

Stellar Reaches

A Fair Use Fanzine for Traveller



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Cover Art: The city of Bafq, Sashar system, dies in the aftermath of a Lucanic assault. War of the Rebellion, 100-1119 Imperial. The graphic is titled "Clouds of Ash" © Tuomas Korpi. See his work at <http://korpi.cgsociety.org/gallery/>

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For more information on BITS, check out their website at <http://www.bits.org.uk/>

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Letter From The Editor

Greetings, Fellow Sophonts:

In this issue of **Stellar Reaches**, we will continue our march in the history of the Empty Quarter. As you know, we have covered the past up to 993 Imperial, giving Referees and role-players a deep background with lots of interesting ideas and adventure hooks.

But one thing the past lacked was maps. Without maps, it's hard for the Referee or the PCs to visualize what's going on where. Of course, the Referee could just make his own, or use/modify the maps given in earlier issues of **Stellar Reaches**. However, being a bit lazy, I would like to have tailored-made for the milieu, at my fingertips.

So in this issue of **Stellar Reaches**, we have provided a good set of maps to fit the various 'future historical settings' of the Empty Quarter.

Ω

And exactly what are these future settings?

Well, maps and UWP's are provided for the 993 setting (again) as well as 1105 (Classic Traveller), but I have left these eras undetailed.

More interesting are the 1125, 1201, and 1145 settings. The 1125 setting is designed to fit into the **Hard Times** era, between the height of the War of the Rebellion and the onset of Virus. The heavy fighting is over, and even the pirates are starting to beach for lack of maintenance and prey. Still, the forces of Lucan haunt this long-loyalist, strongly humanist sector, and Regent Brzk rarely commits his forces to the region outside of the Bwap systems. Several worlds have begun to die, and many have crumbled to chaos and endemic poverty.

In the 1201 setting, **Virus** has destroyed what remnants of the old interstellar civilization remained in Imperial space, while smashing the previously safe and secure systems on the coreward side of the Lesser Rift. Two groups, one on each side of the imposing void crossing the sector, scavenge the ruins and labour to once again build a star-spanning society. Technologically elevated dictators dominate the region, but there are few genuinely Virus-dominant worlds in the Six Subsectors: the region was just too tech-poor to allow Virus to fully blossom. The situation is different in the former Protectorate, where infected robots are a true danger on several worlds – the high-tech worlds most likely to have what treasure-seekers are looking for...

The 1145 setting is based on a what-if scenario: suppose **no Virus** appeared, and Imperial Space was permitted to develop naturally after the War of the Rebellion? Naturally, the least-damaged, high-population/high-technology systems will have the strongest hand in rebuilding interstellar culture in the wake of the collapse of the Last Imperium. Regional powers naturally arise from the ruins, and old neighbours start crossing the now-vanished borders. Finally, the largest surviving fragments of the Third Imperium continue to spiral farther and farther away from each other, each now pursuing their own destiny in the heavens.

An immense era of human history, the Imperial Era, is at an end. Ten thousand years of centralized, autocratic Imperial power now crumbles slowly into dust.

What shall come after? Find out for yourself!

Reading ahead,
Alvin W. Plummer
Editor, **Stellar Reaches** fanzine

BITS Task System

From pg. 8, BITS Writers' Guidelines June 1999. Copyright ©1999, BITS. All Rights Reserved.

T20 Open Game Content from the article "Extending the Task Resolution System to T20" Copyright 2003, Jason Kemp.

MegaTraveller (MT), Traveller: The New Era (TNE) and Marc Miller's Traveller (T4) all use a graduated system of task difficulty ratings – Average, Difficult, Formidable, etc. 'Classic' Traveller (CT) and GURPS Traveller (GT) use modifiers to the task rolls instead. Traveller T20 (T20) uses difficulty classes (DCs) to define target numbers for skill checks. The BITS Task System provides a simplified common ground for all these rule sets, using difficulty ratings with corresponding task modifiers for CT and GT and DCs for T20 as shown in Table 1. The means by which spectacular (GT: critical) success or failure are achieved are defined by the rule set used. Similarly, the GM should apply the rules for special tasks – opposed, co-operative, hasty, cautious, etc. – according to the rule set used. As always, these are only guidelines – the GM may alter any task roll as appropriate to enhance the game.

TABLE 1: TASK DIFFICULTIES

BITS Task Difficulty	T4 Difficulty	T4.1 Difficulty	GT Target Modifier	TNE Difficulty	MT Difficulty	CT Target Modifier	T20 DC
Easy	Easy (Auto)	Easy (1D)	+6	Easy	Simple	-4	10
Average	Average (2D)	Average (2D)	+3	Average	Routine	-2	15
Difficult	Difficult (2.5D)	Difficult (2.5D)	0	Difficult	Difficult	0	20
Formidable	Formidable (3D)	Formidable (3D)	-3	Formidable	Difficult	+2	25
Staggering	Impossible (4D)	Staggering (4D)	-6	Impossible	Formidable	+4	30
Impossible	(5D)	Hopeless (5D)	-9	Impossible	Impossible	+6	35
Hopeless	(6D)	Impossible (6D)	-12	Impossible	Impossible	+8	40

Ex. Maria Charles is forging a complex document, which the GM rules is a Staggering task. Maria has Forgery-4 (GT: Forgery-16, T20: Forgery +18) and the relevant attribute (MT, T4) is INT 10 (TNE: INT 9, T20: 15).

CT: Task success is normally $2D + \text{Skill} \geq 8$. Maria requires $2D + \text{Forgery} \geq 12$ (8 + 4 for Staggering difficulty). Alternatively, the GM may prefer to apply the target modifier as a negative modifier on the dice roll, i.e. $2D + 4 - 4 \geq 8$.

MT: Staggering difficulty is equivalent to MT's Formidable (15+), thus the task is $2D + \text{Skill} + (\text{Stat} / 5) \geq 15$. For Maria this is: $2D + 4 + 2 \geq 15$.

TNE: Staggering difficulty is equivalent to TNE's Impossible, thus the task is $d20 \leq (\text{Skill} + \text{Stat}) \times \frac{1}{4}$. For Maria this is $d20 \leq 3$, i.e. $(9 + 4) / 4$ rounded down.

T4: Maria requires $4D \leq \text{INT} + \text{Forgery}$. (Note that T4's Staggering rating of 3.5D is ignored.)

GT: Maria requires $3D \leq \text{Forgery} + \text{Target Modifier}$, i.e. $3D \leq 16 - 6$.

T20: Maria requires $d20 + 18 \geq 30$. (Note that the INT modifier is already factored into the skill check.)

Task definitions should always be used sparingly – the GM should be able to define the difficulty and required skills and equipment for most tasks using common sense. Where strange skills or equipment are needed, these can usually be listed, without requiring a full task definition. Where a full task definition is required, use the following format (you don't need to use the bold or italics formatting; plain text is fine):

To find a boar:

Difficult Recon (GT: Tracking), or

Difficult Hunting (T20: P/Hunting), or

Formidable Survival

+1 Difficulty if riding at full gallop.

+1 Difficulty if lost.

-1 Difficulty if moving slowly.

Spectacular Success: They have surprised a boar and have one round to act before it reacts.

Success: They have found boar tracks and can begin following them.

Failure: No tracks found.

Spectacular Failure: They have become lost.

+1 Difficulty indicates a harder task (e.g. an Average task becomes Difficult) whereas -1 Difficulty is an easier task (e.g. Difficult would become Average).

NOTE: This system has been extensively play-tested but suggestions for refinements are always welcome.

Hegemony, Republic, Duchy: Part VI

By Alvin W. Plummer



On an air/raft over the mineral-rich, but biologically fatal, Hegemony world of Ueksang. 1105 Imperial.

The graphic is titled "Copperwine Continents" ©pushinfaders

The Day After Tomorrow... The War of the Rebellion, 1117 to 1130

Behold,
A ram caught in a thicket by its horns;
Offer the Ram of Pride instead of him.
But the old man would not so, but slew his son—
And half the seed of Europe, one by one.

“The Parable of the Old Man and the Young”
Wilfred Owen, -2628 to -2603 Imperial
During the First World War, Terra

This pseudo-historical series of articles is focused on events up to the year 993, when the Traveller20 era was set. The years between 993 and the start of the

Rebellion are undocumented, and left for the Referee to shape as he desires – with one exception. As per **Vilani & Vargr**, the Irilitok had become by far the dominant form of Vargr throughout the coreward Empty Quarter by 1120, almost completely displacing the older Ovaghoun and Suedzuk populations.

During the Rebellion era, a lot of various conflicts, incidents, and regional divisions are described in previous canonical Traveller material. Therefore, a brief description of the events following Emperor Strephon's assassination are provided: some of the details are provided in Traveller canon, and others are extrapolated from Traveller canonical maps, descriptions, and the material written in **Stellar**

Reaches' "Hegemony, Duchy, Republic" articles. I strongly recommend purchasing both the **Hard Times** and **Survival Margin** pdf supplements, available at <http://www.rpgnow.com/> if you want to roleplay the disintegration of the Third Imperium.

All of the effects described affect only Imperial space: aside from a temporary union between the Protectorate and the League of Antares (the successor government to the Domain of Antares,) the Julian Protectorate was unaffected by the chaos to rimward – excluding fevered political and economic activity – until the arrival of the wave of Virus-infested starships at 168-1130 onward.

The Empty Quarter theatre of operations was not a high-intensity battlezone. Regent Brzk was not interested in damaging worlds he planned to rule, and the local commanders of the Imperial forces were grounded in the Old Imperial tradition – a tradition which demanded both loyalty to the Iridium Throne and avoiding the wanton destruction of His Majesty's property. Even so, a few worlds suffered heavily, most notably the loyalist world of Gudina. A major bureaucratic centre, she lost 50 million sophonts under a brief nuclear bombardment of her cities by League of Antares forces as they compelled her surrender. Moreover, over one billion died over the next two years, a result directly traceable to the immediate collapse of the local financial net and the division of labour.

Of course, the Empty Quarter got off very lightly compared to more wealthy and desirable regions of the Imperium. No doubt, the approximately ½ of the Imperial Gushgusi (the polite term for Emptyhead) population who lost their lives in the pre-Virus War of the Rebellion would dispute this, but compared to other regions of Imperial space, the claim stands. No world in the sector was sterilized, or even suffered major biosphere damage. The comparatively low-tempo nature of the local conflict stands in sharp contrast to the heavier fighting in Antares sector, the intensive war zones in Lishun and Fornast sectors, and the infamous Black Wars of Gushemege, Dagudashaag and Zarushagar. While most of the Six Subsectors became Outland regions, there were no truly feral worlds - excluding ever-hostile Mikik, naturally.

Emperor Lucan felt that the local Gushgusi commanders were a too soft and too old-fashioned; but their traditionalist nature is partly what bound them to him in the first place. Moreover, dealing with the traitor Regent Brzk was a low-priority issue compared to the pretender Dulinor and the Impostor

Strephon, and the matter was not pressed. When the surviving units of the Empty Quarter Fleet arrived at Fornast's Depot late in 1119, the more restrained commanders were replaced, and the fleet was re-tasked to protect Lucan space in Fornast. Nether officers or ratings ever saw their homeworlds in the Empty Quarter again.

Piracy, which always surges in war, took an unpleasant turn. While piracy in the first Imperial Civil War was based on noble factions, and the brigandage of the Solomani War was closely tied to criminal enterprise, the pirates of the War of the Rebellion were often mere vandals and murderers, killing for killing's sake. This 'ripper' behaviour was not limited to the Blood Vargr: a substantial faction of human pirates followed this path of death as well. Several of the smaller worlds suffered worse at the hands of pirates than they did at the hand of Lucan or Brzk.

1117 Imperial

At the start of the Rebellion, the Empty Quarter was universally loyal to Emperor Lucan.

In early 1117, Archduke Brzk of the Domain of Antares worked to isolate his domain from the outbreak of hostilities elsewhere in the Imperium. Emperor Lucan secretly directs two subsector fleets from Ley Sector to reinforce the Sector Fleet of the Empty Quarter.

Archduke Brzk publically renounced his oath of loyalty to the Iridium Throne on 257-1117. He presented a plan, already agreed to by the Julian Protectorate, which would incorporate both Antares and the Empty Quarter into the Protectorate. The Duke of the Empty Quarter quickly reaffirmed his loyalty to Emperor Lucan, while publicly pointing out that his sector was never part of the Domain of Antares. "We have never been ruled by any Vargr – and we never will be" he declared, to the enthusiastic cheers of billions.

Soon afterwards – and to the astonishment of the general public – the Bwap Duke of Lentuli proclaimed his allegiance to ex-Archduke, now Regent, Brzk, his League of Antares, and the Julian Protectorate. The Regent's forces quickly moved to occupy the Marhaban cluster in Lentuli subsector. The resulting political chaos found the Bwap Guardians of Order (a.k.a. the Tap-a-wewaka-atapas) rushing to help support the defence of (the generally well-off) Bwap communities across the Imperial Empty Quarter against the enraged (and typically impoverished) humans, or fighting alongside the Regent's forces against Imperial forces.

In the meantime, Emperor Dulinor's deep-strike commerce raiders began to cause significant damage to shipping around Pamushgar and Irash, as well as in the coreward regions of Nightmare subsector (Subsector B of Ley Sector.) A portion of the Ley subsector fleets was redirected to hunt down and destroy Dulinor's forces in the area: another task force was sent to spoil possible Protectorate attacks in Hebrin subsector, should the Julian Protectorate choose to move across the Lesser Rift. If successful, Hebrin subsector would be used as a base for the reconquest of the other Six Subsectors.

The mass of the Empty Quarter Fleet moved to Nulinad subsector, to guard against Regent Brzk and prepare to retake the Marhaban cluster.

1118 Imperial

Major squadrons of the Antares Fleet stuck against Emperor Lucan's forces within Nulinad system in 112-1118. This marked the first major engagement between Brzk's and Lucan's forces. After Lucan's naval forces were methodically beaten down and scattered, Nulinad herself was invaded and subdued after a two-month campaign. The Bwap lord of Lentuli subsector was elevated to the Sector Duke position over the Empty Quarter by the Regent. After the World Directorate of Lazisar surrendered to Regent Brzk's fleets without a fight, the Dukes of Yogesh and Gimushi fled their demesne, and their successors swore allegiance to Brzk

As Regent Brzk continued to solidify his hold over the spinward regions of the Empty Quarter, Lucan's forces successfully regrouped at points trailing. Covert agents loyal to Lucan obtained detailed information on Emperor Dulinor's hidden supply bases in Belumar system. A well-co-ordinated assault allowed Lucan's forces to take the way stations intact for their own use, depriving Dulinor's forces of their base and providing a forward position to contest Brzk's claim on the Imperial Empty Quarter. With Hebrin solidly within Lucan's camp, the subsector Duke began a covert campaign to draw in uncommitted nobles to the side of 'the certain victor', Lucan.

1119 Imperial

At the start of the year, all systems spinward of the Yogesh – Lazisar – Sandardin – Ushmagad line was under the rule of Regent Brzk. (Not coincidentally, this enclosed all the Bwap systems.) The rest of the Imperial Empty Quarter was not willing to secede from the Imperium, but grew less able to resist Brzk in an

organized and forceful fashion. Unorganized resistance, however, remained widespread. Vargr pirates from the coreward regions of the sector, heartened by the lack of interstellar order, crossed the Lesser Rift and began to prey on interstellar shipping.

On 163-1119, the armed forces of Lazisar, with covert support from Lucan's Imperium, overthrew the Directorate and formed a pro-Lucan ruling junta. The mass of Lucan's Empty Quarter fleets gathered over Lazisar, in time to repulse a weak counter-strike by local League forces. After several Imperial Marine transport squadrons joined them, they launched a drive to retake the coreward half of Nulinad subsector. The attack was a resounding success, with the major taskforce retaking Nulinad ahead of schedule, in 253-1119. The fleet then took the war to the enemy, attaching League assets in the southern third of neighbouring Celebes subsector, seizing the world of Dini in a lightning-fast decapitation strike, and destroying the League naval bases over Orsze and Limaarnudu.

This string of victories finally came to an end in 270-1119. In order to isolate the crucial world of Korparov, the fleet was divided to conduct a simultaneous two-pronged assault. The first prong, on the high-tech world of Likarudig, defeated the local fleets but was unable to secure a foothold on the world itself: incoming meson fire was heavy, and the planetary forces were able to hold their own against Imperial Marines, eventually breaking their perimeter and overrunning their positions.

The heavier second prong struck at the League naval base on Sheswyn, guarding the trailing approach to Korparov. The League admiral was able to prepare for the attack successfully, bringing in several major fighting boats from Korparov and gathering two-thirds of his fleet in the system. The League was able to catch the Imperials unprepared, destroying several cruiser squadrons, as well as the spearhead reinforced battleship squadron. What was left of the Imperial forces was too damaged and weakened to continue the campaign, and retreated to the Imperial Depot at Fornast.

1120-1125 Imperial

Between 1120 and 1122, the League worked to regain their earlier holdings within the Empty Quarter, retaking Nulinad in a second – and even bloodier – invasion, while subduing a major rebellion on Arakaad. The pace of interstellar expansion into the region was

slow: most resources were poured into resisting Lucan's offenses along the Antares-Fornast front. The Antares-based ex-Imperial fleets carried most of the burden of war. Pro-Imperial pressure from his citizens forced Regent Brzk to dissolve the formal union of the League of Antares with the Julian Protectorate, but both groups continued to work closely together, especially in the economic and technological fields.

In additional news, Dr. Shen Gakivin, Lead Researcher on the Uucha Astronomical Observatory (located in Antares' inner belt), claimed that the chances of Antares going supernova in the next 250 years were as high as 55%. Beta Niobe of the Empty Quarter is also slated to go supernova, but the time period is far more uncertain. More than one comedian discussed the consequences of both stars exploding at the same time.

By the start of 1122, the era of major naval clashes was over: all factions struggled to merely hold on to what they had. The safe areas of the Empty Quarter remained the same – Lentuli subsector, and coreward Nulinad. However, the frontier regions – where League interstellar law had some force – expanded to cover the rest of Nulinad, all of Yogesh, and the spinward-coreward half of Gimushi subsector. Lazisar was pressured to renounce her allegiance with Lucan, but refused to join the League of Antares. Lucanic forces on Lazisar retreated to Belumar: between 1123 and 1125, as many space-capable Imperial loyalists as possible made the journey to Belumar, their last stronghold in the sector.

Despite their victory, the previous heavy fighting against Lucan acted to weaken the League naval presence within the Quarter. From Holiday-1123 to the end of the year, the main theme was a slow withdrawal of naval forces, desperately needed closer to home: there were no longer any safe areas within the Imperial Empty Quarter. On 96-1123, the Duke of Hebrin proclaimed the rebirth of the Caliphate of Hebrin, as his great-to-the-eighth-level grandfather did in 871 Imperial. (See 'The Hebrin Rebellion' on page 8, in issue 12 of **Stellar Reaches**.) There was no longer a need to fear Imperial reprisals, but the Duke was still hard-pressed to protect and maintain the crucial ice ships of his Hebrin, needed to maintain the water supplies his people needed to live.

1125-1127 Imperial

Minor offensive operations of the Rebellion grind to a halt: the will to destroy the enemy was finally depleted among the faction leaders, excluding Dulinor and

Lucan. Even those two factions largely turned inward to maintain what they had, instead of contending for the Iridium Throne. The hatred still burned, but the ships, money, and men needed to finish the campaign simply didn't exist.

The Imperial Empty Quarter, at best a sideshow of the conflict, was largely abandoned by all the factions by this time. Only the core Bwap worlds of the Marhaban cluster maintained some sort of interstellar order. For a little time, the Solomani-dominated system of Rommel was able to string together a local alliance to protect themselves and their neighbours. Despite their earnest pleas, however, Regent Brzk chose not to divert any support to their pocket empire, and when their single major jump-capable combatant was destroyed in late 1127, the Rommel Alliance was dissolved. Soon after, most of the systems were forcefully ejected from the League: only the three-system Surogota group permitted to remain, mainly to guard the rare Surogotan sophonts from pirate raiders who covet their medical and surgery skills.

In 164-1125, the Bwap Subsector Duke of Lentuli turns over his interstellar authority to the Grand Council of Crèches – the Atapas-atta-wapawab. For the first time in history, the Grand Council decided to form a Bwap interstellar state, the Tisyawyu. This union of Bwap worlds – and allied human systems & populations – quickly applied for membership in the League of Antares. Regent Brzk quickly spotting the political value of this gift, but – as a feudal lord of a badly wounded League – understood that the feudal need to defend his vassal would cost him.

We have starship crews that have been paid with nothing but room and board for years now, engineers who blatantly ignore the radiation meters as they repair their engines, and missile officers retrofitting TL 9 missiles into TL15 tubes. Every last patrol route has been planned to the nth degree to avoid the waste of a single credit or a single hour, and every patroller knows that if things get nasty, there isn't going to be any cavalry coming to the rescue. Give us a few years free of Lucan, and we can fix up enough hulks and train up enough bright young things to give you a little margin, squeeze out some room for manoeuvre – but We Just Don't Have It Now. We... we just don't have it to give.

Grand Admiral Patty Gorishi, League Navy,
to Regent Brzk
21-1126 Imperial

Regent Brzk knew that he would need to stretch his meagre and battered military forces just *a little bit*

more to bring in these worlds under his claws. The Regent used all of his charisma on his senior officers, but they made a united front against him, showing the ship & crew numbers, available resources, and space-time-transport limits over and over again until he finally conceded the point.

In the end, the Regent had to turn down the Bwap request, but urged them to reapply in two years. After the meeting, he had a few 'friends-of-a-friend' get in touch with a certain reliable Traveller group, and paid them to gather and cannibalize the wrecks of as many trashed 400-ton Imperial patrol ships they could find – something there was no lack of across Imperial Space.



The Firesword, a contragrav carrier. Formerly in use with the Imperial Marine Corps in Antares, it was inherited by the League of Antares and put to work during the War of the Rebellion. The Firesword required interstellar transportation for deployment. Shown above in patrol duty over the skies of Marhaban, in 1128. The graphic is

1128 Imperial
titled "Strato-Carrier" © Richard Jeferies. See his work at
http://www.renderosity.com/mod/gallery/index.php?image_id=1118141

Anti-Vargr sentiment, always widespread in the Imperial Empty Quarter, spreads to Antares Sector as the tough times of the era bit harder and drew even more blood. Various anti-Vargr propaganda, attacks on Vargr residences and business, and harassment of Vargr executives begin to be commonplace on Ansenz (Antares/Antares 2425: B547ABB-D in 1128) and on other important worlds within Antares Sector. The group 'Superioriti', a humanist political group, begins its rise to prominence. The Traveller News Service makes a rare direct call for inter-racial harmony, something completely unnecessary in better days. (**Survival Margin**, page 59)

When the Bwap delegation from the Tisyawyu returned, the Regent was able to welcome their application to join the League, with the gift of four tried and tested patrol ships, welded together from many a ruined vessel. A generation earlier, this would have been an incredible insult; but today, such a gift was gratefully accepted. These ships, in serviceable

condition and with sufficient spares and technical support, materially changed the security situation for the entire subsector. Unfortunately, the financial benefits of joining the League proved largely illusionary with the lack of interstellar shipping and trade. Things would have gotten better, if there was enough time to heal and repair and rebuilt, but it was not to be.

1129 Imperial

The archducal spacestation Cerise, home of Regent Brzk, is destroyed with all hands at 271-1129. Regent Brzk's family and most of the leadership of the League of Antares, in a crucial meeting with Brzk at the time, perished as well. Most believe that agents of either Superioriti or Lucan arranged the assassination, but no hard evidence is ever found. The League disintegrates soon afterwards, incapable of arranging a successor at an emergency meeting on 335-1129. The Tisyawyu government, with their reinforced navy, was able to weather the immediate back-blast. Hearing of increased anti-Bwap persecution across Antares and the Empty Quarter, they began to plan a long-term

policy to recontact and resettle Bwap crèches in their own starnation.

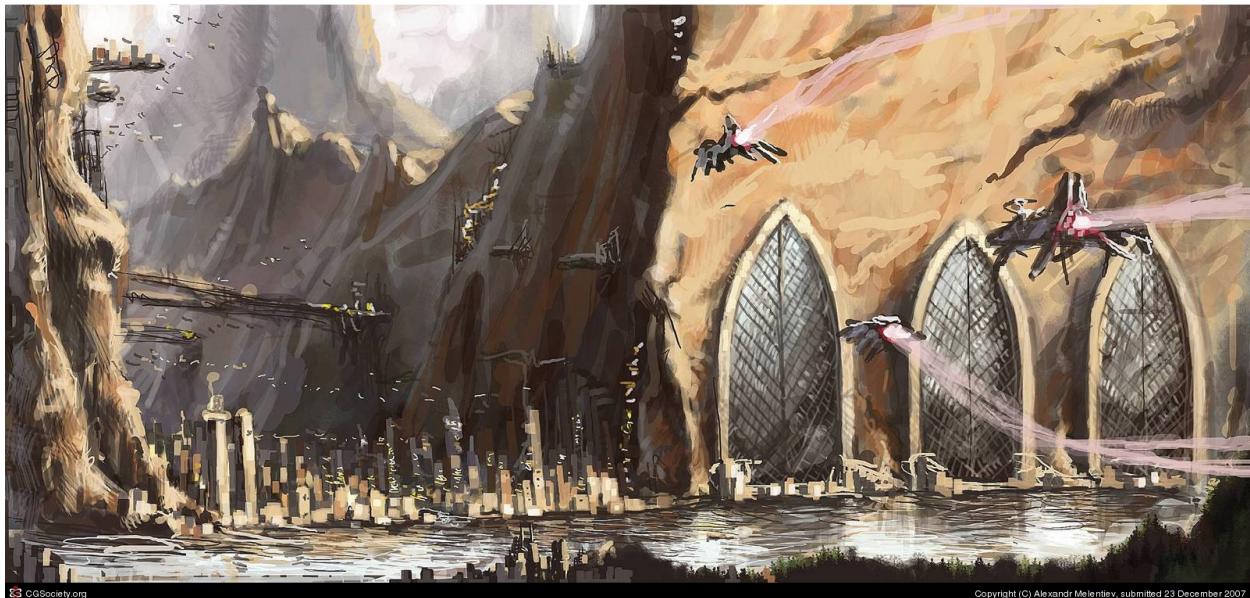
Elsewhere, the Caliphate of Hebrin finally grows strong enough to decisively destroy two nearby pirate bases. A call for all Muslims to recognise the Caliph's rule is issued across Hebrin, Yogesh, Gimushi, and Uodusis subsectors. Most failed to respond, but some do, including a handful of starship captains and ex-Imperial servicemen. In the political arena, a few Muslim-dominated worlds close to Hebrin signal their willingness to join the Caliphate, if the Caliph could provide protection for their populations.

1130 Imperial

The Empty Quarter's Nulinad subsector was only 60 parsecs from Celetron – the Core Sector research station that housed the AI Virus. When a clash between Dulinor's Coronation Fleet – his final, all-out drive to gain the Iridium Throne – and Lucan's forces released

Virus in 079-1130, it took a mere ten weeks for Virus to show up in the Empty Quarter. The first major disaster stuck on the doomed, formerly high-tech world of Ushmigad. On 148-1130, the surviving life-support infrastructure suffered an 'impossible' collective shutdown, killing off the planet's population within a few hours.

