packet vessels and free traders dropping by on a speculative basis, shipping whatever freight is available and filling their cargo hold up with whatever the purser thinks will sell at the next stop.



Military vessels tour the ports, stopping to show the flag or give a crew some shore leave. Occasionally a whole Imperial Navy squadron will arrive at a world as a reminder of the Emperor's power. More often it is individual smaller vessels (destroyers and escorts for the most part) that visit. Most class V or class IV ports – even those without a base – will have at least a couple of navy ships in port at any time. Scout vessels are more commonly seen at the smaller ports.

Non-human ships are very common in some areas, and rarely encountered in others. Vargr merchant vessels turn up anywhere, while Aslan trading vessels are quite commonly encountered. A Droyne ship entering a system is unusual, even in the biggest ports.

Darrian, Zhodani, Arden and Sword World trade ships also travel the lanes of the Imperium, though they are less common the farther they are away from their home systems.

Not all traffic is commercial. Yachts belonging to wealthy individuals, courier vessels, Xboat tenders, foreign warships on diplomatic duty, patrol craft and research vessels also frequent the ports of the Marches.

Starship Encounters

The following tables can be used if the GM needs to randomly generate a starship encounter. Any vessel so encountered will have a reason to be present – a mission. Examples are provided to assist the GM in determining the purpose and attitude of the vessel. Certain encounters are more or less assured, whatever the tables say. Customs and utility craft will always be sighted at class V and IV starports, for example. Other encounters may be fateful – a corsair or foreign spy ship encountered hiding in deep space will be hostile. An assault squadron (AssaultRon) may be en route for a rebellious world. The arrival of a battle squadron (BatRon) will be a major event for almost any world. There is a story to be told behind any starship encounter, and the tables are merely a beginning.

Vargr

Oekhsos The Leader (Vargr Wars of Leadership)

For their entire history, the Vargr have been a fragmented society. Leaders emerge and attract followers, but the tendency for Vargr to desert their leader as soon as he loses face means that reigns are short-lived. There have been Vargr equivalents of Napoleon or Alexander, leaders who gathered huge followings over a relatively short time, but these have never lasted even as long as Napoleon, and certainly never left much behind in the way of changes to Vargr society. Thus few individual Vargr have had much lasting effect.

Oekhsos is a quite exceptional Vargr, who can inspire loyalty even in non-Vargr. His apparent ability to remember the name and deeds of almost any follower he encounters is almost certainly assisted by discreet data transfer, but even so his manner with the “common Vargr” is brilliantly calculated to inspire the masses. His fierce rages and sudden displays of personal affection for his followers are easy enough to dismiss as a pose – unless one happens to be in his presence. Those who have met Oekhsos muzzle-to-muzzle attest to an electrifying presence. His followers are quite literally ready to die for a friendly cuff around the ear or a word of praise.

Oekhsos' immediate followers have performed a number of acts of great daring, which caught the popular imagination of the Vargr. These acts included audacious raids and scams, leadership challenges and trade deals. All these acts were carried out in Oekhsos' name rather than their own. No leader has ever before inspired Vargr to place his glory ahead of their own.

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“I actually prefer to travel on smaller vessels. They usually don't have anyone trying to entertain passengers, forcing you to interact with your fellow sentients. In seven days, I can learn quite a lot about the beings I am traveling with, and I almost always find something new and refreshing for my journals.”

– “Travel, Travelers, and Traveling, Anonymous”

Vargr

(Continued)

As his following grew, the pace of attraction of new followers snowballed, as each minor leader choosing to follow Oekhsos brought in his followers. Now Oekhsos commands a vast fleet of corsairs and traders, and has followers on every world where there are Vargr.

Those not choosing to follow Oekhsos have come into conflict with those who have, and a "war of leadership" is thought to be going on throughout the Vargr Extents. The recent change in Oekhsos' tone is disturbing to the Imperial authorities, as he has begun to urge his followers to violence against Imperial citizens. The recent raids and attacks along the coreward edge of the Marches may just be the beginning.

Naval Intelligence has issued the following statement: "Oekhsos is the single greatest threat to the citizens of the Imperium to emerge this decade. Whether that threat becomes reality depends on one thing: Who is pulling his strings?"

Naval Intelligence has no idea what Oekhsos' agenda might be, nor who if anyone is backing him. The current worst-case scenario seems to be that Oekhsos might turn out to be exactly what he appears to be.