Other disasters soon spread across the region, outrunning warning carried on starships (which were often unwittingly acting as vectors for the spread of Virus.) Only the low technological level of the Imperial Empty Quarter kept the death toll from rising as high as it did in most of Charted Space. The limited processing capacity of the region's low-tech starships also helped to hinder the spread of Virus, and easier to cleanse and restart some vessels. Even so, the lack of capital in the region made any sort of internally-generated, broad-based recovery an impossibility for the next century or so.



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The city of Samudrapur, a TL 7 city that has arisen near an old Ducal Palace on Irash. The palace is the home of the ruling साइलेंट मैन (Hindi: Pronounced "Sā'ilēṇṭa maina", translated as "Silent Man" in Anglic), a Technologically Elevated Dictator who controls the Vilani/Hindi world. As a TED, his rule is grounded on distributing high-tech favours, control of the remaining fusion power plants, ownership of the remaining non-infected computer nets, and a rapid-response division of air/raft speeders for surveillance and transport. (They are too valuable to risk unnecessarily: TL 6/7 military and police forces are used in most situations.)

The graphic is titled "Dream" © Alexandre Melentiev.

See his work at <http://alexandr-m.cgsociety.org/gallery/576121/>

The New Era, 1130 to 1201 Imperial (1 NE, A.D. 5721)

Jokes about 'The Great Machine Uprising' predate those of 'The Inevitable Zombie Apocalypse', circulating during the pre-First Imperium cultures of the Vilani six thousand years ago. But it took an infectious cybernetic lifeform, mutated by Imperial research, to turn fanciful humour into the greatest interstellar calamity in the history of Charted Space since the fall of the Ancients.

Pater Shi Wu of the Fighting Flesh,
A human-Vargr anti-Virus cultic militia,
sponsored by the Regency of Deneb
Tubb/Million/Deneb, 284-1167 Imperial

The Empty Quarter Sector was always the poor relation of the Imperium. While this truth was very painful to the resident Imperial Gushgusi, the endemic technological poverty did provide a buffer when Virus struck the sector in 1130. Across many worlds with half-decent environments, Virus caused sporadic and sometimes spectacular damage: but the final result was only transient, and could be readily healed given a few decades' time.

[**Referee:** compare a plague that killed off 1/3 of medieval Europe, and a plague that kills off 1/3 of today's Europe. Back then, everyone grew their own food and could repair or make anything they needed: today's society is far more fragile, and far less able to take a solid kick to the teeth. Put another way, the vast majority of Emptyheads has extensive experience living on the edge, and can benefit from generations of good advice and decades of personal experience. In more ways than one, they are closer to the medieval era than their Imperial brothers.]

When the power goes down and stays down in some big fancy arcology in the Imperial Core, few of the pampered residents could even figure out how to use the emergency manual lever. Never mind grasping the rough-and-ready rules of thumb regarding usable air, rewiring the local power grid, outfoxing the sensor net, spotting the likely locations of potable water in a space station, and know the quickest way to kill a man in a spacesuit – without damaging the suit. "Gotta keep your priorities straight, you know..."]

Unfortunately, many high-population worlds were situated in hostile desert or underwater environments. Because of multiple safety features instituted over the centuries, comparatively few of these worlds died due

to an environmental breach: failure in life support and maintenance is what did them in in the end. Several worlds did manage to use the aging local ships to transfer their populations to better worlds before life support broke down: the usual fee for this service was long-term debt slavery, which usually shifted to chattel slavery within a generation. Even so, to many Gushgusi, life as a slave is better than death as a freeman.

Hebrin's reliance on the starship ice-shipping trade for her daily water supplies proved to be a devastating Achilles' heel once again, causing innumerable heart-breaking scenes as billions died of thirst in the middle of bone-dry cities. Always fearful of Vargr sabotage, Tokitre, a similar desert world and front-line Imperial Client State, had redundant water supplies and sophisticated recycling plants deep underground: but the collapse of the interstellar economy led to a 'slow, then swift' collapse in her population. Sslnthis, a notable Vargr-dominated waterworld, was a victim of malfunctioning power plants and corrupted communication networks. This left her citizens to die in the cold and the dark, without air or ventilation.

The high-tech world of Ikon managed to ride out the first wave of suicidal Virus attacks, but fell to the more sophisticated later versions of Virus. As the very integrity of the data available to decision-makers grew more and more corrupt, the anti-Virus leadership grew blind and deaf. The final stroke – a sudden Viral takeover of the robots, the automated farms, and the power and communication networks – left the doomed Ikonaz with nothing but an incredibly dangerous flight to a largely uninhabited and wild surface, or a final, futile last stand against the tools and homes that they themselves built.

The few holdout communities in severely hostile environments perished soon after the last local starships in the sector died, in the 1150s. A few towns and settlements in mildly hostile worlds still endure to the present, 80 years after the Collapse. The subjects of these areas are very politically and socially passive. Like the ancient Egyptians and certain Imperial Feudal Technocracies, the local lords have absolute power over the very life-stuff that these sophonts need, be it water, air, heat, light, and/or food. As immense power is centralized in the hands of the few, these 'neo-hydraulic societies' are incredibly stable, slipping into stasis and staying there until an outside source makes an impact...

Between the 1150s and 1180, the Bwap systems were able to re-contact each other by interstellar radio. There were no plans to either build or restore starships,

though: the material and the workforce were needed elsewhere. Even jump-capable Virus shipping have exited the region, making the journey to whatever awaits within the Black Sphere within Core sector.

For about 30 years, every man, Bwap, and Vargr was chained to their world. They may see the stars: the Bwaps may even listen and speak to their neighbours via radio. They could never touch them.

Rebirth: the Ue Oemmeokr'riithe traders

Sons must help their fathers in their time of need.
The Ikonaz Vilani Shugilii Lanuu Duushiruu
Aellaesvarzat system,
Ksits Uathu Odzuetarug subsector,
Gvurrdon, 1195 Imperial (NE -5)

The first stirrings of interstellar life in the Quarter came from the arrival of the Ovaghoun Vargr Ue Oemmeokr'riithe traders' convoy. This heavily armed convoy was financed by stranded Ovaghoun Vargr in Gvurrdon sector, trapped there by Virus for decades. It made the great journey from Gvurrdon to Tsahrroek subsector in the Quarter, the home stars of the Ovaghoun. This was a charitable visit/business venture to trade (and occasionally give) Regency-level technology, goods, and antivirus equipment and techniques with their blood-kin of the Empty Quarter – especially within the old Ikonaz Sphere. (Of course, a vast amount of profitable business was conducted on the voyage between these distant end-points.)

In-sector, they first made camp at 258-1180, at the then-uninhabited world of Khebha. There, they unpacked an ingeniously-designed portable Class-A port. (The components of which they stole/bought/scavenged/secured from the Regency of Deneb & various Vargr governments, as well as carefully cleansed items scrounged from Virus worlds.) Afterwards, the traders started looking for well-preserved infrastructure they could purify from Virus, refit, and start up again.

Scouts sent to Ikon never returned, and the world was avoided until a stronger force could be built up, a process that is still ongoing. As of 1201, the world is still silent: it is feared that portions of the system defence network is still fully operational.

The traders were fortunate to find a well-populated world with a good technological level – TL 8 – at Byegh

Aengz. In return for Denebi technology and additional antiviral material & training, the Onvell Spiritual Democracy was willing to act as the industrial base to rebuild the Ikonaz Sphere. Some of the Ovaghoun disliked the Onvellians – the Ritualistic culture was very weird, the government very authoritarian, and the leaders didn't hesitate to use their control of water, food, and electricity to keep everyone in line. On the other hand, they always kept their part of the bargain – and keeping your promises is a very big deal for merchants, far from home, and dependant on the promises of strangers for their physical safety. The Onvellians also didn't fear technology itself, as it was very predictable – so long as it was Virus-free.

Unusually, the Vargr didn't have their first split for over a decade, until the xenophobic government of Irikourgh began to make overtures. An overall more pleasant world, the local Ikonaz Vilani Ritualists didn't open up their starport until they had utterly crush any and all opposition to their rule. After this was assured, the law levels were sharply relaxed, martial law lifted, and the starport opened.

The debate within the Ue Oemmeokr'riithe traders on what to do about the world led to an internal split. A major focus of disagreement was on just how friendly the local Vilani were to the local Vargr rulers – technically, the world was ruled by an Ovaghoun Vargr noble caste, but their rule was largely ceremonial. The Vilani dominated the bureaucracy, but the question of their regard for their masters – quiet contempt, or gentle ribbing – deeply perplexed the Ovaghoun visitors. The question was very important, and the wrong answer could leave the visitors stuck on the wrong side of a civil war, or leaving behind solid profit because of mere rumours and suspicions. In the end, there was no way to resolve the question to the satisfaction of all. The various trader factions avoided violence – margins were just too slim to pay for the expense of blood – and went their various, separate ways.

It should be noted that most of the Vargr found on these worlds are Irilitok, not Ovaghoun. However, the Irilitok were bred & modified by humans for gregariousness and friendliness, and do not aspire to command positions as a rule. The Ovaghoun Vargr generally view the Irilitok as natural slaves, and resent their presence on traditionally Ovaghoun territory. However, they are on a mission to make money and rebuilt their homeworlds, not conduct an extermination campaign; and the usually inoffensive Irilitok make good customers and work hands.

If Ovaghoun settler groups arrive within the next 50 years, as planned, the Ovaghoun-Irlitok relationship is likely to change substantially.

The Return of the Suedzuk, the Vanishing of the Irilitok

You guys always bring me the very best violence.
Mr Universe, **Serenity**

At 1198, with Khebha nicely built up, a Ue Oemmeokr'riithe branch office was planted among the Sparks, in Dzourrgae system. Heavily armed traders found that, of the ~40 worlds with more than 100,000 sophonts, all but six of them were balkanized – and not merely divided, but trapped in a nightmare of relentless bloodshed and grisly violence. The Suedzuk had again, somehow, made solid gains in population. Piecing together the fragmented records of the early Virus era – 1130-1150 – it seems that the smarter Virus fleets made an agreement with the surviving Suedzuk Vargr packs, supporting the Suedzuk's conquest and elimination of many humans – and *all* the Irilitok Vargr – within the quadrant. Later, the Infected hardware and starships began to make the migration to the Black Zone, leaving the Suedzuk stranded on dozens of worlds, without logistical or orbital support.

Of the well-populated worlds that have a unified government, the most heavily populated, the isolated world of Nisaga, has been utterly cleansed of Vargr. The Ue Oemmeokr'riithe traders who tried to land were lucky to escape with their lives. The world of Kharo is ruled by Blood Vargr who deceived a trader crew, ripped them apart, and who had a starship that they couldn't quite get off the ground. Military action was sanctioned, to destroy the starship before the dreaded Crimson Corsairs could be reborn. Pramas is ruled by an extremely xenophobic technologically elevated dictatorship (TED), and Khinisdaa is dominated by a planet-wide Virus cult.

So far, basic ports have been reopened on just four local worlds – three of which are balkanized. Maarkhuda and Dakamii ports are set in the slowly-shrinking Blood Vargr territories, surrounded by violently hostile humans.

The Vozak

The port of Justince is set in the territory of the largest, most quickly expanding, and most sophisticated Suedzuk pack-alliance. Vozak is the name of a surprisingly high-tech and reasonable Suedzuk Vargr

near-nation, who have managed to effectively enslave and exploit the group of Virus-infected computer networks that used to enslave these Vargr. (The tale on how the tables turned is a treasured secret, known to all pack adults, and kept from outsiders.) As the Vozak learn and grow in technological competence and scientific ability, they can trade on their very high-grade medical and technological mastery to worthy outsiders for money, supplies to repair ailing equipment, and assistance in training young cubs in the local ways of Uathksigvuangervrgi ("Thoughtful Slaughter" or "Mindful Slaughter", depending on syllable stress. "Thoughtful" emphasises intense observation, careful planning and shrewd guesswork before the bloodshed; "Mindful" is tied to simultaneously watching/smelling /thinking/striking during the carnage.)

"From Clear [thought/instinct], to the Righteous (strike/weapon use), with the Perfect (use of force/aiming-timing), to the Flawless (kill)."

An approximate translation of "Kagksizi igz vrgerrummi igz grnuegilai allo eng", the guiding concept behind Vozak hunting/aggression/warfare/living.

Other important concepts include Urrroughfakmno, "Balanced power", which uses Suedzuk paranoia and Suedzuk instinctual aggression to balance and limit both, and Aalluekefhueng, "Living Prey", which allows them to work with outsiders like the Ovaghoun, eating them 'invisibly' by ingesting their knowledge, buying their goods, and using the visitor's strength to benefit the Suedzuk pack. Tax-farming the subjugated human population is also a form of Aalluekefhueng. Not that the humans are complaining: better to have a portion of your wealth figuratively eaten, than have your belly literally torn open and eaten in the streets...

I love kids... hot off the grill.
Bumper sticker
For more classic Suedzuk 'words of wisdom', see
<http://knowyourmeme.com/memes/insanity-puppy#.To8hN7JI6uI>

Of course the enslaved Virus computers are the first "Living Prey" the Vozak captured: and the Suedzuk already have plans to more efficiently eat use the Virus personalities after all its pre-Collapse knowledge has been fully 'devoured and digested' by the pack. And afterwards? Well, the silent stars beckon, and the Vozak have been known to thoughtfully stare at the Ovaghoun visitors and their starships for hours on end. When asked why, they usually reply with just a shrug

and a word, usually 'Soon'. No further elaboration is given, regardless of questioning.

(For more detail on Virus personalities, their organization, and goals, read pages 11-13 of GDW's **Vampire Fleets**. The pdf download may be purchased at <http://www.rpgnow.com>)

Both the Suedzuk and the Ovaghoun are traditional enemies, stemming from a major falling-out during the Imperial Civil War (See **Stellar Reaches** #11, page 26-27; #13, page 16). However, times have changed, and the need to rebuild Vargr civilization outweighs old grudges... but the Ovaghoun still plan to keep starships out of the hands of the Suedzuk for as long as possible. You can't be too careful with paranoid, quick-thinking sophonts who enjoy killing way too much....

Rebirth: the Iper'mar

The time to buy is not when all are fat,
but when all are thin.

'Words of Hargin', Iper'mar Old Law

(For background information on the Iper'mar people, see the article "Minor Races of Charted Space: The Iper'mar" in **Stellar Reaches** #5.)

Unlike the well-outfitted and equipped Ovaghoun Vargr Ue Oemmeok'r'iitthe convoy, the surviving Iper'mar ships of Fornast Sector were refugees driven to the Six Subsectors in 1187. Ten starships of the Hint Clan managed to survive a comprehensive Virus sweep by hiding in Kaanada system (aided by a friendly Imper'marion pro-technology dictator) until the hunting Vampires left unsatisfied, never to be seen again. ("Vampires" are Virus-controlled ships, with the crew exterminated, enslaved, or replaced with robots.) Seven ships from a mix of Hint and Rimward Belk Clans made a successful stand against two Vampires at Lawinger, losing two ships themselves. The other clan ships who sought shelter in the Rimward Empty Quarter were destroyed by Vampires, died in transit by collapsing life support or jump drives, or found themselves imprisoned or killed, with their ships stolen or destroyed by the planetary authorities.

The Iper'mar who survived in Kaanada agreed to work with a local ruler, First Technologist Intar Fidicata, in conquering his divided world. This has proven more difficult than expected, but as control of local orbit has been gained, eventual planet-wide victory seems assured. Attempts by the Bwap-ruled worlds to coreward to get back on their own feet were shut

down by bombing their starports and strafing their surviving high-tech factories. Antivirus techniques were laboriously uncovered, by a trial-and-error methodology. The technopriests on numerous worlds were either dominated by, or exclusively staffed with, members of the Coreward Belk Clan of the Iper'mar. And many of the the technologically-elevated dictators in the Six Subsectors were, again, fellow tech tyrants. Most importantly, abandoned ships and equipment – especially manufacturing or military equipment - were carefully cleansed of Virus, and either stripped for parts or put back in working order.

In the meanwhile, the Iper'mar at Lawinger found themselves in a freedom-loving democracy. The world has only taken light damage from suicidal Virus attacks, and the world's isolated position has sheltered it from the worst Virus had to offer. Moreover, the world had never been part of the Imperium, even at the height of her wealth and power. Coupled with her isolated position, this meant that the warning of Virus actually reached the world before Virus actually arrived – a rarity in history. All this meant that the technological base of the world remains substantially intact: an absolute jewel in a universe shrouded in darkness.

In response to local realities, the Iper'mar at Lawinger decided to present themselves as grateful immigrants, willing to help the people of Lawinger achieve greater prosperity thru peaceful trade and commerce. Their valuable skills and sharp political instincts won them the right to reopen the starport. Initially, they ran it as a loss-leader, until salvaged and looted equipment could be brought to Lawinger for cleansing and reuse. The Ruling Elder of the local Iper'mar made sure that the leading politicians profited from the trade, using them as fronts to quiet the press, soothe the masses, and deflect annoying questions about the long-term plans of the generous Iper'mar visitors.

The Imperium is dead. Long live the Credit.
Traveller: The New Era, page 230

Most of the Lawings were quite happy to have the Iper'mar around: they provided jobs and new technology, and their contagious optimism and can-do spirit helped people see the stars again, not as a source of danger, but as a road to riches. Many young men competed to join the Iper'mar crews, becoming a blood-employee or even inducted as a member of the Clan. And they were happy to spread their money around, supporting the two major parties and building up schools and technical colleges.

The Kaanada and Lawinger Iper'mar grew and developed separately, until two ships – the *Worthless* of Tapawa and the *Banknote* from Lawinger – met in the dead system of Anata in 111-1200. A follow-up meeting at the free (but very profitable) port on Gobi led to the formal establishment of the Kaanada and Lawinger sub-clans. Clan Kaanada was tasked to spread their trading and business-diplomatic network across the Six Subsectors. They were also to create a region-wide techno-priesthood, and groom it for induction into the Iper'mar. Clan Lawinger was to strengthen the world of Lawinger as a source of Iper'mar recruits, with an eye of turning it into a possible capital of a future Iper'mar interstellar state. After the local infrastructure has been sufficiently strengthened, they were to build a Class-A starport as soon as possible.

On Kaanada, the Iper'mar allied with a local TED, spreading technology in the areas he ruled and building a technological advantage over his rivals. The key: a renewed ability to build, use, and maintain more and more high-tech equipment. The democratic Lawing government was a bother, but it was decided that it would be wiser to guide the democracy to the right conclusions by proxy, as most of the local Establishment has already been bought and paid for. In the meantime, a secret settlement was established on Kenrasda, 'just in case'.

The question on how to handle Hindu-Muslim-Kikhusgei hostilities was a puzzle, but it wasn't a pressing matter, so it was laid aside for the time being. A shared policy regarding the Bwaps was arrived at: 'They are born to be bureaucrats, and they shall serve us as bureaucrats.' As interstellar traders, they have had a long and bitter historical relationship with the Vargr: but, 'If kept on a tight leash, perhaps they can find some use as disposable mercenaries someday.'

Finally, relationships with the Coreward Belk – the clan, that, pre-Collapse, had primary rights to the Empty Quarter – was to be dealt with on a case-by-case basis. Whenever the Lawinger and Tapawa subclans were eventually absorbed into the Coreward Belk, or if the Coreward Belk was absorbed by the younger clans, were not important issues compared with the need to establish Iper'mar primacy over all non-Imper'mar. Certainly, if the Iper'mar were in charge of the Imperium, a technological disaster such as Virus could never have taken place. Obviously, then, now is the time for the Iper'mar Nomads to lead Charted Space out of the darkness of ignorance, poverty, and improperly used technology, and into the light of knowledge, prosperity, and true technical excellence.

Maps & UWP'S for the Empty Quarter: 993, 1105, 1125, & 1201 Imperial

This sector was generated by Alvin Plummer, derived from work originally created by Jason 'Flynn' Kemp. Interested researchers can visit

<http://travellermap.com/?x=67.983&y=60&scale=8&options=887&style=poster> or

<http://www.elwood.org/Traveller/Sectors/> for Flynn's 1105 data. **Stellar Reaches** #5 contains his latest 993 data, reproduced below (except for the stellar information).

A casual overview of the maps will show little change between the 993 and 1105 borders and names. A more careful review will note the destruction of some high-population worlds, the rise of others, and some steady technological shifts.

The 1125 map shows major devastation within the Imperial Six Subsectors, but little change in the coreward, Julian Protectorate-dominated part of the sector. The Imperial Client States there remain allied to the Imperium: but to which Imperium is an important question.

The 1201 map shows the massive devastation of the Empty Quarter caused by Virus. In the **Traveler: The New Era** map, page 79, the six subsector region is covered by the Black Curtain, and is unknown to observers outside of Virus-controlled space. I have chosen to ignore this, and follow the **Survival Margin** map of page 85, which leaves this area part of the Wilds, but not controlled by sentient robots. I leave the final decision to the interested Referee.

Pages 17 - 19: The Empty Quarter, 993 Imperial
Pages 20 - 22: The Empty Quarter, 1105 Imperial
Pages 23 - 25: The Empty Quarter, 1125 Imperial
Pages 26 - 28: The Empty Quarter, 1201 Imperial

The maps are provided in the following formats: Base, UWP, and Black/White

For all maps:

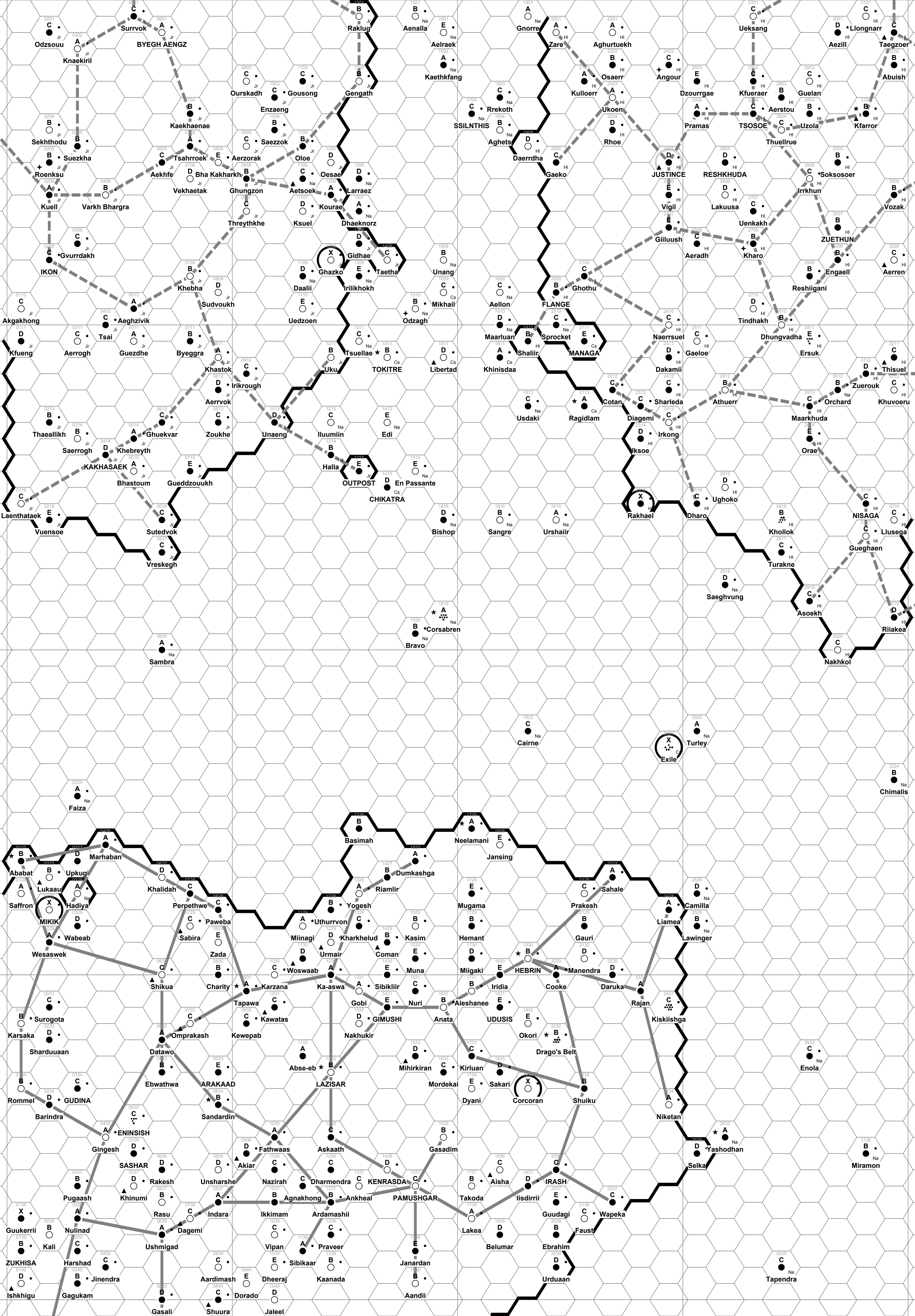
Subsectors for all four periods:

A - Tsahrroek	B - Kourae	C - Flange	D - Tsosoe
E - Kakhasaek	F - Tokitre	G - Cotan	H - Nisaga
I - Lentuli	J - Yogesh	K - Hebrin	L - Turley
M - Nulinad	N - Gimushi	O - Uodusis	P - Yashodhan

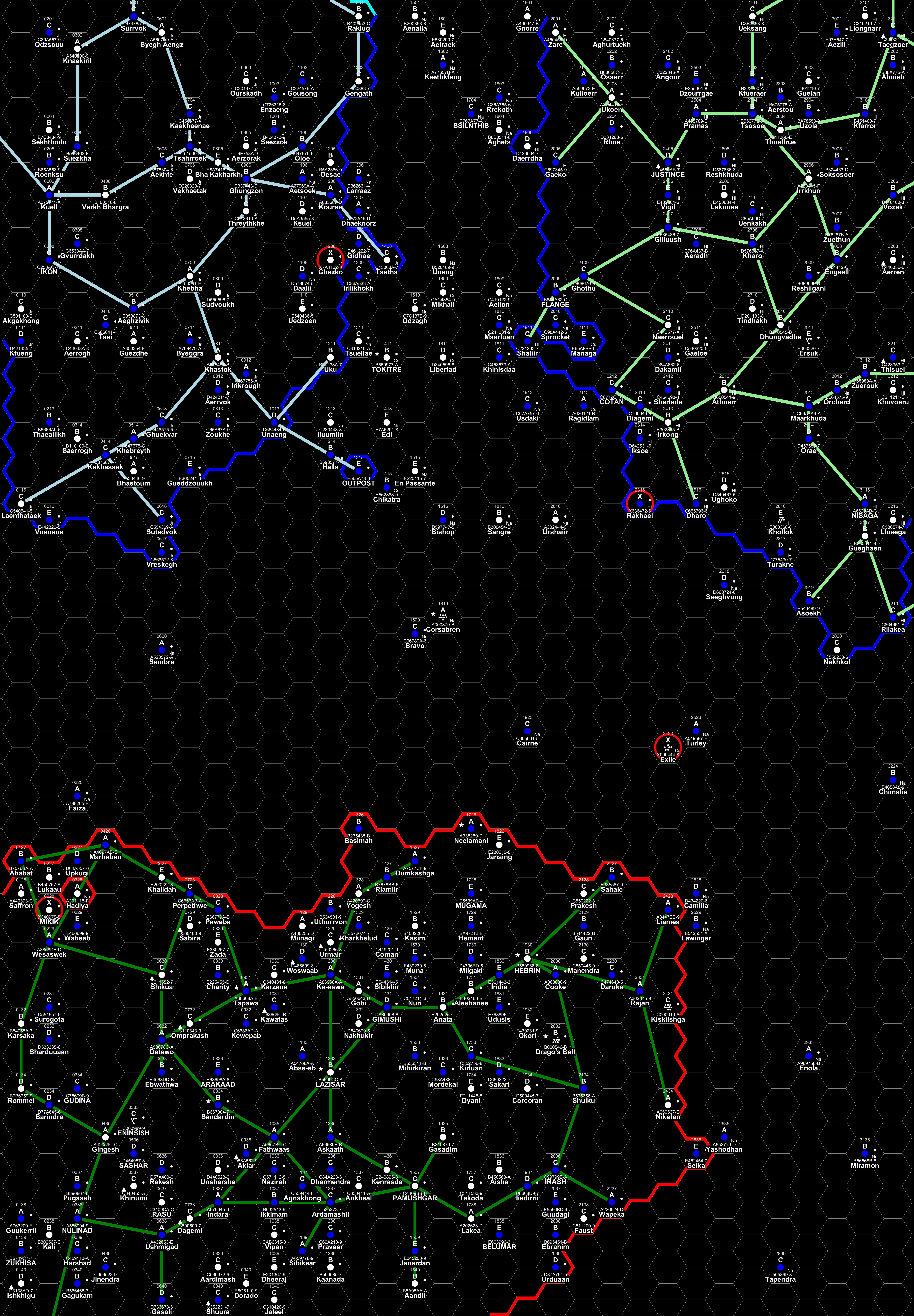
2825: Beta Niobe, a pre-supernova star, is located here. It has gone nova previously: a nebula cloud from the previous explosion surrounds the star. There are no planets or planetoids orbiting the star, so it is not listed in the standard UWP listings. For more information, please see the **Stellar Reaches** #7 article 'Strange Places: Beta Niobe Nebula' by Jeff M. Hopper.