Encounter Procedure

1. Determine number of vessels in range (refer to system type)
2. Determine general type of vessel (e.g., Scout Vessel)
3. Determine specific type of vessel (e.g., Survey Scout)
4. Determine mission (e.g., In Transit)
5. Repeat if desired for next-closest craft.

Starship Encounter Tables

1. Main Shipping Route or Class V/Class IV Starport

There will be several, possibly scores of vessels in port, or in transit to and from jump points. Generate as many as needed.

3d6 roll:	Vessel Type
3	Miscellaneous Private Vessel
4-6	Scout Vessel
7-8	Navy Vessel
9-10	Port Authority Vessel
11-12	Large Merchant Vessel
13	Local Commercial Vessel
14-15	Small Merchant Vessel
16-17	Small Craft from a larger ship
18	Alien or Non-Imperial Vessel



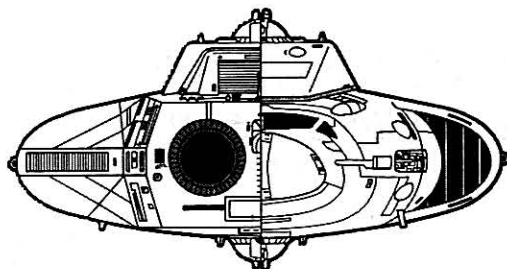
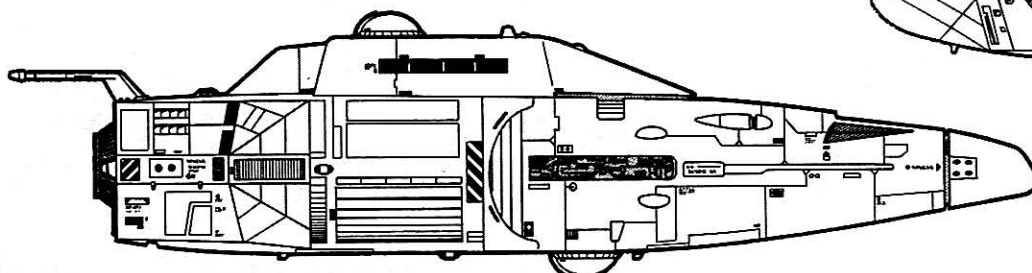
2. Feeder Route or Class III Port

Traffic volume is lower. There will be 2d-2 ships in-system.

3d6 roll:	Vessel Type
3	Miscellaneous Private Vessel
4-6	Large Merchant Vessel
7-8	Local Commercial vessel
9-10	Navy Vessel
11	Port Authority Vessel
12-14	Small Merchant Vessel
15-16	Scout Vessel
17	Small Craft from a larger ship
18	Alien or Non-Imperial Vessel



BEOWULF FREE TRADER: CROSS SECTION AFT PORT/FRONT PORT



3. Backwater System

Traffic volume is relatively low. 1d3-1 vessels in-system.

<i>3d6 roll:</i>	<i>Vessel Type</i>
3	Large Merchant Vessel
4	Local Commercial vessel
5-6	Navy Vessel
7	Port Authority Vessel
8	Miscellaneous Private Vessel
9-13	Small Merchant Vessel
14-15	Scout Vessel
16-17	Small Craft from a larger ship
18	Alien or Non-Imperial Vessel



4. Frontier System

Traffic volume is variable, depending upon location and starport type.

<i>3D roll:</i>	<i>Vessel Type</i>
3	Large Merchant Vessel
4	Local Commercial vessel
5-6	Navy Vessel
7-8	Port Authority Vessel
8-11	Small Merchant Vessel
12-13	Alien or Non-Imperial Vessel
14-15	Scout Vessel
16	Miscellaneous Private Vessel
17-18	Small Craft from a larger ship



5. Out-System

Traffic volume is generally very low. Few vessels are encountered in the out-system.

<i>3d6 roll:</i>	<i>Vessel Type:</i>
3-8	Scout Vessel
9	Navy Vessel
10-12	Small Merchant
13	Miscellaneous Private Vessel
14	Alien or Non-Imperial Vessel
15-16	Non-Imperial Warship
17-18	Local Commercial Craft

Specific Ship Types

Scout Vessels

<i>3d6 Roll</i>	<i>Vessel</i>
3	Scout Cruiser
4-6	Xboat Tender
7-11	Scout/Courier
12-13	Survey Scout
15-16	Lab ship
17-18	Task Force (3-4 Scout/Couriers and a Survey Scout)

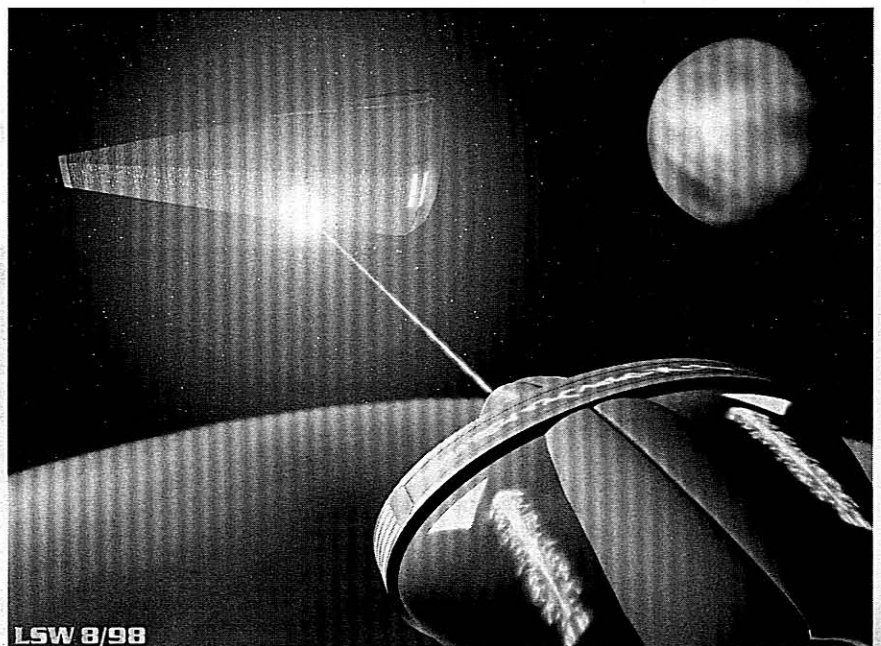
Xboat Tenders are normally encountered on Xboat Routes only. If not on an Xboat route, roll again. Same result equals: Tender on Special Mission.

Incoming Sublight Vessels

The fleet of vessels currently approaching the Marches from somewhere on the other side of the Rift is moving at a relatively slow "interstellar" speed. The fleet seems to have originated in or passed through a region close to the Solomani Rim. The fleet is currently thought to be a "sleeper" colony mission launched long ago and forgotten about.

Several scout cruisers have matched speeds with the incoming vessels by a complex accelerate-and-jump procedure and are studying them as well as acting as an escort. Already one attempt to board the ships has been made by an Imperial-registered salvage vessel, and an Aslan ship has attacked the fleet. Both attempts were defeated by the escorting Scout Service vessels.

The final destination of the fleet has not been made public, if it is known.



Insurrection and Internal Security

Ine Givar Activities

The Ine Givar are the main anti-Imperial terrorist group operating in the Domain of Deneb. Their initial intent was non-violent agitation aimed at making the Imperium more democratic. The leaders of the movement eventually became frustrated as their attempts at peaceful reform failed and turned to violence. Their first action was the dramatic bombing of the Imperial Naval Intelligence headquarters on Rhylanor. The movement's early high-water mark came in 1020 when an attempt was made on the entire Imperial family. The assassination failed, but it did leave Emperor Gavin's younger brother Prince Elmor dead. In 1075, Ine Givar operatives smuggled a fusion warhead into the city of Kashar on Zivije. The resulting blast caused over 5 million casualties (including 2.8 million dead). For a time, the Ine Givar became little more than an extension of the Zhodani and Sword Worlds intelligence services. The Ine Givar were a major factor in the Fourth Frontier War. Ine Givar guerrillas tied up many Imperial troops and provided invaluable intelligence to the Outworld Coalition. It was Ine Givar agents who discovered that Imperial Naval Intelligence had compromised the Zhodani's deep space base between Yres and Menorb, which led to the Battle of Two Suns.

After the Fourth Frontier War, the organization moved away from its Outworld patrons, and resumed a low-key nuisance campaign, with occasional dramatic and audacious attacks on Imperial personnel and installations. Guerrilla units were again deployed during the Fifth Frontier War.

The driving aim of the Ine Givar has always been to reform the Imperium into a democratic society. This philosophy underlies all of the organization's aims and demands. The Ine Givar are still active on many worlds, and will almost certainly attempt something during the Jubilee Celebrations.

Continued on next page...