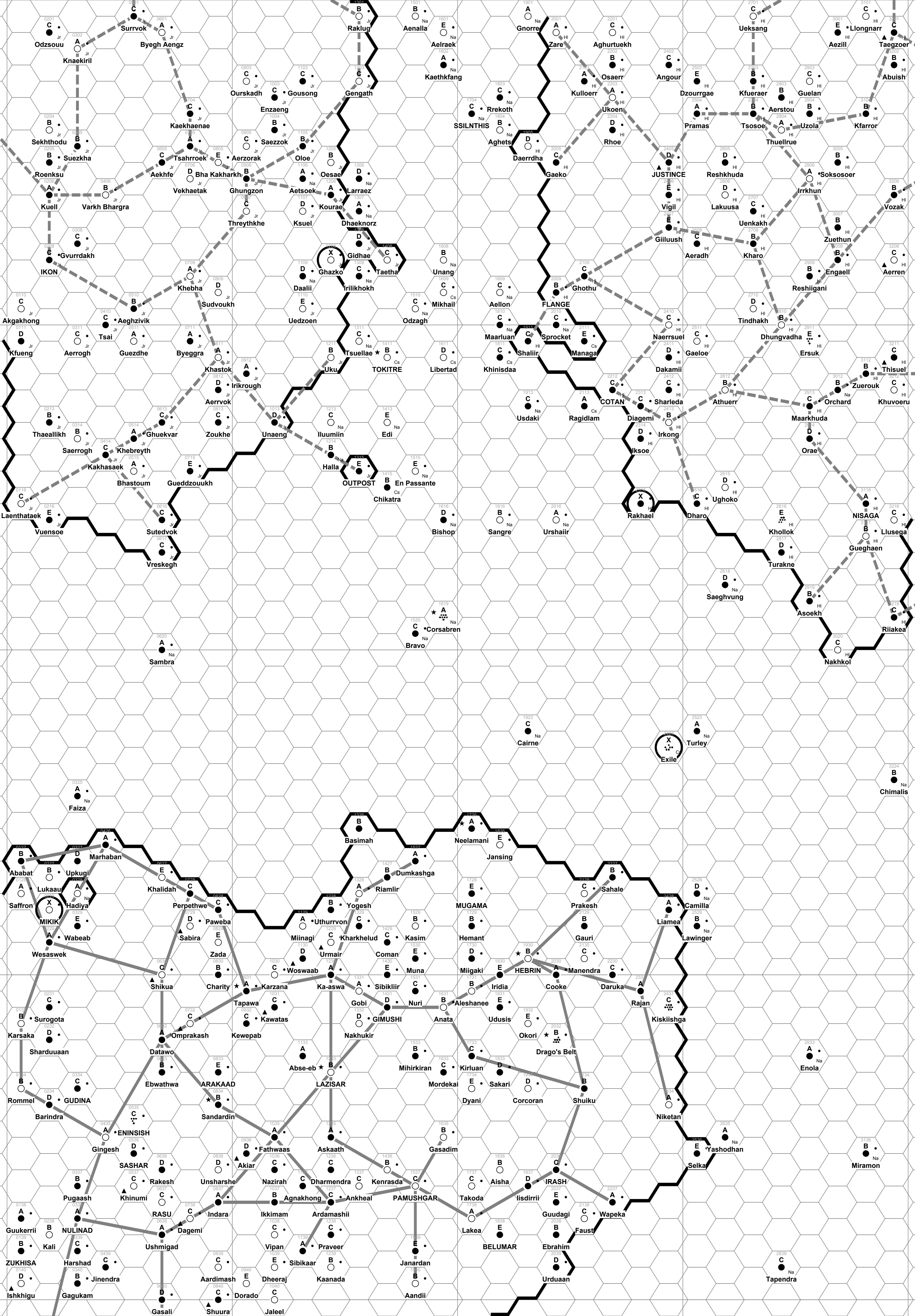






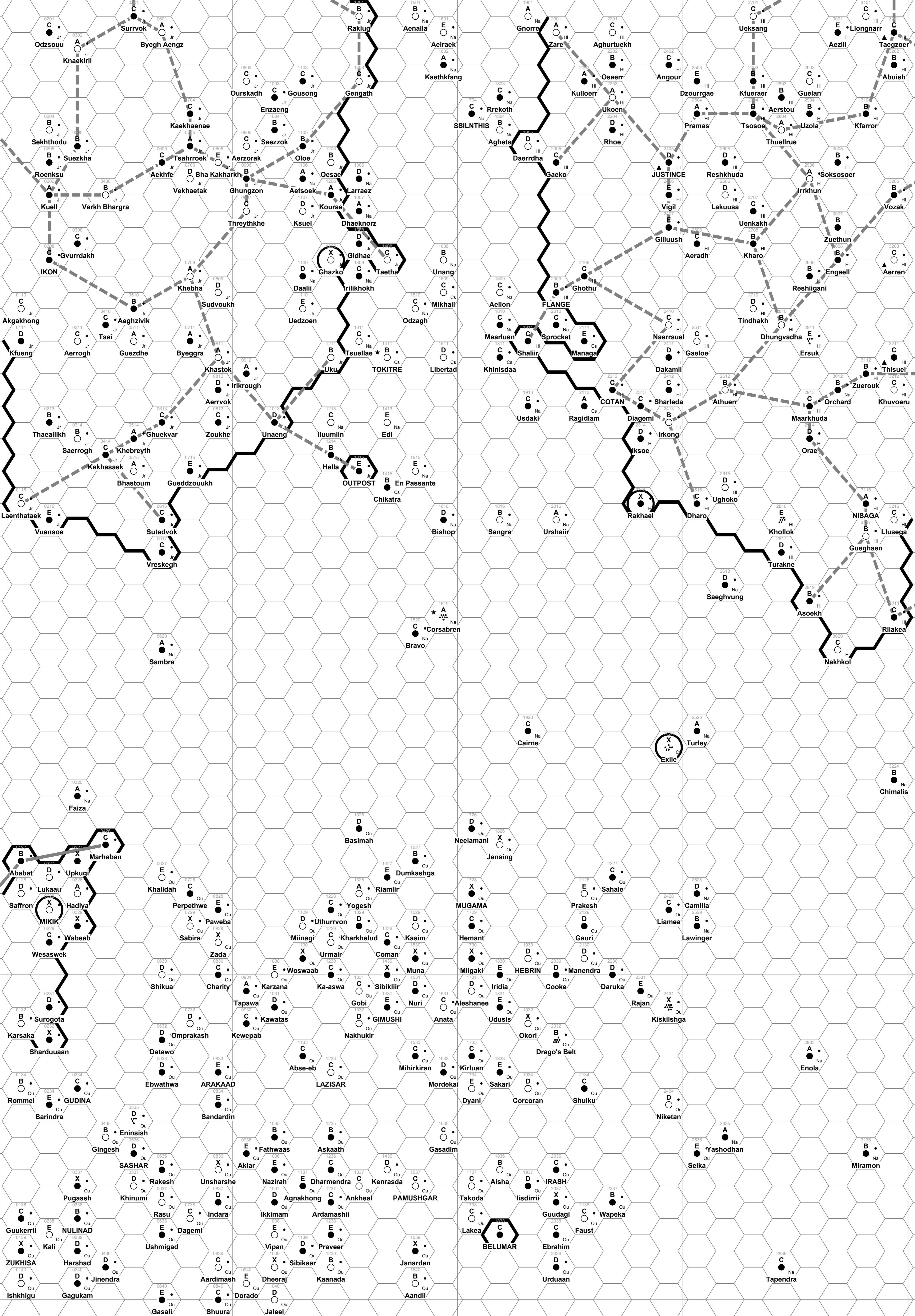


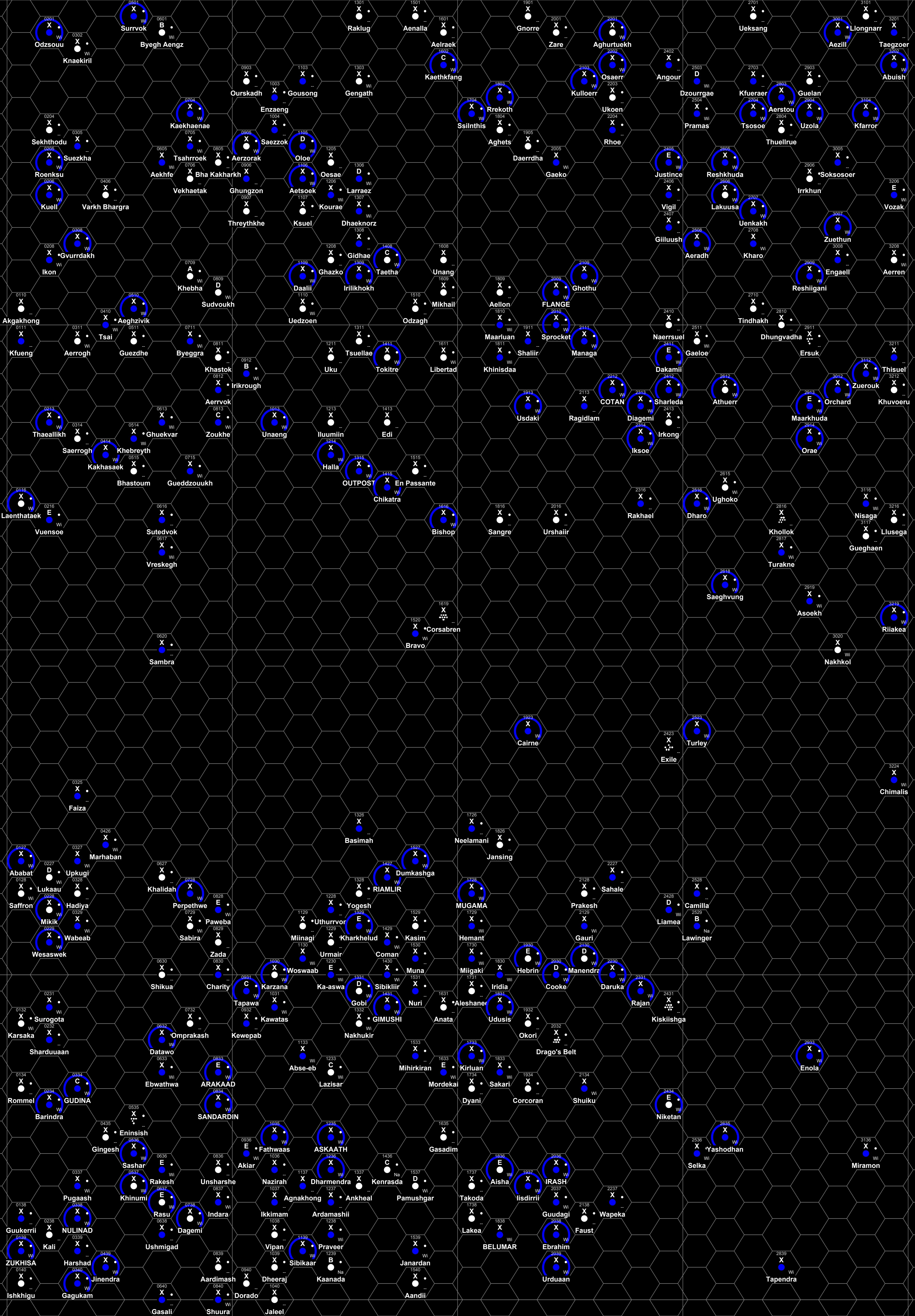


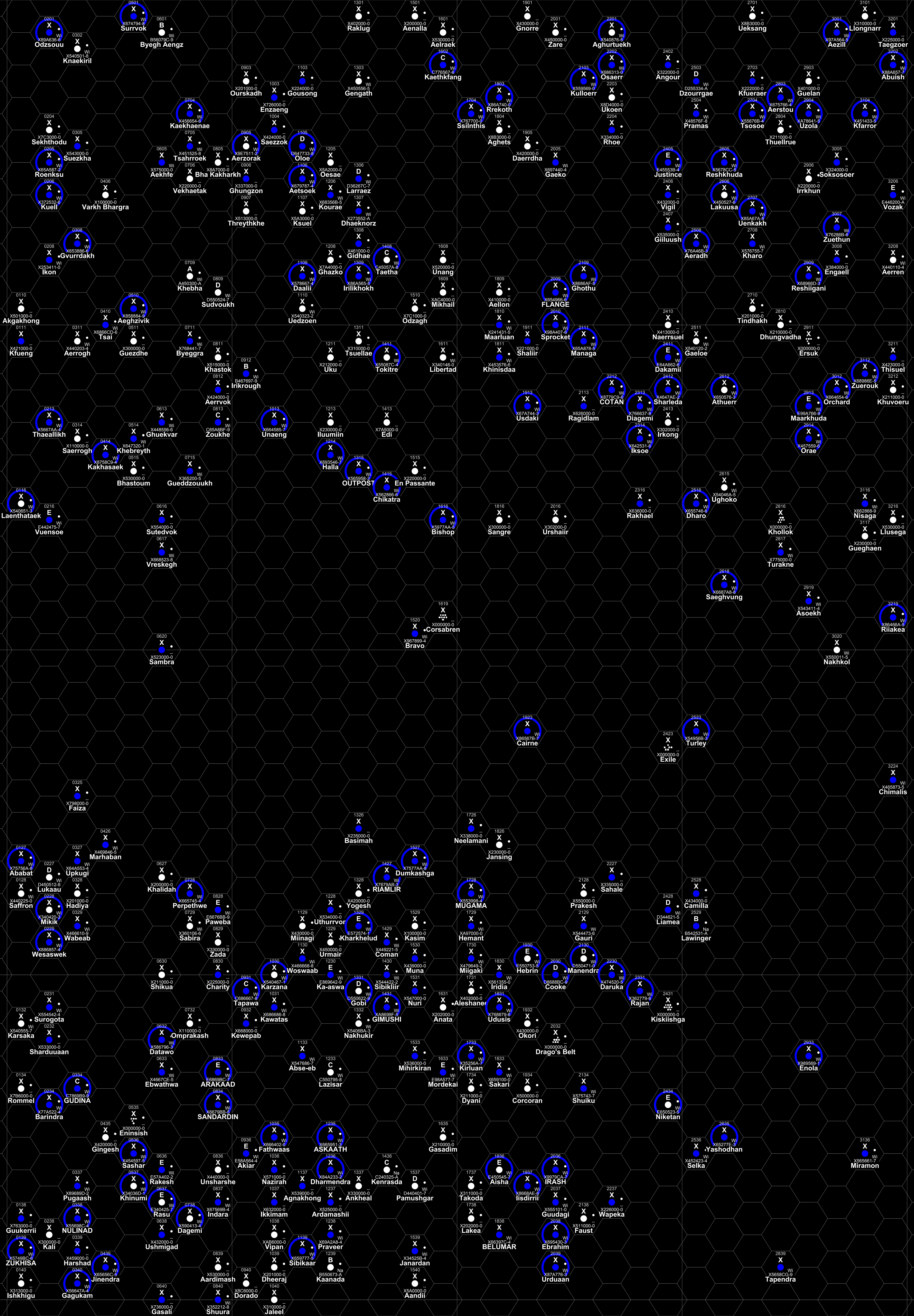


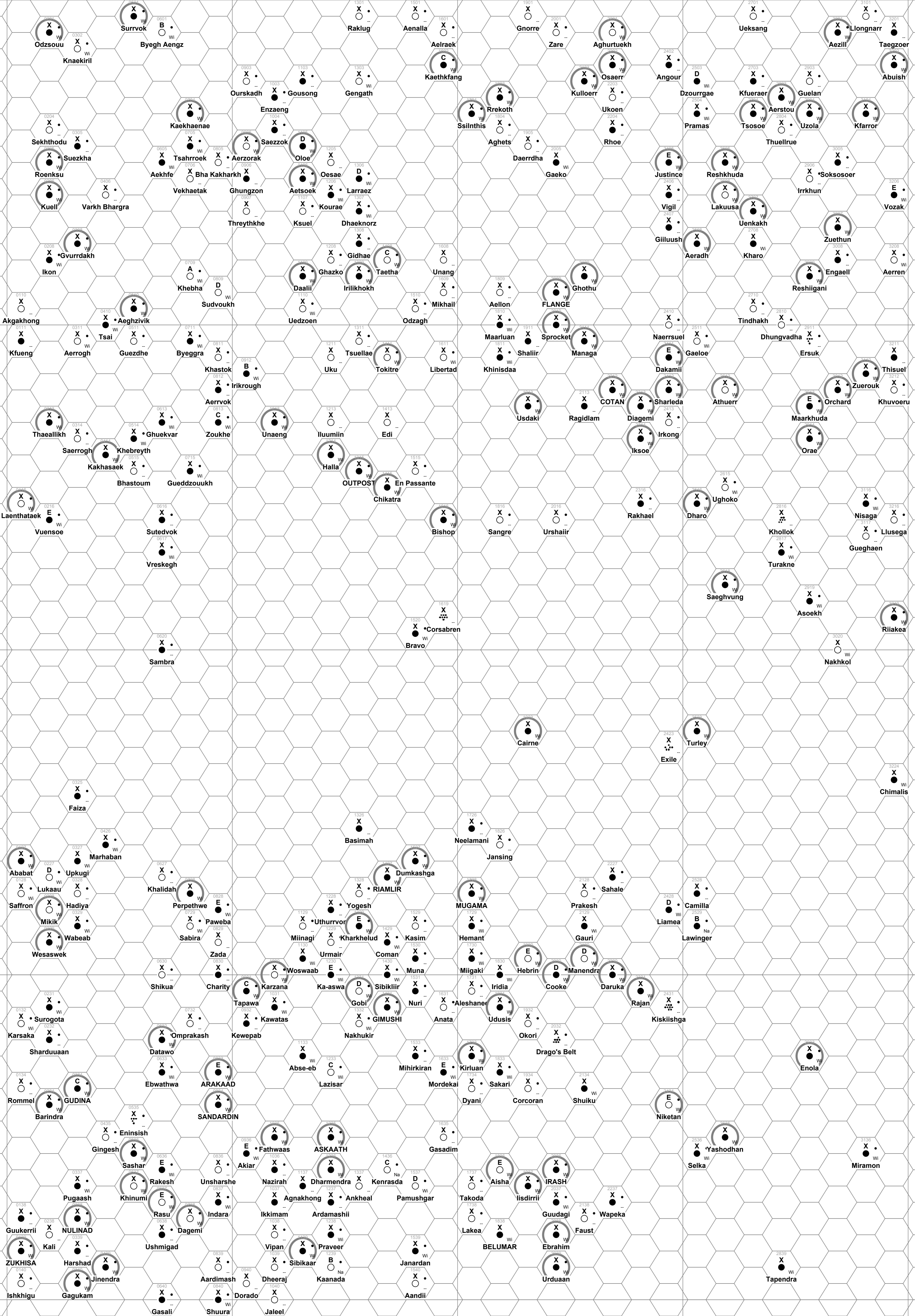












993 Imperial - Traveller20 (Solomani Rim War)

Allegiances:

Cs - Imperial Client State
Jr - Julian Protectorate (Rukadukaz Republic)
Hl - The Hegemony of Lorean
Im - Third Imperium
Na - Non-aligned

Bases:

N - Imperial Naval Base
S - Imperial Scout Base
M - non-Imperial Military Base
- None

Trade Codes:

Ri = Here, the 'Rich' trade code ignores government codes.

Akgakhong	0110	C501100-8	Ic Lo Ni Va	810	Jr
Kfueng	0111	D421412-7	Lo Ni Po	700	Jr
Laenthataek	0116	C540541-5	De Ni Po	902	Jr
Ababat	0127	B7577BA-9	N Ag	334	Im
Saffron	0128	A440402-9	De Lo Ni Po	803	Im
Karsaka	0132	B540578-8	De Ni Po	502	Im
Rommel	0134	B7B6859-A	F1	802	Im
Guukerrii	0138	X763000-0	Ba	001	Im
ZUKHISA	0139	B5749B9-6	Hi In	612	Im
Ishkhigu	0140	D3138AD-7	S Ic Na	324	Im
Odzsouu	0201	C89A557-9	Ni Wa	423	Jr
Sekhthodu	0204	B7C3434-9	F1 Lo Ni	624	Jr
Roenksu	0205	B65A558-9	M Ni Wa	622	Jr
Kuell	0206	A37276B-B		624	Jr
IKON	0208	C253AC7-E	Hi	103	Jr
Thaeallikh	0213	B5666A9-6	Ag Ni	723	Jr
Vuensoe	0216	E442334-6	Lo Ni Po	402	Jr
Lukaau	0227	B450857-9	S De Po	303	Im
MIKIK	0228	X340975-5	De Hi In Po	R	523 Im
Wesaswek	0229	A8868DB-D			225 Im
Surogota	0231	C554557-6	Ag Ni Hw	123	Im
Sharduuaan	0232	D533330-6	Lo Ni	623	Im
Barindra	0234	D77A632-7	Ni Wa	323	Im
Kali	0238	B300367-A	De Lo Ni Va	920	Im
Knaekiril	0302	A540544-9	De Ni Po	523	Jr
Suezkha	0305	B543563-7	Ni	823	Jr
Gvurrdakh	0308	C6537AA-7	Po	703	Jr
Aerrogh	0311	C44068A-9	De Ni Po	923	Jr
Saerrogh	0314	B110300-F	De Lo Ni	113	Jr
Faiza	0325	A79846A-A	Lo Ni	723	Na
Upkugi	0327	D64A657-5	Ni Wa	100	Im
Hadiya	0328	A201215-C	Ic Lo Ni Va	423	Na
Wabeab	0329	D466699-9	Ag Ni Ri	924	Im
GUDINA	0334	C786967-9	Hi	324	Im
Pugaash	0337	B89687B-6		523	Im

Nulinad	0338	A556894-A		923	Im
Harshad	0339	C459101-B	Lo Ni	722	Im
Gagukam	0340	B566425-7	Lo Ni	522	Im
Varkh Bhargra	0406	B100316-8	De Lo Ni Va	124	Jr
Tsai	0410	C68689A-5	Ri	213	Jr
KAKHASAEK	0414	D875976-8	Hi In	110	Jr
Marhaban	0426	A4698AB-C	Hw	701	Im
Gingesh	0435	A42059C-C	De Ni Po	913	Im
Jinendra	0439	C656623-9	Ag Ni	622	Im
Surrvok	0501	C67479C-7	Ag	601	Jr
Aeghzivik	0510	A858873-9		701	Jr
Guezdhe	0511	A300554-E	De Ni Va	212	Jr
Khebreyth	0514	A647688-C	Ag Ni	112	Jr
Bhastoum	0515	A530446-9	De Lo Ni Po	523	Jr
ENINSISH	0535	C00098B-9	As Hi In Na	312	Im
SASHAR	0536	D454A57-7	Hi	111	Im
Khinumi	0537	D340553-A	S De Ni Po	724	Im
BYEGH AENGZ	0601	A560962-A	De Hi	434	Jr
Aekhfe	0605	C575302-7	Lo Ni	220	Jr
Ghuekvar	0613	C448636-5	Ag Ni	834	Jr
Sutedvok	0616	C554333-7	Lo Ni	503	Jr
Vreskegh	0617	C66857A-9	Ag Ni	424	Jr
Sambra	0620	A523672-9	Na Ni	824	Na
Khalidah	0627	D200422-8	De Lo Ni Va	325	Im
Shikua	0630	C211352-8	S Ic Lo Ni	124	Im
Datawo	0632	A58678C-A	Ag Ri	324	Im
Ebwathwa	0633	B4668DD-8		425	Im
Rakesh	0636	D57A500-5	Ni Wa	923	Im
Rasu	0637	B3407CG-C	De Po	713	Im
Ushmigad	0638	A432753-E	Na Po	711	Im
Gasali	0640	D736778-6		512	Im
Kaekhaenae	0704	B456659-6	Ag Ni	202	Jr
Tsahrroek	0705	A451630-B	Ni Po	425	Jr
Vekhaetak	0706	D220520-7	De Ni Po	824	Jr
Khebha	0709	B450451-B	De Lo Ni Po	624	Jr
Byeggra	0711	B76859C-7	Ag Ni	624	Jr
Gueddzouukh	0715	E365210-7	Lo Ni	412	Jr
Perpethwe	0728	C6657AB-B	Ag	710	Im
Sabira	0729	C360143-A	S De Lo Ni	123	Im
Omprakash	0732	C110343-8	S De Lo Ni	424	Im
Dagemi	0738	C590404-6	S De Lo Ni	323	Im
Bha Kakharkh	0805	E8A7516-9	F1 Ni	824	Jr
Sudvoukh	0809	D550402-4	De Lo Ni Po	620	Jr
Khastok	0811	A515485-A	Ic Lo Ni	424	Jr
Aerrvok	0812	D424111-7	Lo Ni	303	Jr
Zoukhe	0813	C65A57A-8	Ni Wa	102	Jr
Paweba	0828	C66769A-A	Ag Ni Ri	122	Im
Zada	0829	E330257-8	De Lo Ni Po	200	Im
Charity	0830	B225454-D	Lo Ni	213	Im
ARAKAAD	0833	E68698A-9	Hi	524	Im
Sandardin	0834	B667884-7	N Ri	913	Im
Unsharshe	0836	D440523-6	De Ni Po	624	Im
Indara	0837	A675745-9	Ag	611	Im