Navy Vessels

3d6 Roll	Vessel
3	Major Battle Squadron (Carrier or BatRon)
4	Capital Ship (Carrier, Battleship, Heavy Cruiser) plus escorts
5	Cruiser
6-7	Destroyer
8-10	Standard Patrol Vessel (400 tons)
11	Auxiliary (small merchant ship)
12	Tanker or Replenishment Ship (large freighter)
13	Courier
14	Small Craft from a naval ship (roll again for type)
15	Escort Vessel
16	Large patrol vessel (for instance, <i>Kinunir</i>)
17	Minor Task Force (for instance, <i>Kinunir</i> plus 2-3 <i>Gazelle</i> -class close escorts)
18	Major Non-Battle Task Force (AssaultRon or TankRon (tanker squadron))

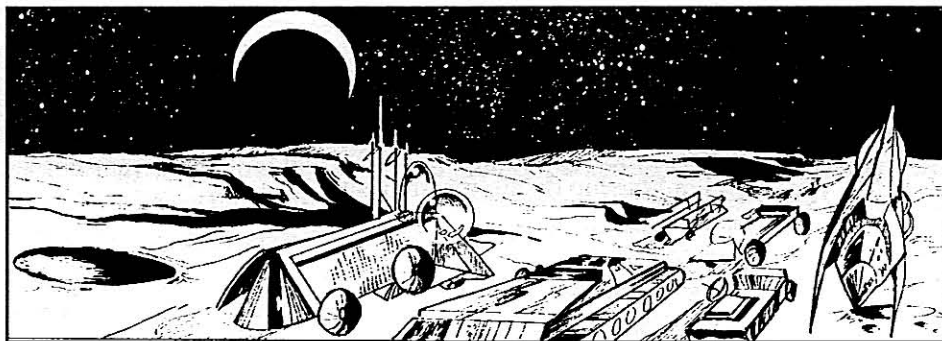
The vast majority of naval ships encountered will be auxiliaries and couriers, then patrol craft. Capital ships will have 2-3 destroyer escorts, plus a number of small escort craft such as *Gazelle*-class vessels.

Large Merchant Vessels

3d6 Roll	Vessel
3	Colonial Office Transport
4-9	Bulk Freighter
10	Liner
11-16	Large Merchant (freight and passengers)
17-18	Convoy, with escorts.

Large Merchant craft generally belong to major shipping lines. They often have specially arranged docking privileges.





Small Merchant Vessels

3d6 Roll	Vessel
3-4	Seeker
5	Private Yacht
6-8	Subsidized Merchant
9-11	Far Trader
12	Jump Tug with cargo pods
13-14	Free Trader
15	Subsidized Liner
16-18	Merchant Cruiser (such as the <i>Leviathan</i> class)

Small merchant vessels are usually privately owned or subsidized by a world government.

Port Authority Vessels

3d6 Roll	Vessel
3	Rescue Tug
4-5	System Defense Boat
6-9	Customs Cutter
10-11	Utility Craft: Pinnace
12-13	Patrolling Fighters (flight of 3-4)
14-15	Non-Jump Freighter
16	Utility Craft: Shuttle
17	Sensor Drone
18	Heavy Defense Monitor (5,000 tons+)

Most starports have a few non-jump vessels for a variety of tasks, including defense, inspection and goods transfer. They will normally be encountered near the starport.

Local Commercial

3d6 Roll	Vessel
3-5	Seeker
6-7	Construction Vessel
8-11	Utility Craft: Shuttle
12-13	Pilot Cutter
14-15	Non-Jump Freighter
16	Salvage Ship
17-18	Large Mining Vessel (1,000 tons+)

Non-jump capable vessels, privately owned and based out of the starport, can be encountered going about their commercial business anywhere in the system.

Insurrection and Internal Security (Continued)

Piracy and Hijacking

In a frontier region like the Marches, there are places to hide that do not exist within the Core regions. There are political groups and even worlds with their own agendas, willing to support pirate activity. The penalties are high – piracy carries the death penalty and supporting it can result in orbital bombardment of a planet. Yet there are those who will defy the Imperial laws and try to make a profit by stealing the cargoes and ships used by other spacefarers. Pirates come in various types – the designation “pirate” is generally applied to any group which uses space vessels to board and capture other ships. They may be commerce raiders fighting for a foreign power, desperate merchants unable to find a cargo and turning to piracy to try to find the money for an overhaul, or out-and-out cutthroats who make their living preying on the weak.

Hijackers, on the other hand, are those who rely upon armed insiders to take over a ship and steal the vessel or its cargo. They may well then rendezvous with another ship to transfer the cargo, but it is the means that gets each group its name. It does not matter very much to the authorities, since both types are subject to the death penalty.

Piracy is a recognized problem in the Marches, and civilian starship armament is an accepted norm. Most commercial vessels have at least a weapons locker for the crew, and many have specialist crew plus a sophisticated anti-hijack program in the computer.

If piracy becomes a major problem in a particular area, escorts and Q-vessels (heavily armed but apparently harmless merchant ships) are deployed to clean it up. The problem tends to move around rather than go away completely, but the successful pirate is one that makes a fast buck and gets out of the business. Those who try to make a career of it invariably get caught.

Vargr like to use the term “corsair” rather than pirate. They seem to think it makes them respectable – and indeed in some societies piracy is accepted commercial practice. Those that try it in the Imperium find that the Imperium takes a different view.

Continued on next page...

Insurrection and Internal Security

(Continued)

Smuggling and Gunrunning

These activities are on the rise. While not bearing the same penalties as piracy – indeed, arms shipping is a respectable business if you have the right paperwork – both are a significant problem for the authorities. Indiscriminate sales of weaponry to balkanized worlds or suspect political groups is a serious threat to the stability of the region, and is dealt with harshly by the authorities. General smuggling to avoid import taxes is less serious, though certain substances are as deadly as weaponry. The archduke has appointed a special committee to deal with the loss of revenue to smuggling, and to control the “black trade” in illicit arms.

Alien/Non-Imperial

3d6 Roll	Vessel
3	Spy Vessel (cover will be one of the other entries)
4-6	Corsair (cover will be one of the other entries)
7	Courier
8-10	Foreign Warship on diplomatic visit
11	Aslan Trade Ship
12-13	Vargr Merchant
14	Darrian Merchant
15	Sword World Merchant
16	Droyne Merchant
17	Commerce raider
18	Warship

Corsairs, spies and foreign warships without diplomatic privileges will generally be hostile. The GM should determine state of origin.

Miscellaneous Private Vessels

3d6 Roll	Vessel
3-5	Yacht
6-7	Safari Ship
8-9	Bounty Hunter
10	Corsair
11-14	Lab Ship
15-18	Large Scientific Vessel

There are many privately owned starships which are not trading vessels. Their purposes and intentions should be determined by the GM.



Small Craft

3d6 Roll	Vessel
3	Lifeboat
4-6	Slow Boat
7-8	Modular Cutter
9-10	Ship's Boat
11-12	Gig
13-14	Shuttle
15-16	Pinnace
17-18	Slow Pinnace

Small craft are used for a variety of missions, often by larger craft. The GM should determine the “mother” craft and its mission.

Ship Destination Table

3d6 Roll	Attitude
3	In Distress
4-5	Inbound (distant)
6	Inbound (near port)
7	Standing To
8	Approaching Port
9	Docking
10-12	In Port
13	Undocking
14	Leaving Port
15	Outbound (near port)
15-18	Outbound (distant)

POSSIBLE SHIP MISSIONS

The following lists can be used to inspire planned or random ship encounters of various sorts. The lists are by no means exhaustive, and each category of mission includes a wide range of potential. For instance, a scientific research mission may be as low-key as a ship simply parked in space so that true zero gravity can be easily obtained, or as spectacular as a prototype vessel streaking by propelled by next-generation maneuver drives at 15 gees!

General (Any Vessel)

Search and Rescue	Refit Shakedown	Fuel Skimming
Wreckage	In Transit (most common)	In Distress
Smuggling	Q-ship (anti-piracy decoy)	Corsair
Commerce Raider (warship targeting commercial ships)		

Navy

Patrol	Anti-Piracy Sweep	Diplomatic
Courier	Guardship	Escort
Systems Test	Manuevers (training)	Redeploying
Flag-showing (touring region as reminder of Imperial presence)		

Scouts

Survey	Courier	Xboat Support
Personnel Transport	Scientific	Field Tests
Retrieval (seeking and/or reclaiming lost, expended or damaged equipment)		

Merchant

Mail Run	Speculative Trade	Charter
Mercantile (most common pastime; freight or passengers or both)		

Port Authority

Customs	System Defense	Goods Transfer
Construction	Service of Outposts	Security Sweep
Satellite Deployment		

Local Commercial

Belting (prospecting and/or mining system asteroid fields)	Goods Transfer
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Non-Imperial