Aardimash	0839	C530372-9	De Lo Ni Po	224	Im	
Shuura	0840	C352234-6	S Lo Ni Po	124	Im	
Ourskadh	0903	C201477-7	Ic Lo Ni Va	323	Jr	
Aerzorak	0905	C9E758A-6	Ni	124	Jr	
Ghungzon	0906	B337443-D	Lo Ni	100	Jr	
Threythkhe	0907	C513320-A	Ic Lo Ni	300	Jr	
Irikrough	0912	C467752-8	Ag Ri	824	Jr	
Tapawa	0931	A68668A-9	N Ag Ni Ri	523	Im	
Kewepab	0932	C668643-9	Ag Ni Ri	624	Im	
Akiar	0936	D58A762-8	S Ri Wa	734	Im	
Dorado	0940	E8C6268-A	F1 Lo Ni	100	Im	
Enzaeng	1003	C72649D-9	Lo Ni	725	Jr	
Saezzok	1004	B424373-9	Lo Ni	124	Jr	
Unaeng	1013	D664437-4	Lo Ni	922	Jr	
Karzana	1030	C540556-8	De Ni Po	414	Im	
Kawatas	1031	C68669C-B	S Ag Ni Ri	424	Im	
Fathwaas	1035	A6667AB-B	Ag	123	Im	
Nazirah	1036	C571112-5	Lo Ni	623	Im	
Ikkimam	1037	B632643-9	Na Ni Po	800	Im	
Vipan	1038	CAB6498-8	F1 Lo Ni	311	Im	
Dheeraj	1039	E201367-A	Ic Lo Ni Va	703	Im	
Jaleel	1040	D310565-A	De Ni	100	Im	
Gousong	1103	C224459-A	Lo Ni	233	Jr	
Oloe	1105	B647785-A	Ag	225	Jr	
Aetsoek	1106	C67958D-9	S Ni	522	Na	
Ksuel	1107	D5A3555-8	F1 Ni	525	Jr	
Daalii	1109	D578674-5	Ag Ni	825	Na	
Uedzoen	1110	E540336-5	De Lo Ni Po	512	Jr	
Minagi	1129	A430410-C	De Lo Ni Po	323	Im	
Woswaab	1130	D466599-6	S Ag Ni	200	Im	
Abse-eb	1133	A54768A-9	Ag Ni	400	Im	
Agnakhong	1137	C539444-8	Lo Ni	725	Im	
Sibikaar	1139	A6597A5-9		123	Im	
Oesae	1205	D5A2332-8	F1 Lo Ni	900	Jr	
Kourae	1206	A683687-D	Ni Ri	503	Jr	
Ghazko	1208	X7A4122-8	F1 Lo Ni	R	624	Jr
Uku	1211	B21238A-7	Ic Lo Ni	400	Jr	
Iluumiin	1213	C230243-9	De Lo Ni Po	700	Na	
Halla	1214	B693586-6	Ni	500	Na	
Uthurrvon	1228	B53456B-6	Ni	603	Im	
Urmair	1229	D450200-8	S De Lo Ni Po	134	Im	
Ka-aswa	1230	A8698A7-B		913	Im	
LAZISAR	1233	B55099D-B	N De Hi Po	303	Im	
Askaath	1235	C66569B-8	Ag Ni Ri	722	Im	
Dharmendra	1236	C84A210-5	Lo Ni Wa	110	Im	
Ardamashii	1237	B525873-7		822	Im	
Praveer	1238	C69A223-9	Lo Ni Wa	823	Im	
Kaanada	1239	B550685-8	De Ni Po	524	Im	
Raklug	1301	B402555-D	Ic Ni Va	122	Jr	
Gengath	1303	B450883-8	De Po	134	Jr	
Larraez	1306	D362661-4	Ni Ri	721	Na	
Dhaeknorz	1307	A273546-D	Ni	802	Na	
Gidhae	1308	D461263-8	Lo Ni	134	Jr	

Irilikhokh	1309	E86A625-A	Ni Wa	523	Na
Tsuellae	1311	C310210-A	De Lo Ni	114	Na
OUTPOST	1315	E565A78-6	Hi	925	Jr
Basimah	1326	B235435-B	Lo Ni	600	Im
Yogesh	1328	A420599-C	De Ni Po	314	Im
Kharkhelud	1329	C572674-7	Ni	314	Im
Gobi	1331	A550744-C	De Po	235	Im
Nakhukir	1332	D540433-5	De Lo Ni Po	834	Im
Ankheal	1337	C330441-A	De Lo Ni Po	620	Im
Taetha	1408	C450667-4	De Ni Po	123	Jr
TOKITRE	1411	B550A77-B	N De Hi Po	824	Cs
Edi	1413	E7A5201-8	F1 Lo Ni	200	Na
CHIKATRA	1415	D562988-6	Hi	123	Cs
Riamlir	1427	B7678CF-6		612	Im
Coman	1429	B449300-A	S Lo Ni	822	Im
Sibikliir	1430	E544514-5	Ag Ni	123	Im
GIMUSHI	1431	EA86A86-7	Hi	534	Im
KENRASDA	1436	D240995-6	De Hi In Po	724	Im
Aenalla	1501	B200341-7	De Lo Ni Va	623	Na
Odzagh	1510	B7C1233-A	M F1 Lo Ni	923	Na
En Passante	1515	E220515-7	De Ni Po	523	Na
Bravo	1520	B967877-6	Ri	124	Na
Dumkashga	1527	A75779B-A	Ag	533	Im
Kasim	1529	B100320-C	De Lo Ni Va	324	Im
Muna	1530	E439230-6	Lo Ni	624	Im
Nuri	1531	C547211-6	Lo Ni	933	Im
Mihirkiran	1533	D536311-8	S Lo Ni	113	Im
PAMUSHGAR	1537	C4409BB-B	De Hi In Po	734	Im
Janardan	1539	E345300-8	Lo Ni	523	Im
Aandii	1540	B5A0520-A	De Ni	412	Im
Aelraek	1601	E530200-7	De Lo Ni Po	602	Na
Kaethkfang	1602	A776355-9	Lo Ni	702	Na
Unang	1608	B520469-9	De Lo Ni Po	200	Na
Mikhail	1609	CAC4459-A	F1 Lo Ni	634	Cs
Libertad	1611	D340566-9	S De Ni Po	522	Cs
Bishop	1616	D597747-5	Ag	124	Na
Corsabren	1619	A0005AA-A	N As Ni	900	Na
Anata	1631	B202625-B	Ic Na Ni Va	223	Im
Mordekai	1633	C98A588-8	Ni Wa	622	Im
Gasadim	1635	B21088A-8	De Na	124	Im
SSILNTHIS	1704	C767A77-A	Hi	323	Na
Neelamani	1726	A338414-C	N Lo Ni	803	Im
Mugama	1728	E5537AB-5	Po	921	Im
Hemant	1729	BA97312-B	Lo Ni	414	Im
Miigaki	1730	D479678-6	Ni	522	Im
Aleshanee	1731	B402463-8	Ic Lo Ni Va	414	Im
Kirluan	1733	C352798-8	Po	323	Im
Dyani	1734	E211501-7	Ic Ni	934	Im
Takoda	1737	B311679-9	Ic Na Ni	824	Im
Lakea	1738	A202623-B	Ic Na Ni Va	924	Im
Rrekoth	1803	C86A765-6	Ri Wa	102	Na
Aghets	1804	B8B3689-9	F1 Ni	314	Na
Aellon	1809	C410422-A	De Lo Ni	223	Na

Maarluan	1810	D241331-9	Lo Ni Po	434	Na
Khinisdaa	1811	A453673-9	Ni	604	Cs
Sangre	1816	B300454-D	De Lo Ni Va	422	Na
Jansing	1826	E230310-9	De Lo Ni Po	422	Im
Iridia	1830	E561443-3	Lo Ni	710	Im
UDUSIS	1831	E768996-8	Hi	313	Im
Sakari	1833	D659223-6	Lo Ni	123	Im
Aisha	1836	C450563-B	S De Ni Po	410	Im
Belumar	1838	D663796-4	Ri	910	Im
Gnorre	1901	A430247-A	De Lo Ni Po	100	Na
Daerrdha	1905	D420564-7	De Ni Po	713	H1
Shaliir	1911	B221263-8	Lo Ni Po	310	H1
Usdaki	1913	C67A763-5	Wa	834	Na
Cairne	1923	C865431-4	Lo Ni	620	Na
HEBRIN	1930	B550A88-9	N De Hi Po	423	Im
Okori	1932	E430231-9	De Lo Ni Po	122	Im
Corcoran	1934	X500352-7	De Lo Ni Va	R	512 Im
Iisdirrii	1937	D8668D9-7		124	Im
Zare	2001	A450433-E	De Lo Ni Po	124	H1
Gaeko	2005	C697342-6	Lo Ni	400	H1
FLANGE	2009	B654AA9-A	Hi	924	H1
Sprocket	2010	C98A242-5	Lo Ni Wa	124	Na
Urshaiir	2016	A302244-B	Ic Lo Ni Va	335	Na
Cooke	2030	A868837-9		423	Im
Drago's Belt	2032	B000546-8	N As Ni	923	Im
IRASH	2036	C99799B-A	Hi In	122	Im
Guudagi	2037	E5556BC-3	Ag Ni	324	Im
Ebrahim	2038	B695451-8	Lo Ni	110	Im
Urduaan	2039	D87A862-5	Wa	934	Im
Kulloerr	2103	A559673-E	Ni	422	H1
Ghothu	2109	C868576-6	Ag Ni	500	H1
MANAGA	2111	E65A9BB-7	Hi Wa	723	Cs
Ragidlam	2113	A626556-C	N Ni	500	Cs
Prakesh	2128	C550220-8	De Lo Ni Po	502	Im
Gauri	2129	B544357-A	Lo Ni	410	Im
Manendra	2130	D5505AE-8	De Ni Po	123	Im
Shuiku	2134	B575656-A	Ag Ni	910	Im
Faust	2138	C511200-9	Ic Lo Ni	124	Im
Aghurtuekh	2201	A540877-9	De Po	902	H1
Ossaerr	2202	B686688-8	Ag Ni Ri	824	H1
Ukoen	2203	A8D4416-E	Lo Ni	703	H1
Rhoe	2204	D334368-6	Lo Ni	924	H1
Cotan	2212	C877887-5		824	H1
Sahale	2227	A335537-9	Ni	623	Im
Daruka	2230	D474645-5	Ag Ni	522	Im
Wapeka	2237	C226324-C	Lo Ni	712	Im
Diagemi	2313	C766636-8	Ag Ni	123	H1
Iksoe	2314	D642531-6	Ni Po	124	H1
Rakhael	2316	X636572-6	Ni	R	725 H1
Rajan	2331	A362875-9	Ri	100	Im
Angour	2402	C322346-9	M Lo Ni Po	625	H1
JUSTINCE	2405	D455AAB-8	S Hi	A	225 H1
Vigil	2406	E432364-7	Lo Ni Po	414	H1

Giiluush	2407	E535436-8	Lo Ni	334	H1
Naerrsuel	2410	C41359A-B	Ic Ni	723	H1
Dakamii	2411	D64A623-6	Ni Wa	523	H1
Sharleda	2412	C464650-4	Ag Ni Ri	823	H1
Irkong	2413	C302335-8	Ic Lo Ni Va	602	H1
Exile	2423	X000444-9	As Lo Ni	R	300 Cs
Liamea	2428	A3447BB-A	Ag	334	Im
Kiskiishga	2431	C000610-8	As Na Ni	422	Im
Niketan	2434	A650467-E	De Lo Ni Po	722	Im
Dzourrgae	2503	E255401-8	Lo Ni	710	H1
Pramas	2504	A485689-E	Ag Ni Ri	122	H1
Aeradh	2508	C76A401-A	Lo Ni Wa	200	H1
Gaeloe	2511	C540320-5	De Lo Ni Po	212	H1
Dharo	2516	C655896-6		723	H1
Turley	2523	A549554-E	Ni	100	Na
Camilla	2528	D434342-7	Lo Ni	723	Na
Lawinger	2529	B542631-A	Ni Po	704	Na
Selka	2536	D452310-4	Lo Ni Po	521	Im
RESHKHUDA	2605	D567A86-2	Hi	304	H1
Lakuusa	2606	D450684-4	De Ni Po	712	H1
Athuerr	2612	B650541-9	De Ni Po	423	H1
Ughoko	2615	D540467-5	De Lo Ni Po	523	H1
Saeghvung	2618	D668724-6	Ag	312	Na
Yashodhan	2635	A652779-A	N Po	200	Na
Ueksang	2701	C8B3642-8	F1 Ni	823	H1
Kfueraer	2703	C222300-7	Lo Ni Po	423	H1
TSOSOE	2704	C55697C-7	Hi	725	H1
Uenkakh	2707	C85A843-8	Wa	721	H1
Kharo	2708	B576655-9	M Ag Ni	900	H1
Tindhakh	2710	D201136-9	Ic Lo Ni Va	103	H1
Aerstou	2803	B675873-9		500	H1
Thuellrue	2804	C211368-B	Ic Lo Ni	924	H1
Dhungvadha	2810	B210576-A	De Ni	824	H1
Khollok	2816	B000468-8	As Lo Ni	400	H1
Turakne	2817	C775433-7	Lo Ni	124	H1
Tapendra	2839	C565896-8	Ri	800	Na
Guelan	2903	C401200-7	Ic Lo Ni Va	523	H1
Uzola	2904	BA78553-9	Ag Ni	224	H1
Irrkhun	2906	C220213-C	De Lo Ni Po	523	H1
Reshiigani	2909	B689699-A	Ni Ri	102	H1
Ersuk	2911	E000213-7	As Lo Ni	423	H1
Maarkhuda	2913	C99A79A-B	Wa	113	H1
Orae	2914	E457634-4	Ag Ni	823	H1
Asoekh	2919	C543489-9	Lo Ni Po	224	H1
Enola	2933	C989755-B	Ri	202	Na
Aezill	3001	D97A547-8	Ni Wa	322	H1
Soksosoer	3005	B324344-C	Lo Ni	633	H1
ZUETHUN	3007	B76297B-B	Hi	310	H1
Engaell	3008	B384412-C	Lo Ni	623	H1
Orchard	3012	B664637-9	Ag Ni	223	Na
Nakhkol	3020	C550200-5	De Lo Ni Po	200	H1
Llongnarr	3101	C310213-7	De Lo Ni	224	H1
Kfarror	3104	B451434-8	A Lo Ni Po	411	H1

Zuerouk	3112	D689667-7	Ni Ri	124	H1
NISAGA	3116	C66299E-9	Hi	923	H1
Gueghaen	3117	C230499-6	De Lo Ni Po	122	H1
Miramont	3136	B56578B-8	Ag Ri	723	Na
Taegzoer	3201	C225121-B	S Lo Ni	600	H1
Abuish	3202	B88A775-A	Ri Wa	723	H1
Vozak	3206	B446400-9	Lo Ni	603	H1
Aerren	3208	C440336-5	S De Lo Ni Po	424	H1
Thisuel	3211	C423253-7	S Lo Ni	610	H1
Khuvoeru	3212	C211415-C	Ic Lo Ni	612	H1
Llusega	3216	C530674-8	De Na Ni Po	113	H1
Riaakea	3219	D864651-7	Ag Ni Ri	324	H1
Chimalis	3224	B46578C-9	Ag Ri	600	Na

1105 Imperial - Classic Traveller (Pre-Fifth Frontier War)

Allegiances:

Cs - Imperial Client State

Jr - Julian Protectorate (Rukadukaz Republic)

H1 - The Hegemony of Lorean

Im - Third Imperium

Na - Non-aligned

Bases:

N = Imperial Naval Base

S = Imperial Scout Base

= None

Trade Codes:

Ri = Here, the 'Rich' trade code ignores government codes.

Akgakhong	0110	C501100-B	Ic Lo Ni Va	910	Jr
Kfueng	0111	D421435-7	Lo Ni Po	900	Jr
Laenthataek	0116	C540541-5	De Ni Po	802	Jr
Ababat	0127	B7576BA-A	Ag Ni	234	Im
Saffron	0128	A440373-C	De Lo Ni Po	203	Im
Karsaka	0132	B54055A-7	De Ni Po	402	Im
Rommel	0134	B7B6759-9	F1	902	Im
Guukerrii	0138	A763200-E	Lo Ni	101	Im
ZUKHISA	0139	B5749C7-7	Hi In	712	Im
Ishkhigu	0140	D3138AD-7	S Ic Na	324	Im
Odzsouu	0201	C89A557-9	Ni Wa	423	Jr
Sekhthodu	0204	B7C3434-9	F1 Lo Ni	624	Jr
Roensu	0205	B65A558-9	Ni Wa	922	Jr
Kuell	0206	A372774-A		524	Jr
IKON	0208	C253AC7-E	Hi	103	Jr
Thaeallikh	0213	B5666A9-6	Ag Ni	723	Jr
Vuensoe	0216	E442320-5	Lo Ni Po	702	Jr
Lukaau	0227	B450757-A	De Po	303	Im
MIKIK	0228	X340975-5	De Hi In Po	R	523 Im
Wesaswek	0229	A8868DB-D			225 Im
Surogota	0231	C554557-6	Ag Ni	323	Im
Sharduuaan	0232	D533335-6	Lo Ni	523	Im

Barindra	0234	D77A645-6	Ni Wa	123	Im
Kali	0238	B300567-C	De Ni Va	620	Im
Knaekiril	0302	A540500-9	De Ni Po	623	Jr
Suezkha	0305	B543463-8	Lo Ni	323	Jr
Gvurrdakh	0308	C6538AA-7	Po	703	Jr
Aerrogh	0311	C44048A-8	De Lo Ni Po	823	Jr
Saerrogh	0314	B110100-E	De Lo Ni	113	Jr
Faiza	0325	A798265-B	Lo Ni	823	Na
Upkugi	0327	D64A557-6	Ni Wa	700	Im
Hadiya	0328	A201115-F	Ic Lo Ni Va	423	Na
Wabeab	0329	E466699-9	Ag Ni Ri	824	Im
GUDINA	0334	C78699B-9	Hi	224	Im
Pugaash	0337	B896867-6		523	Im
NULINAD	0338	A556994-9	Hi	623	Im
Harshad	0339	C459113-A	Lo Ni	922	Im
Gagukam	0340	B566465-7	Lo Ni	422	Im
Varkh Bhargra	0406	B100316-8	De Lo Ni Va	124	Jr
Tsai	0410	C686641-4	Ag Ni Ri	713	Jr
Kakhasaek	0414	C875876-7		910	Jr
Marhaban	0426	A4697AB-E		801	Im
Gingesh	0435	A42059C-C	De Ni Po	413	Im
Jinendra	0439	C656523-9	Ag Ni	622	Im
Surrvok	0501	C674785-7	Ag	601	Jr
Aeghzivik	0510	B858873-8		601	Jr
Guezdhe	0511	A300354-F	De Lo Ni Va	812	Jr
Khebreyth	0514	A647675-C	Ag Ni	112	Jr
Bhastoum	0515	A530446-9	De Lo Ni Po	423	Jr
ENINSISH	0535	C000989-9	As Hi In Na	112	Im
SASHAR	0536	D454957-8	Hi	811	Im
Khinumi	0537	C340453-A	S De Lo Ni Po	824	Im
Byegh Aengz	0601	A56079D-A	De Ri	434	Jr
Aekhfe	0605	C575304-6	Lo Ni	220	Jr
Ghuekvar	0613	C448575-5	Ag Ni	934	Jr
Sutedvok	0616	C554369-A	Lo Ni	603	Jr
Vreskegh	0617	C668572-8	Ag Ni	224	Jr
Sambra	0620	A523572-A	Ni	724	Na
Khalidah	0627	E200222-8	De Lo Ni Va	125	Im
Shikua	0630	C211552-7	S Ic Ni	524	Im
Datawo	0632	A58678C-A	Ag Ri	424	Im
Ebwathwa	0633	B4668DD-B		225	Im
Rakesh	0636	D57A400-6	Lo Ni Wa	823	Im
RASU	0637	C3409CA-C	De Hi In Po	213	Im
Ushmigad	0638	A432653-E	Na Ni Po	911	Im
Gasali	0640	D736678-6	Ni	812	Im
Kaekhaenae	0704	C456677-4	Ag Ni	102	Jr
Tsahrroek	0705	A451530-B	Ni Po	825	Jr
Vekhaetak	0706	D220320-7	De Lo Ni Po	724	Jr
Khebha	0709	A450351-E	De Lo Ni Po	724	Jr
Byeggra	0711	A768479-A	Lo Ni	224	Jr
Gueddzouukh	0715	E365244-6	Lo Ni	212	Jr
Perpethwe	0728	C6656AB-A	Ag Ni	710	Im
Sabira	0729	D360100-9	S De Lo Ni	323	Im
Omprakash	0732	C110343-9	S De Lo Ni	224	Im

Dagemi	0738	C590500-7	S	De Ni	223	Im	
Bha Kakharkh	0805	E8A7416-8	F1	Lo Ni	824	Jr	
Sudvoukh	0809	D550596-7	De	Ni Po	520	Jr	
Khastok	0811	A515485-B	Ic	Lo Ni	624	Jr	
Aerrvok	0812	D424211-7	Lo	Ni	103	Jr	
Zoukhe	0813	C65A67A-9	Ni	Wa	702	Jr	
Paweba	0828	C66779A-B	Ag	Ri	522	Im	
Zada	0829	E330257-7	De	Lo Ni Po	200	Im	
Charity	0830	B225455-D	Lo	Ni	213	Im	
ARAKAAD	0833	E68698A-8	Hi		824	Im	
Sandardin	0834	B667884-7	N	Ri	913	Im	
Unsharshe	0836	D440523-6	De	Ni Po	624	Im	
Indara	0837	A675645-9	Ag	Ni	811	Im	
Aardimash	0839	C530372-9	De	Lo Ni Po	224	Im	
Shuura	0840	C352231-7	S	Lo Ni Po	124	Im	
Ourskadh	0903	C201477-7	Ic	Lo Ni Va	423	Jr	
Aerzorak	0905	C9E758A-9	Ni		324	Jr	
Ghungzon	0906	B337443-D	Lo	Ni	100	Jr	
Threythkhe	0907	C513310-A	Ic	Lo Ni	100	Jr	
Irikrough	0912	A467756-A	Ag	Ri	724	Jr	
Tapawa	0931	A68668A-B	N	Ag Ni Ri	523	Im	
Kewepab	0932	C6686AD-A	Ag	Ni	524	Im	
Akiar	0936	D58A562-9	S	Ni Wa	534	Im	
Dorado	0940	E8C6110-9	F1	Lo Ni	800	Im	
Enzaeng	1003	C726315-8	Lo	Ni	425	Jr	
Saezzok	1004	B424373-9	Lo	Ni	424	Jr	
Unaeng	1013	D664434-5	Lo	Ni	822	Jr	
Karzana	1030	C540431-8	De	Lo Ni Po	914	Im	
Kawatas	1031	C68669C-B	S	Ag Ni Ri	424	Im	
Fathwaas	1035	A6667BC-C	Ag		123	Im	
Nazirah	1036	C571112-5	Lo	Ni	823	Im	
Ikkimam	1037	B632543-9	Ni	Po	800	Im	
Vipan	1038	CAB6315-8	F1	Lo Ni	811	Im	
Dheeraj	1039	E201367-9	Ic	Lo Ni Va	703	Im	
Jaleel	1040	C310420-9	De	Lo Ni	100	Im	
Gousong	1103	C224576-A	Ni		633	Jr	
Oloe	1105	B647675-9	Ag	Ni	925	Jr	
Aetsoek	1106	A67969A-A	Ni		622	Na	
Ksuel	1107	D5A3555-8	F1	Ni	325	Jr	
Daalii	1109	D578674-5	Ag	Ni	825	Na	
Uedzoen	1110	E540436-5	De	Lo Ni Po	212	Jr	
Minagi	1129	A430255-D	De	Lo Ni Po	423	Im	
Woswaab	1130	D466699-8	S	Ag Ni Ri	700	Im	
Abse-eb	1133	A54768A-A	Ag	Ni	400	Im	
Agnakhong	1137	C539444-8	Lo	Ni	725	Im	
Sibikaar	1139	A659778-9			223	Im	
Oesae	1205	B5A2366-9	F1	Lo Ni	900	Jr	
Kourae	1206	A683687-D	Ni	Ri	603	Jr	
Ghazko	1208	X7A4122-8	F1	Lo Ni	R	624	Jr
Uku	1211	B21238A-7	Ic	Lo Ni	400	Jr	
Iluumiin	1213	C230443-8	De	Lo Ni Po	700	Na	
Halla	1214	B693577-7	Ni		600	Na	
Uthurrvon	1228	B534501-9	Ni		803	Im	

Urmair	1229	C450266-8	S	De	Lo	Ni	Po	334	Im
Ka-aswa	1230	A86968A-A		Ni	Ri			813	Im
LAZISAR	1233	B5509CC-A	N	De	Hi	Po		503	Im
Askaath	1235	A66589B-B		Ri				422	Im
Dharmendra	1236	C84A223-6		Lo	Ni	Wa		210	Im
Ardamashii	1237	C525873-7						922	Im
Praveer	1238	C69A210-9		Lo	Ni	Wa		923	Im
Kaanada	1239	B550585-7		De	Ni	Po		824	Im
Raklug	1301	B402453-C		Ic	Lo	Ni	Va	922	Jr
Gengath	1303	C450883-7		De	Po			234	Jr
Larraez	1306	D362661-4		Ni	Ri			721	Na
Dhaeknorz	1307	A273546-D		Ni				802	Na
Gidhae	1308	D461222-7		Lo	Ni			134	Jr
Irilikhokh	1309	C86A533-A		Ni	Wa			723	Na
Tsuellae	1311	C310210-A		De	Lo	Ni		114	Na
OUTPOST	1315	E565A78-6		Hi				925	Jr
Basimah	1326	B235435-B		Lo	Ni			600	Im
Yogesh	1328	A420599-C		De	Ni	Po		214	Im
Kharkhelud	1329	C572674-7		Ni				314	Im
Gobi	1331	A550643-D		De	Ni	Po		535	Im
Nakhukir	1332	D540699-5		De	Ni	Po		534	Im
Ankheal	1337	C330441-A		De	Lo	Ni	Po	620	Im
Taetha	1408	C45068A-7		De	Ni	Po		223	Jr
TOKITRE	1411	B550977-A	N	De	Hi	Po		924	Cs
Edi	1413	E7A5201-8		F1	Lo	Ni		100	Na
Chikatra	1415	B562888-9		Ri				223	Cs
Riamlir	1427	B7678BB-6						912	Im
Coman	1429	C449201-9		Lo	Ni			722	Im
Sibikliir	1430	E544514-5		Ag	Ni			323	Im
GIMUSHI	1431	DA86968-8		Hi				434	Im
Kenrasda	1436	B240895-8		De	Po			624	Im
Aenalla	1501	B200353-8		De	Lo	Ni	Va	623	Na
Odzagh	1510	C7C137B-9		F1	Lo	Ni		423	Na
En Passante	1515	E220415-7		De	Lo	Ni	Po	923	Na
Bravo	1520	C96789A-6		Ri				224	Na
Dumkashga	1527	A7577CF-9		Ag				733	Im
Kasim	1529	B100220-C		De	Lo	Ni	Va	224	Im
Muna	1530	E439230-6		Lo	Ni			424	Im
Nuri	1531	C547211-6		Lo	Ni			933	Im
Mihirkiran	1533	B536311-B		Lo	Ni			113	Im
PAMUSHGAR	1537	C4409BB-B		De	Hi	In	Po	834	Im
Janardan	1539	E345200-9		Lo	Ni			823	Im
Aandii	1540	B5A05AA-A		De	Ni			612	Im
Aelraek	1601	E530200-7		De	Lo	Ni	Po	602	Na
Kaethkfang	1602	A77657B-A		Ag	Ni			102	Na
Unang	1608	B520469-9		De	Lo	Ni	Po	200	Na
Mikhail	1609	CAC4354-9		F1	Lo	Ni		834	Cs
Libertad	1611	D340596-8		De	Ni	Po		822	Cs
Bishop	1616	D597747-5		Ag				124	Na
Corsabren	1619	A000379-B	N	As	Lo	Ni		600	Na
Anata	1631	B202525-C		Ic	Ni	Va		923	Im
Mordekai	1633	C98A488-7		Lo	Ni	Wa		922	Im
Gasadim	1635	B210879-7		De	Na			424	Im