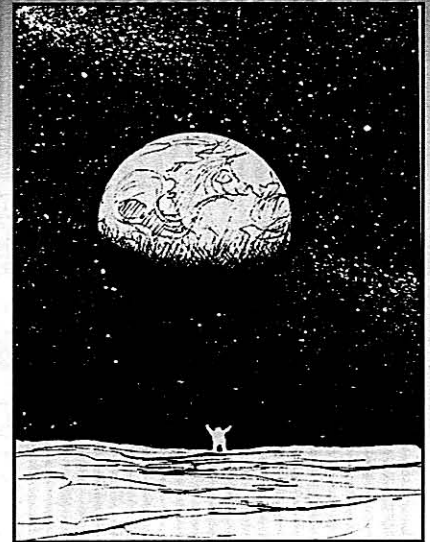
Diplomatic	Mercantile	Courier
Spy	Speculative Trade	

Scientific

Scientific Research	Field Tests (of new product or equipment)
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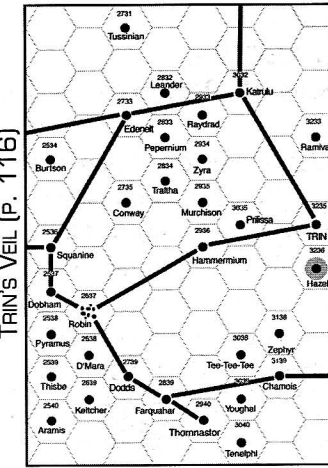
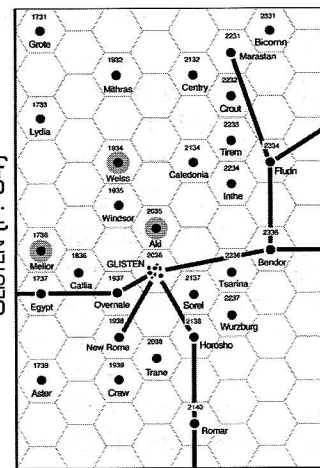
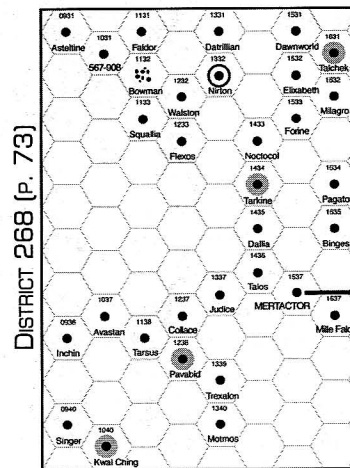
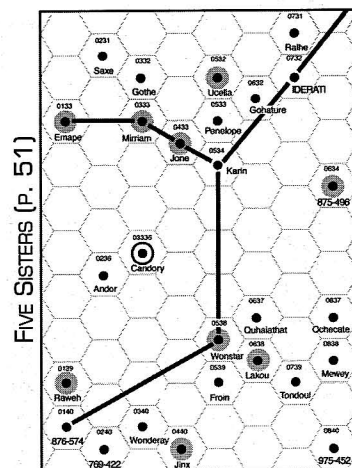
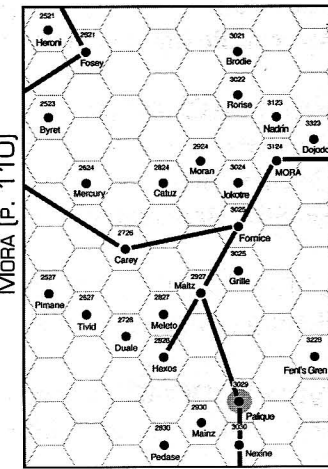
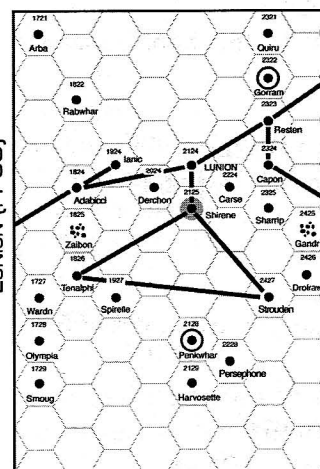
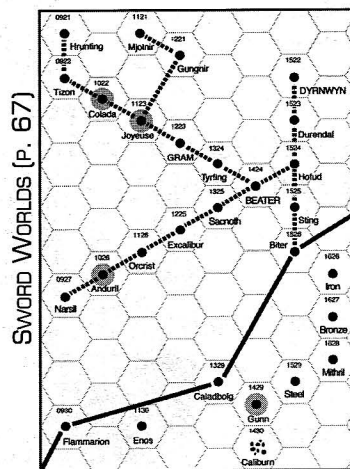
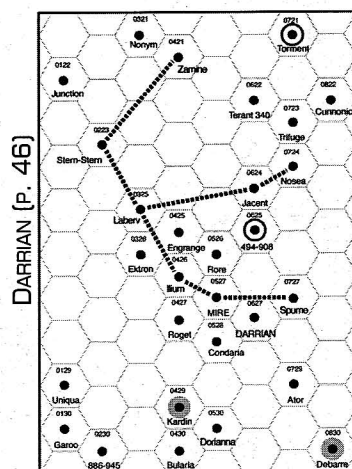
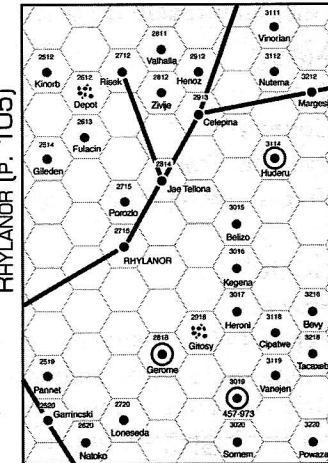
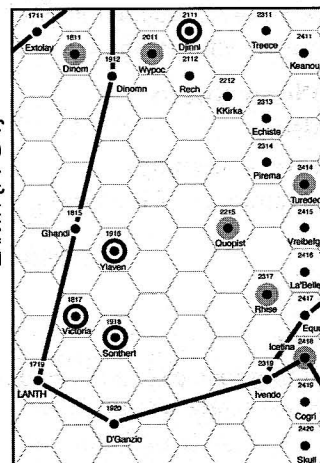
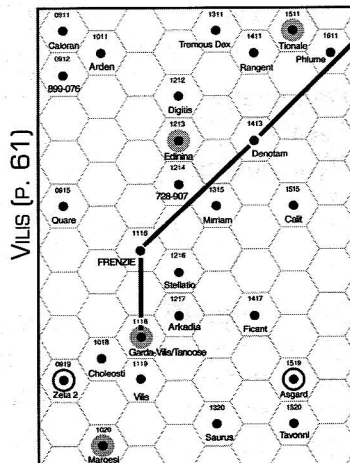
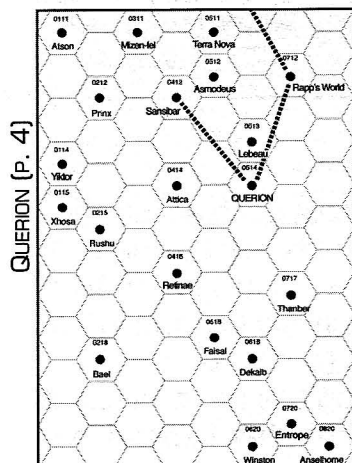
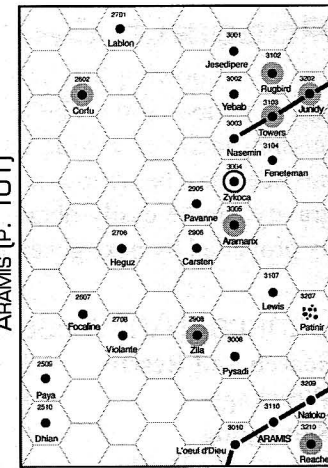
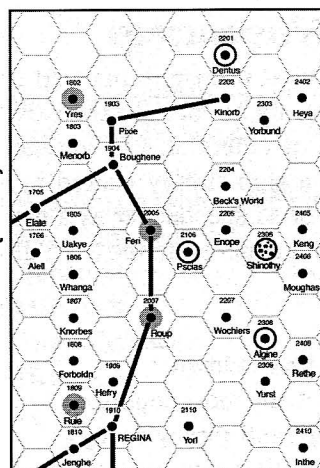
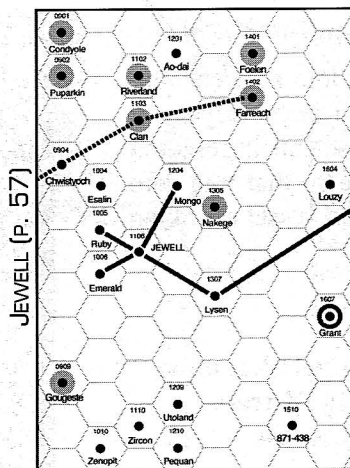
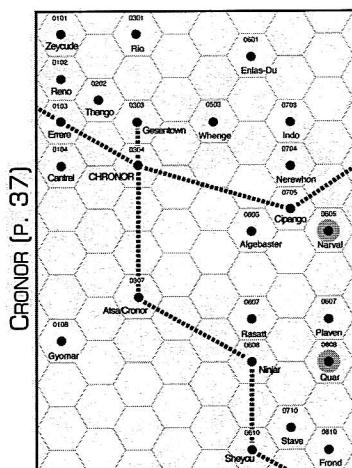
Definite Encounters

The GM should apply common sense to the use of starship encounters. It is pretty much impossible to enter Mora Imperial Highport without encountering system defense craft on patrol and undergoing a customs search. Small craft are ubiquitous around any major port, buzzing about on their many errands. They are so common as to be unremarkable to the average merchant crew, but they are there. Most "encounters" with such small craft will be simply a matter of spotting them on sensors as they pass by. Such "definite encounters" will not be particularly interesting to the players, and should be used as scenery by the GM.