SSILNTHIS	1704	C767A77-A	Hi	323	Na
Neelamani	1726	A338259-D	N Lo Ni	603	Im
MUGAMA	1728	E5539AB-4	Hi Po	221	Im
Hemant	1729	BA97212-B	Lo Ni	414	Im
Miigaki	1730	D4796BD-5	Ni	622	Im
Aleshanee	1731	B402463-B	Ic Lo Ni Va	714	Im
Kirluan	1733	C352756-8	Po	623	Im
Dyani	1734	E211445-8	Ic Lo Ni	334	Im
Takoda	1737	C311533-9	Ic Ni	124	Im
Lakea	1738	A202623-D	Ic Na Ni Va	724	Im
Rrekoth	1803	C86A765-6	Ri Wa	102	Na
Aghets	1804	B8B3511-8	F1 Ni	514	Na
Aellon	1809	C410122-9	De Lo Ni	923	Na
Maarluan	1810	C241331-9	Lo Ni Po	434	Na
Khinisdaa	1811	C453673-A	Ni	904	Cs
Sangre	1816	B300454-D	De Lo Ni Va	722	Na
Jansing	1826	E230210-8	De Lo Ni Po	922	Im
Iridia	1830	E561443-3	Lo Ni	710	Im
Udusis	1831	E768896-7	Ri	713	Im
Sakari	1833	D659223-7	Lo Ni	123	Im
Aisha	1836	B450563-A	De Ni Po	210	Im
BELUMAR	1838	E663996-3	Hi	410	Im
Gnorre	1901	A430347-B	De Lo Ni Po	100	Na
Daerrdha	1905	D420564-7	De Ni Po	713	H1
Shaliir	1911	C221263-7	Lo Ni Po	410	H1
Usdaki	1913	C67A757-6	Wa	834	Na
Cairne	1923	C865631-5	Ag Ni	320	Na
HEBRIN	1930	B550988-8	N De Hi Po	423	Im
Okori	1932	E430231-9	De Lo Ni Po	122	Im
Corcoran	1934	D500445-7	De Lo Ni Va	312	Im
Iisdirrii	1937	D8668D9-7		124	Im
Zare	2001	A450456-D	De Lo Ni Po	424	H1
Gaeko	2005	C697345-9	Lo Ni	600	H1
FLANGE	2009	B654A62-C	Hi	824	H1
Sprocket	2010	C98A442-6	Lo Ni Wa	124	Na
Urshaiir	2016	A302444-C	Ic Lo Ni Va	235	Na
Cooke	2030	A868888-9	Ri	423	Im
Drago's Belt	2032	B000546-B	N As Ni	923	Im
IRASH	2036	C99799B-A	Hi In	422	Im
Guudagi	2037	E5556BC-4	Ag Ni	124	Im
Ebrahim	2038	B695451-B	Lo Ni	310	Im
Urduaan	2039	D87A754-5	Wa	234	Im
Kulloerr	2103	A559673-E	Ni	422	H1
Ghothu	2109	C868676-6	Ag Ni Ri	500	H1
Managa	2111	E65A8BB-6	Wa	923	Cs
Ragidlam	2113	A626121-B	Lo Ni	900	Cs
Prakesh	2128	C550222-8	De Lo Ni Po	402	Im
Gauri	2129	B544422-B	Lo Ni	410	Im
Manendra	2130	C550445-9	De Lo Ni Po	723	Im
Shuiku	2134	B575656-A	Ag Ni	910	Im
Faust	2138	C511200-9	Ic Lo Ni	424	Im
Aghurtuekh	2201	C540877-5	De Po	802	H1
Osaerr	2202	B68658C-B	Ag Ni	224	H1

Ukoen	2203	A8D4416-E	Lo Ni	703	H1
Rhoe	2204	D334268-6	Lo Ni	624	H1
COTAN	2212	C8779CH-5	Hi In	424	H1
Sahale	2227	B335587-9	Ni	923	Im
Daruka	2230	C474648-5	Ag Ni	622	Im
Wapeka	2237	A226524-D	Ni	212	Im
Diagemi	2313	C766646-8	Ag Ni Ri	223	H1
Iksoe	2314	D642531-6	Ni Po	324	H1
Rakhael	2316	X636472-6	Lo Ni	R	425 H1
Rajan	2331	A362875-9	Ri	100	Im
Angour	2402	C322346-A	Lo Ni Po	925	H1
JUSTINCE	2405	D4559AB-7	S Hi	625	H1
Vigil	2406	E432364-6	Lo Ni Po	614	H1
Giluush	2407	E535436-7	Lo Ni	434	H1
Naerrsuel	2410	C413577-A	Ic Ni	623	H1
Dakamii	2411	D64A662-6	Ni Wa	423	H1
Sharleda	2412	C464698-4	Ag Ni Ri	623	H1
Irkong	2413	B302365-B	Ic Lo Ni Va	702	H1
Exile	2423	X000444-8	As Lo Ni	R	600 Cs
Liamea	2428	A3447BB-9	Ag	234	Im
Kiskiishga	2431	C000610-A	As Na Ni	522	Im
Niketan	2434	A650567-E	De Ni Po	622	Im
Dzourrgae	2503	E255301-8	Lo Ni	810	H1
Pramas	2504	A485789-E	Ag Ri	522	H1
Aeradh	2508	C76A437-B	Lo Ni Wa	400	H1
Gaeloe	2511	C540320-5	De Lo Ni Po	412	H1
Dharo	2516	C655796-6	Ag	623	H1
Turley	2523	A549587-E	Ni	200	Na
Camilla	2528	D434220-6	Lo Ni	823	Na
Lawinger	2529	B542531-A	Ni Po	804	Na
Selka	2536	E452454-7	Lo Ni Po	321	Im
Reshkhuda	2605	D567886-3	Ri	504	H1
Lakuusa	2606	D450684-4	De Ni Po	712	H1
Athuerr	2612	B650541-9	De Ni Po	423	H1
Ughoko	2615	D540467-5	De Lo Ni Po	723	H1
Saeghvung	2618	D668724-6	Ag	412	Na
Yashodhan	2635	A652779-D	Po	300	Na
Ueksang	2701	C8B3653-8	F1 Ni	823	H1
Kfueraer	2703	B222200-A	Lo Ni Po	723	H1
Tsosoe	2704	B55677C-A	Ag	525	H1
Uenkakh	2707	C85A69D-7	Ni Wa	821	H1
Kharo	2708	B576687-A	Ag Ni	900	H1
Tindhakh	2710	D201133-8	Ic Lo Ni Va	103	H1
Aerstou	2803	B675775-A	Ag	900	H1
Thuellrue	2804	A211368-E	Ic Lo Ni	724	H1
Dhungvadha	2810	B210545-B	De Ni	924	H1
Khollok	2816	E000368-8	As Lo Ni	900	H1
Turakne	2817	D775430-7	Lo Ni	224	H1
Tapendra	2839	C565899-8	Ri	800	Na
Guelan	2903	C401210-7	Ic Lo Ni Va	323	H1
Uzola	2904	BA78553-9	Ag Ni	824	H1
Irrkhun	2906	A220415-F	De Lo Ni Po	223	H1
Reshiigani	2909	B689699-B	Ni Ri	102	H1

Ersuk	2911	E000320-7	As Lo Ni	223	H1
Maarkhuda	2913	C99A7A9-A	Wa	413	H1
Orae	2914	D457585-7	Ag Ni	723	H1
Asoekh	2919	B543489-9	Lo Ni Po	124	H1
Enola	2933	A989756-B	Ri	202	Na
Aezill	3001	E97A547-7	Ni Wa	522	H1
Soksosoer	3005	B324437-D	Lo Ni	233	H1
Zuethun	3007	B76287B-A	Ri	810	H1
Engaell	3008	B384412-C	Lo Ni	523	H1
Orchard	3012	B664575-9	Ag Ni	623	Na
Nakhkol	3020	C550238-6	De Lo Ni Po	100	H1
Llongnarr	3101	C310213-7	De Lo Ni	124	H1
Kfarror	3104	B451400-7	Lo Ni Po	811	H1
Zuerouk	3112	B68989A-A	Ri	324	H1
NISAGA	3116	A6629AB-C	Hi	823	H1
Gueghaen	3117	B230311-8	De Lo Ni Po	822	H1
Miramont	3136	B56568B-8	Ag Ni Ri	323	Na
Taegzoer	3201	C225321-B	S Lo Ni	100	H1
Abuish	3202	B88A775-A	Ri Wa	723	H1
Vozak	3206	B446100-8	Lo Ni	903	H1
Aerren	3208	C440336-6	S De Lo Ni Po	324	H1
Thisuel	3211	C423353-7	S Lo Ni	710	H1
Khuvoeru	3212	C211211-B	Ic Lo Ni	912	H1
Llusega	3216	C530574-7	De Ni Po	813	H1
Riaakea	3219	C864651-A	Ag Ni Ri	124	H1
Chimalis	3224	B4658A8-9		200	Na

1125 Imperial - MegaTraveller (War of the Rebellion)

Allegiances:

La - League of Antares (Regent Brzk's faction)

Cs - Imperial Client State

H1 - Hegemony of Lorean

Jr - Julian Protectorate (Rukadukaz Republic)

Li - Lucan's Imperium

Na - Non-aligned

Ou - Outlands

Bases:

N = Imperial Naval Base

S = Imperial Scout Base

= None

Trade Codes:

Ri = Here, the 'Rich' trade code ignores government codes.

Special Notes:

System State, as determined by GDW's Hard Times sourcebook

Failing - a declining life support system

Eninsish (0535), Jaleel (1040), Aandii (1540), Gasadim (1635)

Kiskiishga (2431)

Doomed - a dying world

Dorado (0940), Vipan (1038)
 OK - all other worlds

Regions -

Safe region

Alpha and Beta Quadrant, as they are not involved in the War of the Rebellion.

Frontier region (allied to Brzk)

Ababat (0127), Saffron (0128), Karsaka (0132), Rommel (0134)
 Lukaau (0227), Mikik (0228), Wesaswek (0229), Surogota (0231)
 Sharduuaan (0232), Marhaban (0426)

Outlands - all other ex-Imperial worlds, as shown in the allegiance column

Akgakhong	0110	C501100-B	Ic Lo Ni Va	910	Jr
Kfueng	0111	D421435-7	Lo Ni Po	900	Jr
Laenthataek	0116	C540541-5	De Ni Po	802	Jr
Ababat	0127	B7575DB-7	Ag Ni	934	La
Saffron	0128	D440397-8	De Lo Ni Po	203	La
Karsaka	0132	B540550-6	De Ni Po	402	La
Rommel	0134	B7B6750-8	F1	802	Ou
Guukerrii	0138	C763200-A	Lo Ni	101	Ou
ZUKHISA	0139	X5749A7-4	Hi In	512	Ou
Ishkhigu	0140	D3138A4-5	Ic Na	224	Ou
Odzsouu	0201	C89A557-9	Ni Wa	423	Jr
Sekhthodu	0204	B7C3434-9	F1 Lo Ni	624	Jr
Roensu	0205	B65A558-9	Ni Wa	922	Jr
Kuell	0206	A372774-A		524	Jr
IKON	0208	C253AC7-E	Hi	103	Jr
Thaeallikh	0213	B5666A9-6	Ag Ni	723	Jr
Vuensoe	0216	E442320-5	Lo Ni Po	702	Jr
Lukaau	0227	D450750-A	De Po	203	La
MIKIK	0228	X340976-5	De Hi In Po	R	523 La
Wesaswek	0229	C8868DA-C		125	La
Surogota	0231	D554562-3	Ag Ni	123	La
Sharduuaan	0232	X5333A6-1	Lo Ni	523	La
Barindra	0234	E77A584-4	Ni Wa	823	Ou
Kali	0238	E3005B6-5	De Ni Va	320	Ou
Knaekiril	0302	A540500-9	De Ni Po	623	Jr
Suezkha	0305	B543463-8	Lo Ni	323	Jr
Gvurrdakh	0308	C6538AA-7	Po	703	Jr
Aerrog	0311	C44048A-8	De Lo Ni Po	823	Jr
Saerrog	0314	B110100-E	De Lo Ni	113	Jr
Faiza	0325	A798265-B	Lo Ni	823	Na
Upkugi	0327	X64A553-4	Ni Wa	700	La
Hadiya	0328	A201115-F	Ic Lo Ni Va	423	La
Wabeab	0329	X466693-8	Ag Ni Ri	724	La
GUDINA	0334	C786993-7	Hi	124	Ou
Pugaash	0337	X896830-3		423	Ou
NULINAD	0338	B556997-9	Hi	623	Ou
Harshad	0339	D459110-6	Lo Ni	922	Ou
Gagukam	0340	D5664C8-6	Lo Ni	222	Ou
Varkh Bhargra	0406	B100316-8	De Lo Ni Va	124	Jr

Tsai	0410	C686641-4	Ag Ni Ri	713	Jr
Kakhasaek	0414	C875876-7		910	Jr
Marhaban	0426	C4697A7-C		701	La
Gingesh	0435	B420565-8	De Ni Po	213	Ou
Jinendra	0439	D656520-5	Ag Ni	622	Ou
Surrvok	0501	C674785-7	Ag	601	Jr
Aeghzivik	0510	B858873-8		601	Jr
Guezdhe	0511	A300354-F	De Lo Ni Va	812	Jr
Khebreyth	0514	A647675-C	Ag Ni	112	Jr
Bhastoum	0515	A530446-9	De Lo Ni Po	423	Jr
Eninsish	0535	D000895-5	As Na	812	Ou
SASHAR	0536	D454950-6	Hi	711	Ou
Khinumi	0537	D340461-5	De Lo Ni Po	824	Ou
Byegh Aengz	0601	A56079D-A	De Ri	434	Jr
Aekhfe	0605	C575304-6	Lo Ni	220	Jr
Ghuekvar	0613	C448575-5	Ag Ni	934	Jr
Sutedvok	0616	C554369-A	Lo Ni	603	Jr
Vreskegh	0617	C668572-8	Ag Ni	224	Jr
Sambra	0620	A523572-A	Ni	724	Na
Khalidah	0627	E200121-4	De Lo Ni Va	925	Ou
Shikua	0630	D211552-7	Ic Ni	524	Ou
Datawo	0632	D586786-9	Ag Ri	324	Ou
Ebwathwa	0633	D4668FA-6		225	Ou
Rakesh	0636	D57A400-4	Lo Ni Wa	723	Ou
Rasu	0637	D3408C7-9	De Po	913	Ou
Ushmigad	0638	E4326C7-7	Na Ni Po	811	Ou
Gasali	0640	E736673-4	Ni	812	Ou
Kaekhaenae	0704	C456677-4	Ag Ni	102	Jr
Tsahrroek	0705	A451530-B	Ni Po	825	Jr
Vekhaetak	0706	D220320-7	De Lo Ni Po	724	Jr
Khebha	0709	A450351-E	De Lo Ni Po	724	Jr
Byeggra	0711	A768479-A	Lo Ni	224	Jr
Gueddzouukh	0715	E365244-6	Lo Ni	212	Jr
Perpethwe	0728	C6656A9-9	Ag Ni	710	Ou
Sabira	0729	X360120-4	De Lo Ni	323	Ou
Omprakash	0732	D110384-5	De Lo Ni	224	Ou
Dagemi	0738	C590500-5	De Ni	223	Ou
Bha Kakharkh	0805	E8A7416-8	F1 Lo Ni	824	Jr
Sudvoukh	0809	D550596-7	De Ni Po	520	Jr
Khastok	0811	A515485-B	Ic Lo Ni	624	Jr
Aerrvok	0812	D424211-7	Lo Ni	103	Jr
Zoukhe	0813	C65A67A-9	Ni Wa	702	Jr
Paweba	0828	E667797-A	Ag Ri	522	Ou
Zada	0829	X330251-5	De Lo Ni Po	200	Ou
Charity	0830	C225352-9	Lo Ni	913	Ou
ARAKAAD	0833	E686983-6	Hi	524	Ou
Sandardin	0834	E667883-5	Ri	713	Ou
Unsharshe	0836	X440572-2	De Ni Po	624	Ou
Indara	0837	D675640-7	Ag Ni	711	Ou
Aardimash	0839	C530382-6	De Lo Ni Po	224	Ou
Shuura	0840	C352231-6	Lo Ni Po	124	Ou
Ourskadh	0903	C201477-7	Ic Lo Ni Va	423	Jr
Aerzorak	0905	C9E758A-9	Ni	324	Jr

Ghungzon	0906	B337443-D	Lo Ni	100	Jr	
Threythkhe	0907	C513310-A	Ic Lo Ni	100	Jr	
Irikrough	0912	A467756-A	Ag Ri	724	Jr	
Tapawa	0931	A686687-A	Ag Ni Ri	323	Ou	
Kewepab	0932	C6686DA-7	Ag Ni	324	Ou	
Akiar	0936	E58A564-4	Ni Wa	434	Ou	
Dorado	0940	E8C6130-4	F1 Lo Ni	700	Ou	
Enzaeng	1003	C726315-8	Lo Ni	425	Jr	
Saezzok	1004	B424373-9	Lo Ni	424	Jr	
Unaeng	1013	D664434-5	Lo Ni	822	Jr	
Karzana	1030	E5404D8-3	De Lo Ni Po	914	Ou	
Kawatas	1031	D686695-7	Ag Ni Ri	324	Ou	
Fathwaas	1035	B6666B5-B	Ag	923	Ou	
Nazirah	1036	E571110-3	Lo Ni	823	Ou	
Ikkimam	1037	D632541-6	Ni Po	800	Ou	
Vipan	1038	EAB63A6-4	F1 Lo Ni	411	Ou	
Dheeraj	1039	X2013A7-4	Ic Lo Ni Va	603	Ou	
Jaleel	1040	D310384-4	De Lo Ni	700	Ou	
Gousong	1103	C224576-A	Ni	633	Jr	
Oloe	1105	B647675-9	Ag Ni	925	Jr	
Aetsoek	1106	A67969A-A	Ni	622	Na	
Ksuel	1107	D5A3555-8	F1 Ni	325	Jr	
Daalii	1109	D578674-5	Ag Ni	825	Na	
Uedzoen	1110	E540436-5	De Lo Ni Po	212	Jr	
Minagi	1129	D430250-A	De Lo Ni Po	423	Ou	
Woswaab	1130	X466696-7	Ag Ni Ri	600	Ou	
Abse-eb	1133	C547698-9	Ag Ni	200	Ou	
Agnakhong	1137	E539441-3	Lo Ni	625	Ou	
Sibikaar	1139	D659772-9		123	Ou	
Oesae	1205	B5A2366-9	F1 Lo Ni	900	Jr	
Kourae	1206	A683687-D	Ni Ri	603	Jr	
Ghazko	1208	X7A4122-8	F1 Lo Ni	R	624	Jr
Uku	1211	B21238A-7	Ic Lo Ni	400	Jr	
Iluumiin	1213	C230443-8	De Lo Ni Po	700	Na	
Halla	1214	B693577-7	Ni	600	Na	
Uthurrvon	1228	C534541-5	Ni	803	Ou	
Urmair	1229	C450260-6	De Lo Ni Po	334	Ou	
Ka-aswa	1230	C869695-8	Ni Ri	613	Ou	
LAZISAR	1233	C5509D7-7	De Hi Po	303	Ou	
Askaath	1235	B665893-9	Ri	322	Ou	
Dharmendra	1236	C84A240-3	Lo Ni Wa	210	Ou	
Ardamashii	1237	C525873-7		722	Ou	
Praveer	1238	E69A2A8-4	Lo Ni Wa	923	Ou	
Kaanada	1239	B550586-7	De Ni Po	824	Ou	
Raklug	1301	B402453-C	Ic Lo Ni Va	922	Jr	
Gengath	1303	C450883-7	De Po	234	Jr	
Larraez	1306	D362661-4	Ni Ri	721	Na	
Dhaeknorz	1307	A273546-D	Ni	802	Na	
Gidhae	1308	D461222-7	Lo Ni	134	Jr	
Irilikhokh	1309	C86A533-A	Ni Wa	723	Na	
Tsuellae	1311	C310210-A	De Lo Ni	114	Na	
OUTPOST	1315	E565A78-6	Hi	925	Jr	
Basimah	1326	D235430-8	Lo Ni	500	Ou	

Yogesh	1328	A420595-A	De Ni Po	214	Ou
Kharkhelud	1329	D572676-6	Ni	114	Ou
Gobi	1331	C550643-B	De Ni Po	435	Ou
Nakhukir	1332	D540693-4	De Ni Po	534	Ou
Ankheal	1337	C330493-5	De Lo Ni Po	620	Ou
Taetha	1408	C45068A-7	De Ni Po	223	Jr
TOKITRE	1411	B550977-A	N De Hi Po	924	Cs
Edi	1413	E7A5201-8	F1 Lo Ni	100	Na
Chikatra	1415	B562888-9	Ri	223	Cs
Riamlir	1427	E7678E8-3		912	Ou
Coman	1429	C449200-5	Lo Ni	722	Ou
Sibikliir	1430	X544510-5	Ag Ni	223	Ou
GIMUSHI	1431	EA86962-6	Hi	134	Ou
Kenrasda	1436	D240893-8	De Po	624	Ou
Aenalla	1501	B200353-8	De Lo Ni Va	623	Na
Odzagh	1510	C7C137B-9	F1 Lo Ni	423	Na
En Passante	1515	E220415-7	De Lo Ni Po	923	Na
Bravo	1520	C96789A-6	Ri	224	Na
Dumkashga	1527	B7577C7-8	Ag	533	Ou
Kasim	1529	D100220-9	De Lo Ni Va	124	Ou
Muna	1530	X4392A9-2	Lo Ni	424	Ou
Nuri	1531	D547210-3	Lo Ni	833	Ou
Mihirkiran	1533	C536310-6	Lo Ni	113	Ou
PAMUSHGAR	1537	C4409B8-9	De Hi In Po	634	Ou
Janardan	1539	X345220-4	Lo Ni	823	Ou
Aandii	1540	B5A05BA-6	De Ni	412	Ou
Aelraek	1601	E530200-7	De Lo Ni Po	602	Na
Kaethkfang	1602	A77657B-A	Ag Ni	102	Na
Unang	1608	B520469-9	De Lo Ni Po	200	Na
Mikhail	1609	CAC4354-9	F1 Lo Ni	834	Cs
Libertad	1611	D340596-8	De Ni Po	822	Cs
Bishop	1616	D597747-5	Ag	124	Na
Corsabren	1619	A000379-B	N As Lo Ni	600	Na
Anata	1631	C202520-9	Ic Ni Va	923	Ou
Mordekai	1633	D98A484-7	Lo Ni Wa	922	Ou
Gasadim	1635	C210860-6	De Na	124	Ou
SSILNTHIS	1704	C767A77-A	Hi	323	Na
Neelamani	1726	D338230-6	Lo Ni	603	Ou
MUGAMA	1728	X5539A9-4	Hi Po	221	Ou
Hemant	1729	CA972C9-8	Lo Ni	314	Ou
Miigaki	1730	X4796BA-3	Ni	622	Ou
Aleshanee	1731	D4024C9-7	Ic Lo Ni Va	714	Ou
Kirluan	1733	C352751-8	Po	623	Ou
Dyani	1734	E211387-5	Ic Lo Ni	934	Ou
Takoda	1737	C311430-8	Ic Ni	924	Ou
Lakea	1738	C202676-A	Ic Na Ni Va	524	Ou
Rrekoth	1803	C86A765-6	Ri Wa	102	Na
Aghets	1804	B8B3511-8	F1 Ni	514	Na
Aellon	1809	C410122-9	De Lo Ni	923	Na
Maarluan	1810	C241331-9	Lo Ni Po	434	Na
Khinisdaa	1811	C453673-A	Ni	904	Cs
Sangre	1816	B300454-D	De Lo Ni Va	722	Na
Jansing	1826	X2302C9-3	De Lo Ni Po	922	Ou

Iridia	1830	E561440-1	Lo Ni	610	Ou
Udusis	1831	E768895-7	Ri	713	Ou
Sakari	1833	E659283-2	Lo Ni	123	Ou
Aisha	1836	B450565-7	De Ni Po	210	Ou
BELUMAR	1838	C663953-3	Hi	210	Li
Gnorre	1901	A430347-B	De Lo Ni Po	100	Na
Daerrdha	1905	D420564-7	De Ni Po	713	H1
Shaliir	1911	C221263-7	Lo Ni Po	410	H1
Usdaki	1913	C67A757-6	Wa	834	Na
Cairne	1923	C865631-5	Ag Ni	320	Na
HEBRIN	1930	D550983-6	De Hi Po	223	Ou
Okori	1932	X4302A4-5	De Lo Ni Po	122	Ou
Corcoran	1934	D500471-4	De Lo Ni Va	312	Ou
Iisdirrii	1937	D8668DC-6		124	Ou
Zare	2001	A450456-D	De Lo Ni Po	424	H1
Gaeko	2005	C697345-9	Lo Ni	600	H1
FLANGE	2009	B654A62-C	Hi	824	H1
Sprocket	2010	C98A442-6	Lo Ni Wa	124	Na
Urshaiir	2016	A302444-C	Ic Lo Ni Va	235	Na
Cooke	2030	D868882-8	Ri	323	Ou
Drago's Belt	2032	B000541-8	As Ni	923	Ou
IRASH	2036	C997950-7	Hi In	422	Ou
Guudagi	2037	X555500-1	Ag Ni	824	Ou
Ebrahim	2038	C695410-9	Lo Ni	310	Ou
Urduaan	2039	D87A750-4	Wa	234	Ou
Kulloerr	2103	A559673-E	Ni	422	H1
Ghothu	2109	C868676-6	Ag Ni Ri	500	H1
Managa	2111	E65A8BB-6	Wa	923	Cs
Ragidlam	2113	A626121-B	Lo Ni	900	Cs
Prakesh	2128	E550241-2	De Lo Ni Po	302	Ou
Gauri	2129	D544474-7	Lo Ni	410	Ou
Manendra	2130	D550472-4	De Lo Ni Po	723	Ou
Shuiku	2134	C575650-A	Ag Ni	810	Ou
Faust	2138	C511221-4	Ic Lo Ni	324	Ou
Aghurtuekh	2201	C540877-5	De Po	802	H1
Osaerr	2202	B68658C-B	Ag Ni	224	H1
Ukoen	2203	A8D4416-E	Lo Ni	703	H1
Rhoe	2204	D334268-6	Lo Ni	624	H1
COTAN	2212	C8779CH-5	Hi In	424	H1
Sahale	2227	C335593-6	Ni	923	Ou
Daruka	2230	D474640-5	Ag Ni	622	Ou
Wapeka	2237	B226543-A	Ni	212	Ou
Diagemi	2313	C766646-8	Ag Ni Ri	223	H1
Iksoe	2314	D642531-6	Ni Po	324	H1
Rakhael	2316	X636472-6	Lo Ni	R	425 H1
Rajan	2331	E362775-8	Ri		900 Ou
Angour	2402	C322346-A	Lo Ni Po	925	H1
JUSTINCE	2405	D4559AB-7	S Hi	625	H1
Vigil	2406	E432364-6	Lo Ni Po	614	H1
Giluush	2407	E535436-7	Lo Ni	434	H1
Naerrsuel	2410	C413577-A	Ic Ni	623	H1
Dakamii	2411	D64A662-6	Ni Wa	423	H1
Sharleda	2412	C464698-4	Ag Ni Ri	623	H1

Irkong	2413	B302365-B	Ic Lo Ni Va	702	H1
Exile	2423	X000444-8	As Lo Ni	R	600 Cs
Liamea	2428	C344700-6	Ag	234	Ou
Kiskiishga	2431	X0006A7-6	As Na Ni	322	Ou
Niketan	2434	D6505A7-9	De Ni Po	622	Ou
Dzourrgae	2503	E255301-8	Lo Ni	810	H1
Pramas	2504	A485789-E	Ag Ri	522	H1
Aeradh	2508	C76A437-B	Lo Ni Wa	400	H1
Gaeloe	2511	C540320-5	De Lo Ni Po	412	H1
Dharo	2516	C655796-6	Ag	623	H1
Turley	2523	A549587-E	Ni	200	Na
Camilla	2528	D434220-6	Lo Ni	823	Na
Lawinger	2529	B542531-A	Ni Po	804	Na
Selka	2536	E452450-7	Lo Ni Po	321	Ou
Reshkhuda	2605	D567886-3	Ri	504	H1
Lakuusa	2606	D450684-4	De Ni Po	712	H1
Athuerr	2612	B650541-9	De Ni Po	423	H1
Ughoko	2615	D540467-5	De Lo Ni Po	723	H1
Saeghvung	2618	D668724-6	Ag	412	Na
Yashodhan	2635	A652779-D	Po	300	Na
Ueksang	2701	C8B3653-8	F1 Ni	823	H1
Kfueraer	2703	B222200-A	Lo Ni Po	723	H1
Tsosoe	2704	B55677C-A	Ag	525	H1
Uenkakh	2707	C85A69D-7	Ni Wa	821	H1
Kharo	2708	B576687-A	Ag Ni	900	H1
Tindhakh	2710	D201133-8	Ic Lo Ni Va	103	H1
Aerstou	2803	B675775-A	Ag	900	H1
Thuellrue	2804	A211368-E	Ic Lo Ni	724	H1
Dhungvadha	2810	B210545-B	De Ni	924	H1
Khollok	2816	E000368-8	As Lo Ni	900	H1
Turakne	2817	D775430-7	Lo Ni	224	H1
Tapendra	2839	C565899-8	Ri	800	Na
Guelan	2903	C401210-7	Ic Lo Ni Va	323	H1
Uzola	2904	BA78553-9	Ag Ni	824	H1
Irrkhun	2906	A220415-F	De Lo Ni Po	223	H1
Reshiigani	2909	B689699-B	Ni Ri	102	H1
Ersuk	2911	E000320-7	As Lo Ni	223	H1
Maarkhuda	2913	C99A7A9-A	Wa	413	H1
Orae	2914	D457585-7	Ag Ni	723	H1
Assoekh	2919	B543489-9	Lo Ni Po	124	H1
Enola	2933	A989756-B	Ri	202	Na
Aezill	3001	E97A547-7	Ni Wa	522	H1
Soksosoer	3005	B324437-D	Lo Ni	233	H1
Zuethun	3007	B76287B-A	Ri	810	H1
Engaell	3008	B384412-C	Lo Ni	523	H1
Orchard	3012	B664575-9	Ag Ni	623	Na
Nakhkol	3020	C550238-6	De Lo Ni Po	100	H1
Llongnarr	3101	C310213-7	De Lo Ni	124	H1
Kfarror	3104	B451400-7	Lo Ni Po	811	H1
Zuerouk	3112	B68989A-A	Ri	324	H1
NISAGA	3116	A6629AB-C	Hi	823	H1
Gueghaen	3117	B230311-8	De Lo Ni Po	822	H1
Miramont	3136	B56568B-8	Ag Ni Ri	323	Na

Taegzoer	3201	C225321-B	S Lo Ni	100	H1
Abuish	3202	B88A775-A	Ri Wa	723	H1
Vozak	3206	B446100-8	Lo Ni	903	H1
Aerren	3208	C440336-6	S De Lo Ni Po	324	H1
Thisuel	3211	C423353-7	S Lo Ni	710	H1
Khuvoeru	3212	C211211-B	Ic Lo Ni	912	H1
Llusega	3216	C530574-7	De Ni Po	813	H1
Riaakea	3219	C864651-A	Ag Ni Ri	124	H1
Chimalis	3224	B4658A8-9		200	Na

1201 Imperial - Traveller: The New Era (Wilds)

Note that the UWP Government ratings use TNE's "Wilds" government definitions, not the standard UWP definitions. Refer to the Traveller: The New Era, page 191, for more information.

Allegiances:

Na - Non-aligned

Wi - Wilds

-- - Uninhabited

Bases:

= None

Trade Codes:

Ri = Here, the 'Rich' trade code ignores government codes.

Special Notes:

Zone B - Balkanized

Akgakhong	0110	X501000-0	Ba Ic Va	010	--
Kfueng	0111	X421000-0	Ba	000	--
Laenthataek	0116	X540651-3	De Ni Po	B	102 Wi
Ababat	0127	X75756A-8	Ag Ni	B	334 Wi
Saffron	0128	X440225-0	De Lo Ni Po		303 Wi
Karsaka	0132	X540555-7	De Ni Po		202 Wi
Rommel	0134	X7B6000-0	Ba F1		002 --
Guukerrii	0138	X763000-0	Ba		001 --
ZUKHISA	0139	X5749BC-6	Hi In	B	312 Wi
Ishkhigu	0140	X313000-0	Ba Ic		024 --
Odzsouu	0201	X89A636-6	Ni Wa	B	423 Wi
Sekhthodu	0204	X7C3000-0	Ba F1		024 --
Roenksu	0205	X65A587-2	Ni Wa	B	422 Wi
Kuell	0206	X372532-6	Ni	B	424 Wi
Ikon	0208	X253411-0	Lo Ni Po		603 Wi
Thaeallikh	0213	X5667AA-4	Ag	B	123 Wi
Vuensoe	0216	E442475-7	Lo Ni Po		102 Wi
Lukaaau	0227	D450512-8	De Po		103 Wi
Mikik	0228	X340420-3	De Lo Ni Po	B	323 Wi
Wesaswek	0229	X886857-4	Ri	B	725 Wi
Surogota	0231	X554542-4	Ag Ni		423 Wi
Sharduuaan	0232	X533000-0	Ba		023 --
Barindra	0234	X77A522-4	Ni Wa	B	423 Wi

Kali	0238	X300000-0	Ba Va	020	--
Knaekiril	0302	X540501-8	De Ni Po	523	Wi
Suezkha	0305	X543000-0	Ba	023	--
Gvurrdakh	0308	X653886-6	Po	B	303 Wi
Aerrogh	0311	X440203-4	De Lo Ni Po	223	Wi
Saerrogh	0314	X110000-0	Ba	013	--
Faiza	0325	X798000-0	Ba	023	--
Upkugi	0327	X64A553-4	Ni Wa	700	Wi
Hadiya	0328	X201000-0	Ba Ic Va	023	--
Wabeab	0329	X466610-9	Ag Ni Ri	724	Wi
GUDINA	0334	C7869B9-9	Hi	B	124 Wi
Pugaash	0337	X89689D-2		323	Wi
NULINAD	0338	X55698C-4	Hi	B	423 Wi
Harshad	0339	X459000-0	Ba	022	--
Gagukam	0340	X56647A-4	Lo Ni	B	322 Wi
Varkh Bhargra	0406	X100000-0	Ba Va	024	--
Tsai	0410	X6866CD-6	Ag Ni Ri	713	Wi
Kakhasaek	0414	X8758C9-4		B	310 Wi
Marhaban	0426	X469846-5	Ri	801	Wi
Gingesh	0435	X420000-0	Ba De	013	--
Jinendra	0439	X65656C-5	Ag Ni	B	422 Wi
Surrvok	0501	X674794-8	Ag	B	101 Wi
Aeghzivik	0510	X858884-9		B	501 Wi
Guezdhe	0511	X300000-0	Ba Va	012	--
Khebreyth	0514	X647320-1	Ag Lo Ni	912	Wi
Bhastoum	0515	X530000-0	Ba De	023	--
Eninsish	0535	X000000-0	Ba As	012	--
Sashar	0536	X454597-5	Ag Ni	B	511 Wi
Khinumi	0537	X34036D-1	De Lo Ni Po	B	424 Wi
Byegh Aengz	0601	B56079C-9	De Ri	434	Wi
Aekhfe	0605	X575000-0	Lo Ni	720	Wi
Ghuekvar	0613	X448556-6	Ag Ni	934	Wi
Sutedvok	0616	X554000-0	Ba	003	--
Vreskegh	0617	X668523-8	Ag Ni	124	Wi
Sambra	0620	X523000-0	Ba	024	--
Khalidah	0627	X200000-0	Ba Va	025	--
Shikua	0630	X211000-0	Ba Ic	024	--
Datawo	0632	X586796-3	Ag Ri	B	324 Wi
Ebwathwa	0633	X4667CE-5	Ag	925	Wi
Rakesh	0636	E57A402-2	Lo Ni Wa	323	Wi
Rasu	0637	E340425-7	De Lo Ni Po	B	113 Wi
Ushmigad	0638	X432000-0	Ba	011	--
Gasali	0640	X736000-0	Ba	012	--
Kaekhaenae	0704	X456654-6	Ag	B	102 Wi
Tsahrroek	0705	X451525-8	Ni Po	725	Wi
Vekhaetak	0706	X220000-0	Ba De	024	--
Khebha	0709	A450300-A	De Lo Ni Po	324	Wi
Byeggra	0711	X768441-7	Lo Ni	224	Wi
Gueddzouukh	0715	X365200-5	Lo Ni	312	Wi
Perpethwe	0728	X665745-4	Ag Ri	B	310 Wi
Sabira	0729	X360106-6	De Lo Ni	323	Wi
Omprakash	0732	X110000-0	Ba	024	--
Dagemi	0738	X590413-4	De Lo Ni Po	B	923 Wi

Bha Kakharkh	0805	X8A7000-0	Ba F1	024	--
Sudvoukh	0809	D550524-7	De Ni Po	420	Wi
Khastok	0811	X515000-0	Ba Ic	024	--
Aerrvok	0812	X424000-0	Ba	003	--
Zoukhe	0813	C65A6BF-9	Ni Wa	702	Wi
Paweba	0828	E6676BB-9	Ag Ri	122	Wi
Zada	0829	X330000-0	Ba De	000	--
Charity	0830	X225000-0	Ba	013	--
ARAKAAD	0833	E6869BC-7	Hi	B	224 Wi
SANDARDIN	0834	X6679BB-5	Hi	B	213 Wi
Unsharshe	0836	X440000-0	Lo Ni Po	324	--
Indara	0837	X67569B-4	Ag Ni	311	Wi
Aardimash	0839	X530000-0	Ba De	024	--
Shuura	0840	X352212-8	Lo Ni Po	424	Wi
Ourskadh	0903	X201000-0	Ba Ic Va	023	--
Aerzorak	0905	X9E7511-2	Ni	B	324 Wi
Ghungzon	0906	X337000-0	Ba	000	--
Threythkhe	0907	X513000-0	Ba Ic	000	--
Irikrough	0912	B467697-9	Ag Ri	324	Wi
Tapawa	0931	C686667-8	Ag Ni Ri	B	323 Wi
Kewepab	0932	X668000-0	Ba	024	--
Akiar	0936	E58A564-4	Ni Wa	434	Wi
Dorado	0940	X8C6000-0	Ba F1	000	--
Enzaeng	1003	X726000-0	Ba	025	--
Saezzok	1004	X424000-0	Ba	024	--
Unaeng	1013	X664585-7	Ag Ni	B	222 Wi
Karzana	1030	X540467-1	De Lo Ni Po	B	814 Wi
Kawatas	1031	X686686-8	Ag Ni Ri	724	Wi
Fathwaas	1035	X666402-0	Lo	B	223 Wi
Nazirah	1036	X571000-0	Ba	023	--
Ikkimam	1037	X632000-0	Ba	000	--
Vipan	1038	XAB6000-0	Ba F1	011	--
Dheeraj	1039	X201000-0	Ba Ic Va	003	--
Jaleel	1040	X310000-0	Ba	000	--
Gousong	1103	X224000-0	Ba	033	--
Oloe	1105	D647733-8	Ag	B	325 Wi
Aetsoek	1106	X679787-4		B	122 Wi
Ksuel	1107	X5A3000-0	Ba F1	025	--
Daalii	1109	X578667-4	Ag Ni	B	725 Wi
Uedzoen	1110	X540323-2	De Lo Ni Po	812	Wi
Minagi	1129	X430000-0	Ba De	023	--
Woswaab	1130	X466668-8	Ag Ni Ri	300	Wi
Abse-eb	1133	X547686-7	Ag Ni	200	Wi
Agnakhong	1137	X539000-0	Ba	025	--
Sibikaar	1139	X659777-5		B	223 Wi
Oesae	1205	X5A2000-0	Ba F1	000	--
Kourae	1206	X68356B-5	Ni	503	Wi
Ghazko	1208	X7A4000-0	Ba F1	024	--
Uku	1211	X212000-0	Ba Ic	000	--
Iluumiin	1213	X230000-0	Ba De	000	--
Halla	1214	X693546-7	Ni	B	400 Wi
Uthurrvon	1228	X534000-0	Ba	003	--
Urmair	1229	X450000-0	Ba De	034	--

Ka-aswa	1230	E869642-9	Ni Ri	213	Wi
Lazisar	1233	C550795-8	De Po	203	Wi
ASKAATH	1235	X665951-3	Hi	B	122 Wi
Dharmendra	1236	X84A233-2	Lo Ni Wa	B	110 Wi
Ardamashii	1237	X525000-0	Ba		022 --
Praveer	1238	X69A2A8-4	Lo Ni Wa		923 Wi
Kaanada	1239	B550673-A	De Ni Po		224 Na
Raklug	1301	X402000-0	Ba Ic Va		022 --
Gengath	1303	X450556-5	De Po		834 Wi
Larraez	1306	D36267C-7	Ni Ri		421 Wi
Dhaeknorz	1307	X273552-A	Ni		702 Wi
Gidhae	1308	X461000-0	Ba		034 --
Irilikhokh	1309	X86A565-5	Ni Wa	B	323 Wi
Tsuellae	1311	X310000-0	Ba		014 --
OUTPOST	1315	X565958-3	Hi	B	825 Wi
Basimah	1326	X235000-0	Ba		000 --
Yogesh	1328	X420000-0	Ba De		014 --
Kharkhelud	1329	E572574-1	Ni	B	914 Wi
Gobi	1331	D550622-9	De Ni Po	B	335 Wi
Nakhukir	1332	X5406BA-3	De Ni Po		534 Wi
Ankheal	1337	X330000-0	Ba De		020 --
Taetha	1408	C45057A-8	De Ni Po	B	323 Wi
Tokitre	1411	X55087C-4	De Po	B	224 Wi
Edi	1413	X7A5000-0	Ba F1		000 --
Chikatra	1415	X562866-6	Ri	B	223 Wi
RIAMLIR	1427	X7679AB-3	Hi	B	112 Wi
Coman	1429	X449221-5	Lo Ni		422 Wi
Sibikliir	1430	X544422-2	Lo Ni		823 Wi
GIMUSHI	1431	XA8699F-5	Hi	B	134 Wi
Kenrasda	1436	C240325-A	De Lo Ni Po		824 Na
Aenalla	1501	X200000-0	Ba Va		023 --
Odzagh	1510	X7C1000-0	Ba F1		023 --
En Passante	1515	X220000-0	Ba De		023 --
Bravo	1520	X967899-4	Ri		324 Wi
Dumkashga	1527	X7577AA-8	Ag	B	433 Wi
Kasim	1529	X100000-0	Ba Va		024 --
Muna	1530	X439000-0	Ba		024 --
Nuri	1531	X547000-0	Ba		033 --
Mihirkiran	1533	X536000-0	Ba		013 --
Pamushgar	1537	D440401-7	De Lo Ni Po		434 Wi
Janardan	1539	X34525B-4	Lo Ni		923 Wi
Aandii	1540	X5A0000-0	Ba De		012 --
Aelraek	1601	X530000-0	Ba De		002 --
Kaethkfang	1602	C776567-6	Ag Ni	B	102 Wi
Unang	1608	X520000-0	Ba De		000 --
Mikhail	1609	XAC4000-0	Ba F1		034 --
Libertad	1611	X340146-0	De Lo Ni Po		322 Wi
Bishop	1616	X5977AA-5	Ag	B	124 Wi
Corsabren	1619	X000000-0	Ba As		000 --
Anata	1631	X202000-0	Ba Ic Va		023 --
Mordekai	1633	E98A577-7	Ni Wa		122 Wi
Gasadim	1635	X210000-0	Ba		024 --
Ssilnthis	1704	X767700-0	Ag	B	323 Wi

Neelamani	1726	X338000-0	Ba	003	--
MUGAMA	1728	X553998-4	Hi Po	B	121 Wi
Hemant	1729	XA97000-0	Lo Ni		814 Wi
Miigaki	1730	X479649-2	Ni		622 Wi
Aleshanee	1731	X402000-0	Ba Ic Va		014 --
Kirluan	1733	X35256A-7	Po	B	723 Wi
Dyani	1734	X211000-0	Ba Ic		034 --
Takoda	1737	X311000-0	Ba Ic		024 --
Lakea	1738	X202000-0	Ba Ic Va		024 --
Rrekoth	1803	X86A740-0	Ri Wa	B	102 Wi
Aghets	1804	X8B3000-0	Ba Fl		014 --
Aellon	1809	X410000-0	Ba		023 --
Maarluan	1810	X241431-5	Lo Ni Po		234 Wi
Khinisdaa	1811	X453576-6	Ni Po		804 Wi
Sangre	1816	X300000-0	Ba Va		022 --
Jansing	1826	X230000-0	Ba De		022 --
Iridia	1830	X561355-0	Lo Ni		910 Wi
Udusis	1831	X768879-6	Ri	B	813 Wi
Sakari	1833	X659100-0	Lo Ni		123 Wi
Aisha	1836	E450545-7	De Ni Po	B	910 Wi
BELUMAR	1838	X66397C-4	Hi		510 Wi
Gnorre	1901	X430000-0	Ba De		000 --
Daerrdha	1905	X420000-0	Ba De		013 --
Shaliir	1911	X221000-0	Ba		010 --
Usdaki	1913	X67A744-3	Wa	B	834 Wi
Cairne	1923	X86567B-7	Ag Ni Ri	B	320 Wi
Hebrin	1930	E550753-5	De Po	B	123 Wi
Okori	1932	X430000-0	Ba De		022 --
Corcoran	1934	X500000-0	Ba Va		012 --
Iisdirrii	1937	X8668AE-6		B	124 Wi
Zare	2001	X450000-0	Ba De		024 --
Gaeko	2005	X697440-4	Lo Ni		200 Wi
FLANGE	2009	X654966-6	Hi	B	524 Wi
Sprocket	2010	X98A407-6	Lo Ni Wa	B	324 Wi
Urshaiir	2016	X302000-0	Ba Ic Va		035 --
Cooke	2030	D8688BC-9	Ri	B	223 Wi
Drago's Belt	2032	X000000-0	Ba As		023 --
IRASH	2036	X9979CA-7	Hi In	B	422 Wi
Guudagi	2037	X555101-0	Lo Ni		124 Wi
Ebrahim	2038	X695430-3	Lo Ni	B	210 Wi
Urduaan	2039	X87A776-3	Wa	B	234 Wi
Kulloerr	2103	X559569-0	Ni	B	622 Wi
Ghothu	2109	X8686AF-5	Ag Ni Ri	B	900 Wi
Managa	2111	X65A878-5	Wa	B	923 Wi
Ragidlam	2113	X626000-0	Ba		000 --
Prakesh	2128	X550000-0	Ba De		002 --
Gauri	2129	X544473-6	Lo Ni		510 Wi
Manendra	2130	D550471-0	De Lo Ni Po	B	323 Wi
Shuiku	2134	X575743-7	Ag		110 Wi
Faust	2138	X511000-0	Ba Ic		024 --
Aghurtuekh	2201	X540876-5	De Po	B	102 Wi
Osaerr	2202	X686313-0	Lo Ni	B	124 Wi
Ukoen	2203	X8D4000-0	Ba		003 --

Rhoe	2204	X334000-0	Ba	024	--
COTAN	2212	X8779C9-6	Hi In	B	124 Wi
Sahale	2227	X335000-0	Ba	023	--
Daruka	2230	X474520-5	Ag Ni	B	922 Wi
Wapeka	2237	X226000-0	Ba	012	--
Diagemi	2313	X766637-8	Ag Ni Ri	B	223 Wi
Iksoe	2314	X642531-6	Ni Po	B	324 Wi
Rakhael	2316	X636000-0	Ba	025	--
Rajan	2331	X362779-6	Ri	B	800 Wi
Angour	2402	X322000-0	Ba	025	--
Justince	2405	E45553B-4	Ag	B	825 Wi
Vigil	2406	X432000-0	Ba	014	--
Giluush	2407	X535000-0	Ba	034	--
Naerrsuel	2410	X413000-0	Ba Ic	023	--
Dakamii	2411	E64A662-6	Ni Wa	B	423 Wi
Sharleda	2412	X4647AE-2	Ag Ri	B	123 Wi
Irkong	2413	X302000-0	Ba Ic Va	002	--
Exile	2423	X000000-0	Ba As	000	--
Liamea	2428	D344621-5	Ag	134	Wi
Kiskiishga	2431	X000000-0	Ba As	022	--
Niketan	2434	E650523-5	De Ni Po	B	522 Wi
Dzourrgae	2503	D255334-A	Lo Ni	810	Wi
Pramas	2504	X48576F-8	Ag Ri	622	Wi
Aeradh	2508	X76A46B-3	Lo Ni Wa	B	100 Wi
Gaeloe	2511	X540120-2	De Lo Ni Po	412	Wi
Dharo	2516	X655746-6	Ag	B	423 Wi
Turley	2523	X54956B-3	Ni	B	300 Wi
Camilla	2528	X434000-0	Ba	023	--
Lawinger	2529	B542531-A	Ni Po	804	Na
Selka	2536	X452423-4	Lo Ni Po	621	Wi
Reshkhuda	2605	X5678CC-5	Ri	B	204 Wi
Lakuusa	2606	X450527-6	De Ni Po	B	212 Wi
Athuerr	2612	X650576-3	De Ni Po	B	323 Wi
Ughoko	2615	X54046A-5	De Lo Ni Po	323	Wi
Saeghvung	2618	X6687A8-8	Ag	B	812 Wi
Yashodhan	2635	X65277E-3	Po	B	200 Wi
Ueksang	2701	X8B3000-0	Ba F1	023	--
Kfuerer	2703	X222000-0	Ba	023	--
Tsosoe	2704	X55676B-4	Ag	B	625 Wi
Uenkakh	2707	X85A67A-5	Ni Wa	B	821 Wi
Kharo	2708	X576755-7	Ag	200	Wi
Tindhakh	2710	X201000-0	Ba Ic Va	003	--
Aerstou	2803	X675766-4	Ag	B	800 Wi
Thuellrue	2804	X211000-0	Ba Ic	024	--
Dhungvadha	2810	X210000-0	Ba	024	--
Khollok	2816	X000000-0	Ba As	000	--
Turakne	2817	X775000-0	Lo Ni	924	Wi
Tapendra	2839	X5658CG-9	Ri	400	Wi
Guelan	2903	X401000-0	Ba Ic Va	023	--
Uzola	2904	XA78641-5	Ag Ni	B	124 Wi
Irrkhun	2906	X220000-0	Ba De	023	--
Reshiigani	2909	X68966D-3	Ni Ri	B	102 Wi
Ersuk	2911	X000000-0	Ba As	023	--

Maarkhuda	2913	E99A766-9	Wa	B	413	Wi
Orae	2914	X457559-6	Ag Ni	B	323	Wi
Asoekh	2919	X543411-4	Lo Ni Po		124	Wi
Enola	2933	X989569-1	Ri	B	302	Wi
Aezill	3001	X97A564-5	Ni Wa	B	222	Wi
Soksosoer	3005	X324000-0	Ba		033	--
Zuethun	3007	X76286B-6	Ri	B	710	Wi
Engaell	3008	X384000-0	Ba		023	--
Orchard	3012	X664654-6	Ag Ni Ri	B	223	Wi
Nakhkol	3020	X550011-5	De Lo Ni Po		100	Wi
Llongnarr	3101	X310000-0	Ba		024	--
Kfarror	3104	X451433-5	Lo Ni Po	B	411	Wi
Zuerouk	3112	X68986E-5	Ri	B	124	Wi
Nisaga	3116	X662868-9	Ri		823	Wi
Gueghaen	3117	X230000-0	Ba De		022	--
Miramont	3136	X565661-7	Ag Ni Ri		223	Wi
Taegzoer	3201	X225000-0	Ba		000	--
Abuish	3202	X88A657-7	Ri Wa	B	223	Wi
Vozak	3206	E446200-A	Lo Ni		403	Wi
Aerren	3208	X440110-4	De Lo Ni Po		224	Wi
Thisuel	3211	X423000-0	Ba		010	--
Khovoeru	3212	X211000-0	Ba Ic		012	--
Llusega	3216	X530000-0	Ba De		013	--
Riaakea	3219	X86466A-5	Ag Ni Ri	B	124	Wi
Chimalis	3224	X465873-5	Ri		400	Wi

Hegemony, Republic, Duchy: Part VII



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Queen Miroslawa, wife of King Błażej, surveys her private estate on Tokitre, 243-1144 (alternate timeline). Following the collapse of both the Third Imperium and the Rukadukaz Republic, the Tokitre Principalities finally blossoms into a proper interstellar government, with the support of the Hegemony of Lorean. The road to future glory beckons... The graphic is titled “Empire Autumn” © Paul Gibson. See his work at

http://www.renderosity.com/mod/gallery/index.php?image_id=1983326

Alternate Timelines

Part of the fun of having an extensive, reasonably well thought-out future history is playing the game of what-if. What happened if the Imperium disintegrated in the first Civil War? If there were no aliens? Suppose the united Regency moved to reconquer the rest of Imperial Space in the 1270s? Or if the Ancients returned in all their glory?