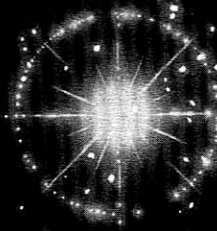


"In stark contrast to the total boredom of jump-space, I find the trip from the starport to the jump point (and vice versa) among the most fascinating time that I spend in space. I always bring a small optical telescope with me, and I set it up at one of the observation ports (if the ship has one). Whether the trip involves only a few hours or several days, time passes as nothing while I observe and photograph whatever natural and sentient-made features come within range. Cometary bodies are the most interesting of the natural features – sadly, these are at their most spectacular when close to the star, and the mechanics of most systems are not conducive to good comet-watching (or at least not for me).

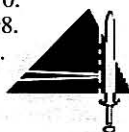
– "Travel, Travelers, and Traveling, Anonymous"



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Errata

Several page references in *Behind the Claw* mistakenly cite p. 00 rather than the correct page. The following table gives the correct page references in these instances:

P. 00 reference on should read

p. 20	see <i>Astroburgers</i> , right
p. 43	p. 34
p. 62	p. 35
p. 84	p. 61
p. 88	corrected passage follows:

Echiste was settled long ago, in the days of the Second Imperium (pp. 26 and GT59). The colony struggled on throughout the Long Night (pp. 27 and GT48), and almost died out in the early years of the Third Imperium.

p. 95	p. 92
p. 104	p. 15
p. 125	p. 126
p. 126 (first)	below
p. 126 (second)	p. 21
p. 126 (third)	see <i>Darrian (Colony?) Missions</i> , left
p. 127	p. GT48
p. 134	p. 105

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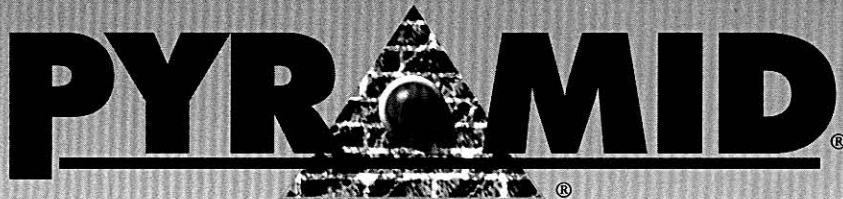
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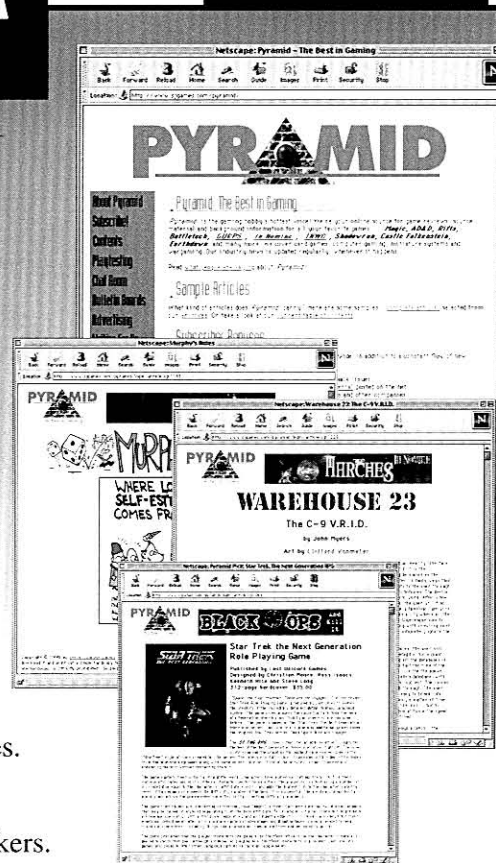
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YESSE AMERICA, ROB CASWELL,
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ISBN 1-55634-353-1



9 781556 343537

SJG02095 6601

Printed in the
U.S.A.