One fairly tame alternate universe is presented below, based on a simple, single change: no Virus. Virus was introduced to smash Imperial space flat, and to eliminate all those UWP artefacts like high-pop, low-tech worlds with no atmosphere. Without Virus, reconstruction would have kicked in as soon as the war ended, and Imperial space would soon again be re-civilized (and boring for player characters) afterwards.

I dispute this. A more likely result would be the post-Roman European situation, where the region is forever fragmented into divergent cultures in a state approaching war, at war, or recovering from war. The area would soon become extremely complex, as mini-state bounces off of mini-state. I suspect (and my suspicions may be completely unfounded, as I have no evidence to back me up) that this complexity was disagreeable to GDW, who preferred a clean slate.

This may well appeal to numerous RPC players, but not to me. I find complexity interesting: it is the strange new societies that perk my interest, and the End of Empire would lead to a great resurgence of odd cultures – cultures with starships, and relationships with each other, for good and evil. When facing the yokel locals, the Travellers will have to think as much as shoot – as they have no Imperial Starport to run to. Here, the PCs actions would have a greater power to shape the stage and the story they play in.

Alternate Timeline: The Pocket Empires, 1145 Imperial

The Imperium is dead, but we shall live.

Vailvian, former Duke of Yogesh,
First Incarnate of the Yogesh Fusion,
1144 Imperial (Alternate timeline)

The following description assumes that Virus is never released in 1130. The Rebellion gradually comes to a close, with the destruction of both Dulinor's and Lucan's realms. Within Imperial Space, small, subsector-sized governments begin to form around the more successful surviving worlds.

In the Neighbourhood: the Coreward Empty Quarter

The End of the Ikonaz Vargr

As an indirect result of the disintegration of the League of Antares, the Rukadukaz Republic finally got its' long-overdue collapse in 1131. The Vilani have been steadily rising in wealth since the end of the Anarchical Age in the early 700s (See **Stellar Reaches** #14, page 17-18), and especially since the founding of the biracial Rukadukaz Republic in 940. As they rose in power, the Ovaghoun Vargr started resenting "living in the human's shadow" (**Vilani & Vargr**, page 47), even as the Irilitok began to displace them.

By 1131, the Ikonaz Vargr – the Ovaghoun who dominated the Rukadukaz Republic – had become a tiny band of 'racially & culturally superior Vargr', dominating the military and political spheres, working with the money-oriented Vilani. The Vilani always preferred to work with the Traditional Masters, ignoring the Irilitok that outnumbered the Ovaghoun Vargr by hundreds to one. The Irilitok, bred for obedience and congeniality, took a long time to get angry regarding this arrangement, and only remained angry with effort.

In the end, the first blows were actually fought between Ovaghoun and Ovaghoun, with everyone else as bystanders. Unlike the League of Antares, the Ikonaz are long used to political chaos, and initially took it in stride. Most of the struggle involved charismatic displays: the actual fighting revolved around assassination and special ops units, with the occasional corsair scuffle to whack a particular politically sensitive transport or (far more likely) to off a competing 'tax collector.' Before 1135, trade and commerce were no

more chaotic than it usually is within the Vargr Extents (if worse than it usually was in the Julian Protectorate).

However, things took a sharp turn for the worse in 120-1136, when several Ikonaz Vilani neighbourhoods on Ikon were deliberately flooded. For almost all of Ovaghoun history, the Vilani were never attacked: seen as a race of servants, they were simply war booty for whoever the Vargr victor was. But deep, bitter resentment against their Ikonaz Vilani underlings – as numerous as ever – finally pushed the Ovaghoun over the cliff, and they did what they should never do to the Vilani: irreversibly violate their trust.

Initially, the Vilani actually cut their old masters quite a bit of slack, thinking that this was just a few stupid Ovaghoun who would be soon put in place by their betters, as always happened before. When it became clear that the Ovaghoun (for charismatic/status reasons) near-universally supported 'putting no value on Vilani lives' – irrevocably poisoning the traditional core of their old relationship – the Vilani reacted just as they always have in such circumstances, with an overwhelming desire to enforce Universal, Unchanging Conformity on their enemies.

In this context, 'Universal, Unchanging Conformity' is a Vilani synonym for 'Comprehensive Genocide'.

As soon as the Ikonaz Vilani had made their mind up, the few Ovaghoun in the Republic were doomed, no matter how high their position or how many disposable Irilitok cannon fodder they threw at the Vilani. However, the warrior-aristocratic Ovaghoun Vargr still fought... and fought... and fought. The Star Legion struggled to try and save the few Ovaghoun families they could... and then gave up, as the Ovaghoun Vargr – male and female, young and old – shoved their would-be protectors aside and dove straight for the throat of the nearest Vilani.

By Holiday-1139, it was all over.

The Ovaghoun race/culture matrix continues to grow and develop elsewhere in Charted Space: Ovaghoun/Logasku in Windhorn & Vland Sectors, pure Ovaghoun in Meshan & Lishun, and Ovaghoun/Irlitok in Antares & Mendan. Vargr cultures tend to put no significance on their point of origin – very few care very much about Lair, their homeworld. The Ovaghoun have been powerfully shaped by a human culture: but that human culture is Vilani, who also has little interest in origins. (Consider their unconcern when Terra, not Vilani, was proven to be the homeworld of humaniti.) They are very interested in traditions, though, and

there remains a stream of Ovaghoun visitors, conducting and observing the ancient ceremonies on their former homeworld of Ikon.

The Vilani celebrated their long-delayed victory over the conquerors of their worlds during the Vargr Pillaging, thousands of years ago: but not with much joy. They had worked with them too long, and knew both their good and bad sides too well, to really rejoice over the destruction of the Ikonaz Vargr. (And the Ovaghoun overlords had become far too Vilani, culturally and psychically, to be really seen as 'evil alien invaders' anymore.)

I have never seen the Vilani weep over a victory before.
Lieutenant Aram Mustafa,
Second Ikonaz Navy,
Observing a Ikonaz Vilani crowd watching
the televised storming of the
Izkikheonoumaonik, the most secure
Ovaghoun citadel on Ikon, on 358-1138.

This battle and the slaughter that followed
ended 2849 years of Ovaghoun rule over
Ikon, as well as the race of the Ikonaz Vargr.

Chaos

With the destruction of the Traditional Masters, the ex-Ikonaz Vilani started to slowly rebuild their entire culture. The Irlilitok Vargr naturally turned to them for leadership, but received little guidance: the Vilani had far too much on their plate already to even think of assisting anyone else. By 1145, the present year, the Ikonaz Vargr have been dead for six years, but mass confusion and general, aimless chaos still dominates the region.

Ikon, the natural leader of the quadrant, is still red-zoned as a very dangerous and unpredictable place to visit. Senior Protectorate negotiators communicate daily with the Vilani government by radio and maser, ever so slowly drawing her out of her shell. If they can get the powerfully wealthy (and extremely traumatized) Vilani of Ikon to again open up to the outside galaxy, then the rest of the region will stabilize quickly. If not... then the fate of the Second Imperium, where a similarly traumatized Vilani culture eventually sparked a financial collapse and the shattering of interstellar civilization, beckons.

Taking advantage of the destruction of the Ikonaz culture, the Hegemony of Lorean moved to organize the Sslnthis Zone. The majority-Irlilitok and Vilani population were still led by several families who

claimed to be descendants of the Suedzuk Vargr who originally dominated the system. (Most of the 'Suedzuk rulers' were actually part-Irlilitok, a distinctly Sslnthis mix of friendliness and savagery.) With Hegemonic support, the Suedzuk laid claim to part of the Zone for their own newly proclaimed Sslnthis Empire, and have been given a substantial number of cheap & numerous captured raiders (and a select few, more expensive dedicated warships) to turn this claim to reality.

However, an attempt to claim the Imperial Client worlds was fought off by the Imperial fleet based on Tokitre. Retreating from those worlds, the Hegemony opened negotiations with Tokitre's various aristocratic houses. In return for turning over the Imperial Clients of Managa and Ragidlam to Hegemony control (and not disputing Hegemony claims to the non-aligned systems of Sprocket and Usdaki), the Hegemony and Tokitre's leaders jointly proclaimed the birth of the Tokitre Principalities. The borders of the Sslnthis Empire were readjusted to reflect this agreement, much to the helpless chagrin of the Sslnthis Vargr (who were initially promised all of the Sslnthis Zone for themselves.)

"To provide a buffer zone against the chaos that rules Imperial Space...", the Hegemony moved to annex the non-aligned systems of Saeghvung, Turley, Chimalis, and the former Imperial Client State of Exile in the trailing half of the Lesser Rift. Closer to Imperial Space, Sahale and Liamea became formal Client States.

The Julian Protectorate was not pleased with this gutting of the Treaty of Var-Inaka (see **Stellar Reaches** #13, page 26), and were only somewhat mollified by the Hegemony encouraging both starnations to join the Protectorate themselves. Privately, the Hegemon communicated to the Menderes family that he was weary of the lawless chaos and rampant piracy of the Sslnthis Zone, and simply had to put a stop to it. These claims have not held back the Hegemony from a veritable orgy of naval base-building across the Spark Worlds, reaching as far as Sahale, as well as a surge of new warships and additional small- and mid-sized expeditionary forces.

Outside of the Empty Quarter, the Hegemony has moved to claim Nyridea and Two Sparks subsectors in Star's End Sector. In Arzul sector, Plains and Desert subsectors were annexed, and – after an invasion – so was Ashila system in Ambro subsector. Excluding Ashila, all these systems are uninhabited. Hegemonic future plans for these systems remain classified. To enhance the security of their new interstellar state, Tokitre moved in 1143 to take Outpost – long an

Imperial Client State - from Ikonaz rule, and into the principalities. For force projection, they used the local Imperial squadrons: as they no longer had an Imperium to answer to, they had transferred their allegiance to the local princes. After their success here – primarily due to the sudden and complete disappearance of Ikonaz culture – the Tokitre Principalities have moved to take many independent worlds, within the Sslnthis Gap and even a handful of minor systems rimward of Kouare. Political cover has been provided by the Hegemony of Lorean, who has moved to sponsor the

ascension of both the Principalities and the Sslnthis Empire to the Julian Federation.

It is likely that the Principalities will continue to add a few ex- Rukadukaz Republic worlds every year to their territory, until the Vilani of Ikon get their act together, or until the Tokitre Principalities have taken over the entire region – with the hearty blessings of the Hegemony who may (or may not) choose to finish the job by simply, peacefully swallowing the Tokitre client-state into the Hegemony whole, thus taking over the entire coreward half of the sector.

The Apex
Damlaer/Lorean
Amdukan Sector
7.034.3 HT
(236-1145 Imperial)

The aged body of Hegemon Vibius eased to the ground, into a simple meditative position taught to him by the Sword Temple monks of his childhood. His cybernetic eyes – the originals were long lost to a laser slash – easily zoomed and focused on the rich Vargr pelts that covered the interior of the small Last Man meditative chamber. The flickering flames of the incense burners danced and shimmered on the red-flecked fur, a softly shining sacrifice to the certain glory of the Last Man Himself.

Not for the first time, the Hegemon wondered what was truly in the minds of the wolves that served him. What was unimaginable even a century ago, himself and his immediate predecessor, Hegemon Sergius, has brought to pass. Vargr *willingly* served in his military, worked in his bureaucracy, and enforced his laws across the stars of the Last Man. True, they were mainly Irlitok Vargr, but even the First Enemy, the Suedzuk Vargr, were willing to join the more Vargr-tolerant units if there was enough ~~bloodshed~~ action promised. He even managed to forge an alliance with them at Sslnthis – an *alliance!* Hegemon Vibrius, debatably the most politically cunning Hegemon in history, managed to finesse the move, and the magnitude of his victory (and the promise of even *more* glory) has silenced his opponents. But in private, he will admit to himself that the Old Fathers of Arzul would have torn him apart and used him as dog food.

He emptied his mind for a minute, just listening to the air.

He shaped his thoughts into an apology to the Old Fathers' memory, noting that a small concession to a small Enemy has led to a great victory over a greater Enemy. In the Empty Quarter, the barbaric Suedzuk were just a remnant of who they were, but the civilized Ovaghoun, few as they were, were the far greater danger. And now they are gone. So far as the Empty Quarter is concerned, they're just another part of history now. No different than the Golden Age of the Spark Worlds, the Era of Horror, the Vargr Pillaging, or even the Imperial Era.

True, Vibius did not provoke or plan the civil war that has enveloped the Ikonaz Sphere in 1131, but he was quick to take advantage of it. Both Sergius and he suspected that the long-stable Rukadukaz Republic must fall sometime soon, so preparations were laid out, moles planted, and contacts made – but 'soon' was felt to be decades away, not years! If they had just seen what was *really* in front of their eyes, instead of what they expected to see, the entire Republic could be his by now!

That may still come to pass, if it is part of the Human Destiny.

A silence. Then, the sound of stroking.

The Hegemon opened his eyes. A young Last Man servant was carefully brushing and oiling the pelt, keeping it clean and soft. This servant was another impossibility: an Irilitok Vargr male, with such extensive and expensive modifications that he looked more like a long-lost Minor Race human than a Vargr.

The Hegemon looked at the Vargr thoughtfully, wondering about the level of pure self-loathing needed to carve yourself up like that. To do thinks like cleaning the oiled skins of your kith and kin for an alien race.

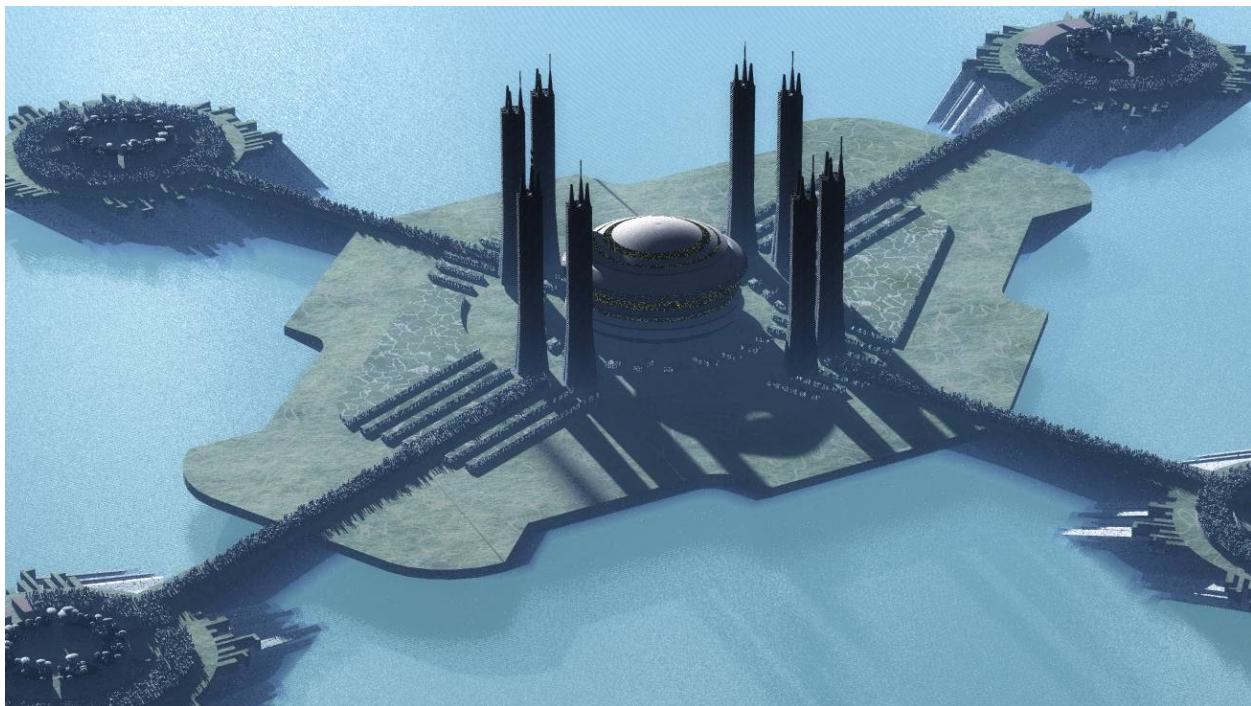
The Unified Cultus of the Last Man demanded that non-humans kneel and submit before the Last Man, but did *not* require that they pretend to be human, or to hate what they are. “The mere fact that dogs are lower than men does not imply that men must kill dogs – or that dogs must pretend to be men,” as Hegemon Beronan wisely ruled over a century ago.

Of course, nowadays the demand that non-humans kneel before an image or icon of the Last Man was rarely enforced outside of Arzul Sector; in fact, the ritual burning of such icons by the Vargr of the Hegemonic Empty Quarter remains tolerated in Vargr-dominant regions and neighbourhoods. This deeply shocks visitors from Arzul, but evokes only laughter from the far more earthly Damlaer Hegemonio.

As the heavily-modified Vargr quietly left the chamber, the Hegemon wondered who would kill him first: an outraged man from Arzul (furious at such pure blasphemy), or a surviving Ikonaz Vargr aristocrat (furious at such pure race-treason). Probably the Ovaghoun, with his natural fangs and claws. Probably, but not certainly.

The Hegemon considered what was in the mind of the wolves that served him. No answer was found.

Hegemon Vibius stood up, again ready to take up the hard work of the Hegemony: to lead all humaniti to Victory over the Inhuman, under the sign of the Last Man.



The Apex, the Capital Complex of the Hegemony of Lorean. Stretching nine kilometers along its longest extent, this artificial island is a perfect drop of austere, disciplined, militaristic Arzula culture in the heart of one of the most fun-loving, hedonistic, and wealthy systems within the Julian Protectorate.

The graphic is titled “10-mile Continent” © Bill Ladson. See his work at

http://www.renderosity.com/mod/gallery/index.php?image_id=1997716

Shifts within the Hegemony

Between the Era of Horror in 869-871 Imperial (**Stellar Reaches** #13, pages 22; 32-24) and joining the Julian Protectorate in 942 (Stellar Reaches #13, page 26) the Arzula race/culture was clearly dominant within the Empty Quarter's Beta Quadrant, with the lighter-skinned and militaristic descendants of the Vilani/Eastern European/Arabic/East Asians/Chilean settlers mockingly terming the darker-skinned, less socially regimented Arab/Hindi residents "Beta Humaniti".

However, things have changed over the last two hundred years. While the Stoic Arzula and the Epicurean Damlaer remain essentially stagnant cultures, the systems in the Hegemony in the Empty Quarter (and, to a lesser extent, in the neighbouring Star's End sector) continue to grow strongly. There are now several TL-D, -E, even a TL-F system in the region. The ecumenical centre of Pramas is strongly represented here, with some very incompatible religions working together to maintain the high level of wealth the system has grown accustomed to. The early-to-mid Stellar Tech level is strongly represented as well, with the pro-human Nisaga, the Suedzuk-ruled (but now Irilitok-majority) provincial capital of Zuethun, and the Suedzuk/Irlitok/human cultures of Flange able to work out mutually satisfactory business deals amongst themselves. Unfortunately, the dictatorship of Justine continues to cripple local development, while Cotan remains rather hostile to both the Hegemony and the Vargr – even after two hundred years, some wrongs are not forgotten.

Many of the Arab & Indian locals now profitably follow Arzul cultural mores – the disciplined society; the crushing conformity; the low value of the lives of children; a strong boost in the value of, and freedom for, women; and above all, reverence for the Last Man. This is especially true on Nisaga, where the Cultus of the Last Man is now the dominant religion – and Vagr, even the Irilitok, are nowhere to be found outside of the starports and hotels.

It should be noted that many of the more wealthy small worlds, including Kulloerr, Zare, and Thuelltrue, are dominated by Irilitok Vagr, enjoying the fruits of their business ventures. They have now enjoyed the undisputed right to own starships and engage in interstellar travel for over a century now; something given to the Blood Vagr only recently. The pure-Arzula settlements – Orchard, Maarkhuda, Naerrsuel, Engaeli,

and the like – range between mildly successful and noble failures. It is suspected that the instinctually national-socialist Arzula loyalists were simply too dependent on government subsidies, and – unlike the entrepreneurial Irilitok – sometimes suffered serious problems when the colony subsidies were cut off for good.

On the other hand, it should be admitted that the Union Societies the Arzula like to set up (**Stellar Reaches** #9, page 52), have been successful in softening the impact of economic incompetence, and, sometimes, even acting as the seed-bed of a successful collective corporation/mutual care society. Much like very tight-knit clans, though, outsiders simply are not going to be able to join these *intensely* conformist-collective groups. The deep trust, unspoken understandings, shared histories, and crypto-religious intensity are too complex and too closely woven for any outsider to hope to grasp.

[**Irony:** The conformist, violent, intensely race-oriented Arzula share this mode of behaviour with the paranoid, violent, intensely pack-oriented Suedzuk. Hmmm....]

[**Referees:** PCs playing as part of a Union Society may rule that they share a spoken language (and perhaps written language too) that is unique to the Society itself.]

Of course, Arzula escapees from the highly authoritarian culture in Arzul Sector continue to flow into the region in waves, depending on the strength of the various Purity, Loyalty, and Conformity-driven social campaigns of the region. The exiles generally congregate in their own neighbourhoods in the high-pop systems, and may hold more hateful and malicious attitudes to the Hegemony than even most of the Suedzuk (who are far more interested in the fairly Suedzuk-tolerant Hegemony of today, than in the long-past genocidal Hegemony of two centuries ago).

Put a loyalist Arzula and an exiled Arzula in the same room, unarmed. Then, put a simple table between them, with a butchers' knife stuck right in the middle.

Bet on who reaches for the knife first.

From **Amusing Pirate Games of the Ssilnthis Gap**,
by Sir Franco D'Amilto. (Hebrin: 1110)

In the Neighbourhood: the Rimward Empty Quarter

Taking the place of the Third Imperium of a generation ago are two new powers, the Sacred Stars and the Sovereign Domain of Gateway. Both are grounded in high-tech, high-pop worlds that have managed to retain their technology, having been allied with Emperor Lucan during the War of the Rebellion. As Lucan's grip slacked and Imperial rule disintegrated (as there were no naval vessels to enforce it, and no longer any financial benefits to remaining with the Imperium), these two worlds managed to build their own pocket empires, both now larger and wealthier than Lucan's Sylean Empire in the heart of Core Sector. In addition to these two powerhouses, two lesser starnations exist, the Bwap-dominated Tisyawyu, and the trade & technology-oriented Yogesh Fusion. Moreover, the Hegemony of Lorean plans to expand into Hebrin and Uodusis subsectors, gaining a strong foothold on the Imperial side of the Lesser Rift.

The Sovereign Domain of Gateway

The Domain of Gateway is the smallest of the surviving successor governments of the Third Imperium. Ley Sector was unified behind Emperor Lucan, and saw no clashes in the War of the Rebellion. All of her fleets were sent to reinforce Lucan's battlelines against Dulinor: fortunately, the Two Thousand Worlds, the only natural competitor to Imperial authority, was 1) a good 320 parsecs from the Imperial border, 2) uninterested in challenging Imperial authority in the region, and 3) forced to build poorly designed warships, due to the sheer size of the crews required. Unfortunately, the sector still slowly slipped into a wild state as Lucan's war effort continued to suck away required resources from this sector. Even the heavy stress on Imperial Honour was unable to hold back intrasystem rivalries forever. Still, things never got as ugly as it did elsewhere in Imperial Space.

Being threatened by renegade 400-ton pirates, however bad for free traders, is far healthier for interstellar civilization than facing treasonous 40,000-ton strike cruisers.

Captain Bill Willington, ISS Kuterevka
21-1122 Imperial

The defeat of the K'kree incursions of the early 1130s put an end to the Centaur expansionist threat, but sustained losses by the already stripped Domain fleet rendered it unable to provide security for Ley Sector. Archduke Tranian 'temporarily' delegated security duties to the pocket empires within the sector, and

directly administered only Dukh system, the old Domain capital, and four neighbouring systems. After his death in 1137, his daughter Yelna took the Archducal throne, and like her father swore fealty to Emperor Lucan.

After Lucan abandoned any claim to the defunct Imperium in 1143, Archduchess Yelna married into a far wealthier Daramm aristocratic clan, and became High Queen Yelna of the new Sovereign Domain of Gateway. Daramm has suffered no damage during the War of the Rebellion, and has replaced Dukh as the Domain's capital system. If the loyal Archduke Tranian had looked out for his Domain first, instead of upholding his oath to the Emperor, the region would have been just as powerful as the Restored Vilani Empire. As it is, the region was spared the devastating slaughter of the Rebellion warzones, and the strong economy on Daramm, the homeworld of the aquatic Luriani, is attracting many wayward worlds and pocket empires to again place themselves under Domain rule – and gain access to all that money and technology.

Despite Daramm's huge high-tech population, though, the region is likely to remain divided for some time to come: while no other world is a powerful in the sector as Daramm, there are several other starnations that have strong military forces, forcing the High Queen to turn to political, cultural, and economic means if she wants them to join her realm with a minimum of expense.

To quite an extensive extent, the Sovereign Domain is a Luriani empire, with strong Mixed Vilani representation. Daramm, homeworld of the Luriani, is the capital of the Sovereign Domain. The local ideology leverages both Old Imperial broad-mindedness and Luriani artistic inclinations, and looks down upon both Classical Vilani culture and Modern Solomani ideologies. Religiously, there is a definite preference for Stellar Divinity beliefs among both the leaders and the masses, but the aggressive nature of the Divinity-driven Sacred Stars government turns them off. For more information on the Luriani Minor Race of Ancient-altered amphibian humans, please see Traveller20 materials, especially **Gateway to Destiny**.

Didshep, Ducal throneworld

Although just outside of the borders of the Empty Quarter, the high-tech system of Didshep – formerly Shamokin, back in 993 – is important enough to warrant some detailed notes.

Didshep sports a prime set of Imperial Naval Yards – focusing on cruisers and destroyers – which were used

to support Archduke Tranian of Gateway. While she made the ships, there was no naval base over the world herself. As the Archduke remained loyal to Lucan, and the world was too distant from the League of Antares to be worth assaulting, the world was able to focus on keeping a steady flow of starships on their way to Lucan. Over time, the bureaucratic leaders of the world were able – at great personal risk – to defeat local Imperial oversight, and increasingly reduced production of war material while strengthening the local economy.

The last capital ships ever received by Lucan outside of Core were two 30,000-ton Ginoetti-class light cruisers from Didshep, sent to him on 1126. On 191-1128, when the next two cruisers were completed, the Didshep government seized them for herself and declared independence from the Third Imperium. Emperor Lucan simply ignored Didshep, having bigger fish to fry, while Archduke Tranian sent several emissaries to retroactively 'give permission' for Didshep to do so 'as a temporary measure'. By 1135, the system had built an eleven-system pocket empire around herself (extending to Shuura, Dorado, and Jaleel in the Empty Quarter), basing her warships on the nearby ex-Imperial naval base at Saala Kis.

Didshep was a key member of the discussions leading to the new Domain of Gateway. With the formation of the Sovereign Domain, Didshep was granted a ducal seat, and is a member of the Archducal High Lords with the Dukes of Dukh, Daramm, and Sarun (all TL C+, high-pop systems). Of course, the ruling family is a member of the Domain Moot as well.

Pamushgar, Ducal throneworld

"It was like the return of heroes, from another age, another time."

"Oh, come on! Emperor Strephon was assassinated in 1116, and the Gracious Flotilla entered Pamushgar in 1138: that's about 20 years. A long time, yes, but hardly the distant past of myth and legend!"

"I have been fighting in the void for almost 20 years solid, and my world has stood alone against the night for all those long years. We had forgotten what it was, to have friends who come to your aid in your time of need."

SubCommander Enkumbemurrug,
High Guard of Pamushgar,
speaking to a reporter from Daramm/Ley
1145 Imperial

In 1138, Pamushgar was successfully retaking control of her solar systems from assorted pirate bands, using a mix of TL 12 ships (from the old Imperial Colonial Fleet and her own pre-war system forces). While the homeworld was safe, only a limited number of warships could patrol the outer system at any time, allowing the pirate base – a bunch of hobbled-together free traders – to relocate easily via jumpdrive. When a flotilla of sub-2,000-ton, TL 15 starships from the almost-forgotten Imperial Domain of Gateway entered into the system, the locals were astonished – they haven't seen a single patrol boat from Emperor Lucan in an age.

Moreover, even though they claimed allegiance to Emperor Lucan – as their own world did – they asked before they gave assistance, and showed respect to the local authorities (even though, being Imperial forces, they could claim the right to do anything they wanted outside of Pamushgar's 100-diameter limit). This is something that Lucan's men from the Imperial Core simply never did.

Later, when the Imperial Domain formalized its independence, the Pamushgar government asked to join the fledgling government. Her request was granted in the same year the new starnation was born, in 1143, only two years before the current year of 1145 Imperial. The strongly Vilani culture is rather uncomfortable working with the Luriani leadership (which views Vilani culture with some distaste), but the Domain's continuation of Imperial non-interference policies, coupled by large amounts of investment monies and a strong Domain Navy build-up – including the construction of a naval base – has muted most concerns. Moreover, her ruling family head was granted a ducal throne, with all the Gateway systems within the Empty Quarter under his authority.

Referee: Due to Pamushgar's relatively low technology, the Duke isn't a member of the High Lords, and so does not formally set the policy of the Domain government. Like all Gateway nobles, the Duke of Pamushgar is a member of the Domain Moot. Due to the number of systems (and thus nobles) within his demesne, this Duke has an unusual amount of influence there.

Following Imperial Tradition, the Domain Moot has two powers: 1) Select the High King who rules for life, following the death of the previous one, and 2) dissolve the Domain. (The High King – a ruling sovereign – also possesses the currently dormant title of Archduke of the Third Imperium).

The Sacred Stars

While Didshep/Nightmare/Ley Sector is an old and respected neighbour, Rishalii is a truly new and alien presence within the Empty Quarter.

Rishalii/Snogsta/Fornast, the capital of today's Sacred Stars, was an extremely wealthy but rather introverted world: the Stellar Divinity theocratic government had no expeditionary forces. During the Rebellion, Rishalii served as a major manufacturing plant and rally point for Lucan's military operations against Regent Brzk's League of Antares. Several rings of defensive installations, coupled with huge, high-tech system defense boats and monitors, allowed her to serve as an anchor for Lucan's Imperial Navy until economic exhaustion led to her abandonment by Lucan's Imperium in 1124/1125. In 1136, an economic renaissance made possible the now outward-looking and militaristic church to begin expanding in the name of the Sacred Stars, the true gods that will lead Imperial Space to a new era of peace, order, and blessedness.

The Rishalii are historically a rather mystical and reclusive culture, uncomfortable with off-worlders. However, the great devastation and the rigors of the War have hardened their character, making it more militaristic and imperialistic. To them, the ravishing of interstellar civilization clearly means that the Peace of the Stars is not an option, but a mandatory prerequisite, for all sophonts. The Rishalii have been chosen by the StarGods to bring light to the darkness, order out of chaos, and warmth to the cold of space. They have always believed in this, but felt that others should be allowed to make their own choices, by the light of their own stars. The destruction of so much life and so much beauty has proven the fallacy of this path: henceforth, for the safety of all, all will be made to kneel and adore the Sacred Stars.

Nulinad, regional capital of the Sacred Stars

Nulinad joined the Sacred Stars mainly due to strong pressure from local corporations and the military establishment: the corporations wanted both additional investment and access to the very wealthy market on Rishalii, while the military felt that Nulinad's security would benefit by being under the wing of her more powerful new ally. The general population initially supported the union, seeing Rishalii as pro-Lucan brethren like themselves. By the time the cultural downside of joining the theocratic Sacred Stars became apparent, it was too late to leave.

Despite being the capital world of the sector for centuries, Nulinadian cultures are mildly anti-alien,

while being culturally and religiously pluralistic. However, the Sacred Stars empire is strongly conformist (grating on the independently-minded Nulinadians), religiously queer (the Stellar Divinity religion was decisively rejected by the largely Hindi & Muslim sector centuries ago), and values aliens as equals before their gods (which aggravate the strongly pro-Solomani Muslims & Christians).

Nulinadians are not particularly pacific, but their violence is not very disciplined or organized, and is tied to questions to personal or clan honour and respect. In contrast, honour has little meaning to their Rishalii masters – but the Adoration of the Stars means everything. Tied to this core truth is the Mandate of Light, which includes the Enlightenment of the Darkened Worlds, and the Triumph of the Light over the Dark. It is not personal honour, nor financial gain, nor racial/tribal glory, but religious supremacy that drives their sword home.

“...and ALL shall be Enlightened.”

So far, the Rishalii have avoided directly compelling conversions by violence. Instead, they mimic Islamic domination methods initially, by placing unbelievers in a second-class interstellar citizenship category, and imposing a tax on those governments (not individuals) who do not show proper reverence to the Stars. The higher the percentage of Diviners is within the planetary government(s), and the higher their positions, the lower the tax rate demanded. Also, the more closely the legal system follows the Diviner expectations, the lower the taxes as well.

This policy is designed to encourage all Sacred Stars worlds to place themselves under the rule of Stellar Diviners, and to alter their legal codes to promote & follow that religion. This is generally beneficial to minorities generally, as discrimination is frowned upon in the religion. As most worlds have one or two stars, unified or bi-polar governments tend to be encouraged. As the life-giving light and warmth of the Sacred Sun falls on all, communism/socialism is the preferred economic system, but mixed economies may be temporarily tolerated as a transitional state. In contrast, absolutist dictatorships are practically de rigour for the religion, as the heliocentric Pharaohs of Egypt and the rule of the Sun King of France... and, for that matter, the absolutist monarchy of the Third Imperium. It *did* have the symbol of a single sun as its symbol, after all, and star- and sun-worship was quite widespread within the Imperium as well.

Note that the Stellar Divinity religion was born before the founding of the First Imperium, in -3883 imperial, by Jyestha Yerubid on the world now known as Jyesthara (Antares 1521). (See **MegaTraveller Journal** #3, page 97, for more information.) Despite its widespread support across the Domain of Gateway, it's unlikely to serve as the founding cult of the Imperium, as no deity – stellar or otherwise – is mentioned in the Warrant of Restoration (See **Marc Miller's Traveller: Milieu 0**, pages 83-84).

On the other hand, this minor-human-race-founded, but now Solomani-dominant (**Gateway to Destiny**, pages 66-67) religion would have been pleased to see a sun placed as the symbol of the Imperium.

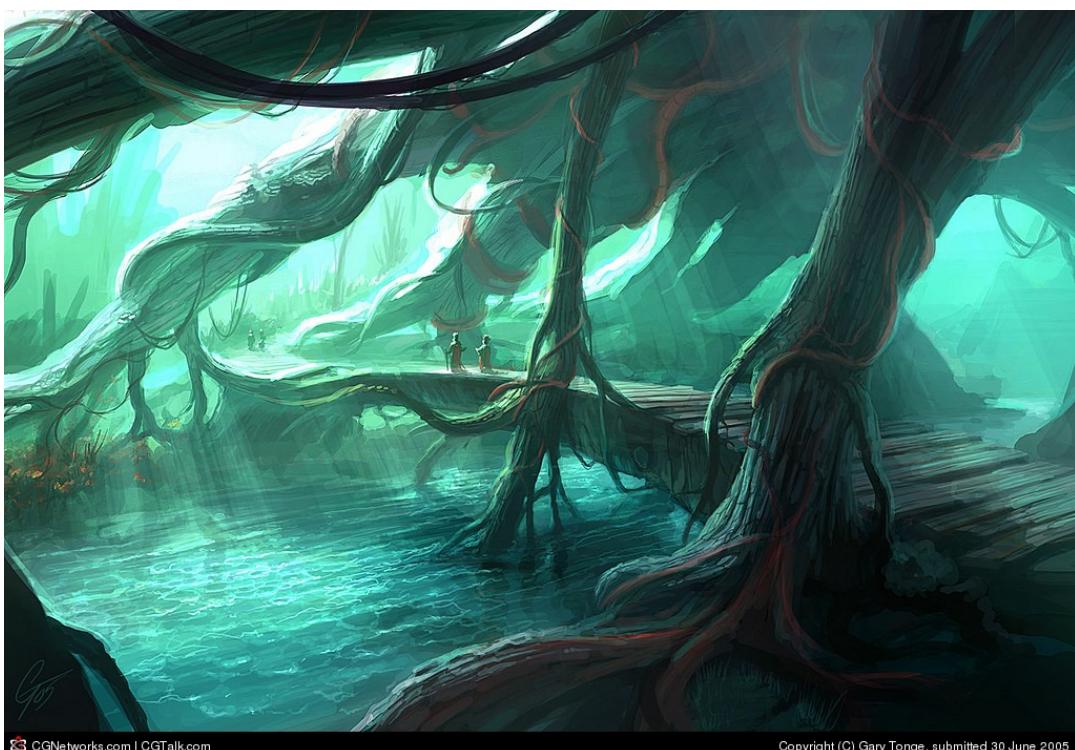
(I suggest that a Minor Human race founded this religion, due to Jyestha's non-Vilani name, and powerful Vilani inhibitions on developing an innovative new religion – or an innovative new *anything*.)

The second-class citizenship of unbelievers does not affect their lives, unless they try to leave their world (or enter the fields of astronomy or astrology). Then, a host of restrictions kick in: for example, unbelievers may not crew any starship in any but the most menial

positions, may never receive discounts for interstellar travel, etc. Within the Sacred Stars, all astronomers and astrologers must be certified by the interstellar government, on pain of personality engineering to force belief in the StarGods. And of course, no unbeliever may set foot on Rishalii, outside of the starport.

In contrast, Nulinadians who convert to Stellar Divinity receive a continuous stream of bounteous rewards for their decision. Divinier societies are quick to bring them into the fold, and grant them privileged access to high-tech materials and services. Their children are often trained off-world, and bask in the approval of the high-tech residents of Rishalii.

The Muslims of Nulinad especially resent this treatment by a pack of off-world infidel dogs, and are getting ready for a direct challenge to the authority of the Sacred Stars. They have been successful in keeping their plans secret, but when the killing begins, it is unlikely that they will survive Rishalii reprisals. Throughout human history, high-tech, wealthy and violent religions/ideologies have consistently crushed low-tech, poor, and violent religions/ideologies: there is no reason to expect a different outcome this time.



A few ordinary Bwap take a stroll on their homeworld of Marhaban. The graphic is titled "Tree Root Canopy" © Gary Tonge. See his work at <http://antifan.cgsociety.org/gallery/254529/> Also, see his website <http://www.visionafar.com/>

Tisyawyu

In the Rimward Empty Quarter, two small starnations have been born, and are rapidly taking shape. One, Tisyawyu, is the first Bwap interstellar polity in history. Born in 1128 as a part of the League of Antares, it has responded to the destruction of the League by staying away from the vicious intramural fighting, focusing in internal development and security. Relations between the Bwap majority and the human minority have grown tense, as the humans are aggravated by Bwap favouritism. The Bwaps either ignore the griping, or surround human activists with even more red tape, from 'improperly completed demonstration permits' to 'bans against hate speech' to 'violating anti-subversion regulations.' Most humans in the region have given up, and are glad merely to have permanent jobs (the paperwork to fire someone is immense!), a limited but reliable welfare net, and freedom from the radioactive glows and rampant chaos that now dominates the other ex-League systems.

Tisyawyu – backed by the Grand Council of Crèches (the Atapas-atta-wapawab) – is currently calling Bwaps from across Chartered Space to give a 2% tithe for the protection of the homeworld. While very difficult to transport across turbulent Imperial Space, some funds have arrived from systems as distant as Daibei, the Spinward Marches, and Gashikan Sectors. Funds from Bwap crèches within the Julian Protectorate have been especially large, as the region is basically peaceful (compared to the disintegrating corpse of the Imperium) and the Bwaps largely prosperous, doing boring, high-paid, low-charisma accounting work the Vargr flat-out refuse to waste time on.

These funds have been used to good effect, repairing the damage of Imperial, League, and pirate strikes against local Bwap systems and settlements. Several Bwap crèches are hard at work, rebuilding starports on all their worlds that lack them (except on human-dominant, ever-hostile Mikik). A handful of precious surveyors and scouts have been sent to survey all the systems of the Six Subsectors, with a few granted permission to enter Sacred Stars and Domain of Gateway space (two scouts for each polity). While most merchantmen are tasked with rebuilding and salvage operations, the Hegemon of Lorean has extended an invitation to send a trade convoy to his regional capital at Zuethun. He has offered to send his own transports, graciously tailored to fit Bwap physiological needs; but as a gesture of independence and self-respect, the Bwap government is struggling to find enough repairable ships and trained crewmen to make the journey under their own steam.

Despite this strong economic surge, the Bwap do not realistically expect to remain independent for long: it just isn't in 'the nature of things' for a Bwap interstellar government to endure for the long haul. The Sacred Stars is working hard to persuade the Tisyawyu charismatic leadership to peacefully assimilate into Sacred Star rule. (This is especially true as there is no high-population Bwap world anywhere in the universe, not even in their home stars. 'Close, Wesaswek, but no cigar...') The Bwaps are quite conversant with Stellar Divinity beliefs, and are making strong theological and bureaucratic arguments that gives them the greatest amount of freedom under Sacred Stars rule before recognising Diviner authority. It is likely that some form of autonomous rule will be granted to the government at Marhaban before the necessary agreements are signed, and the proper ceremonies are made.

Yogesh Fusion

The other new interstellar state in the area is the Yogesh Fusion, centring on the largely intact, regionally advanced world of Yogesh, and her 'junior partner' of Gobi. A strong example of a Feudal Technocracy on an interstellar scale, the Yogesh Fusion is run by a combination of senior starship engineers, civil engineers, and skilled maintenance personnel, knit together by eagle-eyed equipment salvagers and brokers in both equipment and know-how. The system is working with local trade partners to haul herself back up to TL 12, where full-scale production of robots – Yogesh's bread and butter – can again begin. To get the economy going again, her aggressive free traders bargain feverishly across the rimward portion of the sector, making money for the sake of their families and their homeworld. The Fusion is successful enough for numerous small-scale manufacturers to again begin the long climb to prosperity, with both new and refurbished tools, technology and machines built to fit new circumstances.

While Yogesh leads the Fused economies and retains much of her accustomed prestige in the region, Gobi is growing to become the dominant world, with a larger population, a more comfortable environment, and greater wealth. Despite this, the Planetary Republic of Gobi has no interest in challenging Yogesh's position as regional leader: the continued migration of Yogesh subjects to Gobi (and the talent and wealth they bring) is a greater reward than any amount of prestige and political prominence Gobi could desire.

Currently, the Fusionmaster – the son of the former Duke of Yogesh – is playing a careful political game. His goal: to retain the independence of his small realm before the much more powerful starnations of the

Sacred Stars, Gateway, and the Hegemony of Lorean. The Fusionmaster is a canny trader and bargainer, and if anyone can beat the tough odds of keeping his independence, he's the man. If he is successful, he plans to position his cluster of stars as the preferred trading point between all three of his more powerful neighbours.

Other worlds within the Six Subsectors

Loose ethnic and religious ties act as a kind of invisible social fabric across the ruins of the Six Subsectors. Muslim, Hindu, Bwap, and Vilani societies can be found across the region. Some societies and organizations provide charitable assistance; some give a hand to fledgling interstellar businesses just starting out in the Void; and some provide armed force for tribal security and supremacy. Religious observance is on a strong upswing across the rimward region, as is self-identification with one's own ethno-religious group and homeworld above all other considerations. Xenophobia is not as high as it was in the 1120s, thanks to the restoration of interstellar authority, but is still running strong on many worlds.

Several smaller worlds have shifted their policies to meet the demands of the day. Rommel and Charity work together to sell their medical and genetic expertise to needy worlds, in return for desired trade goods and necessities... like food. Vipan, once home to a doomed settlement, gained a new lease on life as a consortium of Starmercs seized control of the dying orbital base, and brought in enough wealth and technology to revive the station. Most other doomed and failing worlds were not so blessed with a last-minute rescue: Vipan happened to be favoured with a strategic position and a few highly desirable resources.

Arakaad and Lazisar

Despite their poverty, the militaristic cultures of Arakaad and Lazisar are both being heavily courted by both the Sacred Stars and the Domain of Gateway. As home of the Kikhushegi religion – a Vilanized version of Islam – it is very unlikely that the Vilani Caliphate of Lazisar will ever willingly join the Stellar Divinity-dominated Sacred Stars. The Sovereign Domain of Gateway is also dominated by the same religion, but its relatively secular focus on trade and commerce (and great disinterest in forcing all to convert to the Diviner religion) makes it a better fit for Lazisar. Moreover, the Domain is more clearly shaped by the familiar policies and culture of the late Third Imperium, something that the Lazarsari are used to. The culture of the Sacred Stars, in contrast, is completely new, strange, and difficult to understand.

In contrast, Arakaad has always been something of an armed camp, which helped them survive the War of the Rebellion relatively undamaged. (It is one of the few worlds that suffered no loss of technology, and her population actually *increased* in the last generation by a full billion.) However, the collapse of the law level suggests a major cultural shift underway, with much less tolerance for discipline and order imposed from the top. How this will shape Arakaad's relationship with the powers that are courting her remains to be seen. The opportunity of a wholesale conversion to star worship is possible, given the right circumstances (that agents of the Sacred are working overtime to promote.)

Irash and the K'kree

Irash is an interesting case. Not so much for her large (but poor) population, as much as for her devotion to Hinduism – especially to vegetarianism and to Mother Cow, as devout Hindus demand. Certain influential advisors from the Two Thousand Worlds have heard of this sensible Solomani religion, and K'kree traders bearing gifts eventually arrived in orbit over Irash. The religious and feudal lords of Irash signed a friendship and trade treaty with the distant Two Thousand Worlds, opening the door to a flood of K'kree goods and assistance, at remarkably low prices.

Suspicious leaders in the Yogesh Fusion government and the leading Muslim clerics in the sector believed that the K'kree plan to create a friendly human pocket empire in this patch of ex-Imperial space, and attempted to hinder the partnership. This hostility was used by the Two Thousand Worlds to justify a K'kree Outpost in the system.

In a *different* alternate universe, perhaps this would have been the start of a series of K'kree client worlds in the Empty Quarter: several Hindu worlds did send petitions for K'kree assistance to rebuild their worlds. But not in this timeline: the resurgence of the nearby Sovereign Domain of Gateway, coupled with the great distance Irash is from the nearest K'kree system, has gutted tentative K'kree plans for the creation of a friendly client pocket empire of vegetarian Hindu human worlds. The Domain government has already sent strong diplomatic protests regarding the K'kree outpost: soon, they will have to make the decision to either fight a hopeless battle without the possibility of reinforcements, or conduct a bitter withdrawal under the guns of men.

Despite their pending political defeat, there are already an interesting chain of consequences taking place as a

result of this brief K'kree foray into Imperial Space. There is still loose talk in Hindu temples and East Indian watering holes on a future K'kree-backed Hindu interstellar state in the Empty Quarter, despite the odds of this now happening set between slim and none. Modern K'kree theologians, more liberal and flexible than their ancestors, are debating a shift in the official theology to incorporate these devoted vegetarians/vegans. (For inspiration, see **GURPS Traveller Alien Races 2**, pages 71-72). And long-range K'kree strategists are taking the aborted experiment as a learning experience, with lessons that can be applied to human worlds, cultures, and interstellar governments closer to the borders of the Two Thousand Worlds...

The Free Pocket and the Hegemony of Lorean

Hebrin, much of Uodusis, and three systems in Gimushi subsector (excluding Lazisar) make up the local "Free Pocket", a group of stars that remain unclaimed by any interstellar power. The main reason for this is that Hebrin, the natural metropole of the region, is on a slow but unceasing decline. The system's vital fleet of ice ships were hit hard by pirates and raiders: even after they were driven out by the heroic system defense forces, the collapse of interstellar trade has made maintaining these ships ever more difficult.

Tight water rationing has insured that only half the population gradually died of thirst, with total numbers falling from four to two billion in three decades (this view ignores infant deaths). The resources needed to rigorously enforce of water laws and keep the remaining ice ships & water distribution pipes flowing has left almost all other aspects of governance neglected: an accurate 'law level' would be Law Level F for *anything* related to water (including the disposal of the dead, growing plants, crying and weeping, spitting, sweating, etc.) and Law Level 0 or 1 for everything else.

Even as Hebrin continues to slowly spiral into her death agony, the other worlds of the Free Pocket have managed to put a halt to their sharp declines in technology. Native ingenuity has something to do with this: more importantly, there is nothing left for pirates to loot, and no interstellar trade for them to rob, so most have left the region. The very few pirates that remain are more powerful than most of the governments, very few of which have a working SD boat to protect themselves. The three to five pirates that remain in the region are based at Drago's Belt: they 'trade' goods and food to the locals for their technical expertise in repairing their slowly disintegrating ships.

Seeing no revival in the corpse of the Third Imperium, the Hegemony of Lorean has finally decided to fill this power vacuum. The long-term plan is to establish a permanent cluster of colony worlds, to funnel trade from the various successor-states of the Imperium to the Hegemony. Several systems have already been annexed, willingly or not: others are Hegemony Client systems, on track to assimilation within the decade. The old Deep Space Stations at hexes 2225, 2324, 2621, and 2720 have been refurbished and refuelled: their fuel capacities are being increased by a factor of 10, to permit two squadrons of frigates (four ships each, of jump-2, 5000-ton displacement, TL 14) and one major survey vessel (same general specifications) to be deployed simultaneously, in addition to the original level of planned civilian traffic. (See **Stellar Reaches #2**, "Deep Space Stations", for more information.)

As it is, only a single 5000-ton vessel can make the run, and it would suck up all the fuel the civilian traffic would need. Of course, there won't be much civilian traffic for a long while yet, with the destruction of the Imperium and all... but that is expected to change with time, as the local systems recover from the Rebellion.

Lawinger and Turley have already benefited greatly: their willingness to follow their new master's lead has led their economies to be restored to their pre-war state, and the strong arm of the Rimward Hegemony Guard – the unified ground/space force created to protect the region – has brought the warmth of interstellar culture to their hearts again. (If, admittedly, a very different culture than that of the Old Imperium.) In contrast, the xenophobic citizens of Exile, long hostile to foreigners, now face an authoritarian, conformist interstellar state that has far less concern for weak, poor, isolated cultures than the Imperium did. Their survival grows increasingly threatened as clashes with the Hegemony end with ever-greater losses on their end of the stick.

To solidify their hold on the subsector, the Hegemon needs a stronghold, preferably one dominated by politically reliable Arzula settlers. There are several worlds with good environments, but of course they are already dominated by millions and millions of inhabitants.

The Hegemony Colonization Board has chosen Gauri as the least subpar of the available worlds. The atmosphere needs to be purified first, raising the atmospheric UWP digit from 4 to 5. This will take about a century. Afterwards, several waves of high-technology settlers will be planted according to idealized communities. A proper naval base and class-A

starport will crown the colony and regional capital. Of course, the interstellar political situation needs to be stabilized first, before the big bucks can be spent...

The few knowledgeable observers of the region – almost all Hegemonic or pirates – expect military action in Drago's Belt within the year. The pirates know that time is slipping away, and are planning to run before the Hegemon's armed friends show up. There isn't much left to steal now, but where can they go to enjoy their meagre gains? Is there any long-hidden jackpot worth risking their ship and their lives for?

Hebrin will also be presented with an offer she can't refuse, soon enough. There's no way her fraying system navy can stand a full-scale assault from the Hegemony, and the death of the ice ships means the death of the world. Still, Hebrin has made a futile last stand against overwhelming power before: perhaps she will choose to do so again. The author will only note that the Hegemony is more brutal than the Imperium was, and her leaders still share a certain distain towards the kind of unscientific, supernatural religions that dominate the world... but on the other hand, the Hegemonio also fondly remember and respect the world's assistance in the great War of Man against Vargr rule in the coreward Empty Quarter.

[Referee: an analogous situation would be the Islamic conquest of Constantinople. The Turks loathed the religion of the defenders, but they respected the heritage of Roman power the Byzantines represent.

Note also that when Constantinople fell, she could only find 7,000 defenders to fight the Turks: Constantinople were already defeated in the heart before she were defeated in the battlefield. I expect much the same in Europe in the mid-21st-22nd century, after the grim death of Europe's modern Source of Meaning and Store of Trust, the Welfare State. Is this true of the protectors of Hebrin, with their world slowly dying all about them? Only the Referee knows...]

The Empire that Never Was

Excepting Selka, Yashodhan Subsector was never incorporated into the Third Imperium. Naturally, then, the worlds of the region – most notably the TL-D world of Yashodhan herself – was spared the catastrophic devastation of the War of the Rebellion. As Yashodhan was internally balkanized, she was unable to carve out a little empire for herself. Still, it isn't too late to do so: a PC political leader or enterprising trader could give the push needed for Yashodhan to reclaim the stars for herself. But what can unify the world? And how can this possible empire avoid angering the far larger and

far more powerful Sovereign Domain of Gateway and the Hegemony of Lorean – either of which are more than able to crush Yashodhan like a grape?

Maybe Empire isn't all that it is cracked up to be.

On the Macro Scale: Imperial Space

Several governments – ranging from the Restored Vilani Empire to really strong planetary warlords – claim to be the rightful successor to the Third Imperium. However, all of them are at best regional entities, and none of them have the mass to make their claims heard across Imperial Space. Indeed, even the term 'Imperial Space' is just one of many terms of the region, as no government, religion or culture truly spans the enormous region. Terms like 'The Human Extents', 'The Successor States' or even 'The Vilani/Solomani Zone' are also used for the vast and trashed area that the titanic Imperium used to dominate.

Small, regional empires dominate not only the rimward Empty Quarter, but numerous other regions, including Fornast, Ley, Massila, and Diaspora: with the collapse of Lucan's and Dulinor's territories, they are rapidly taking over Core, Ilelith, and Verge Sectors as well. However, certain multi-subsector successor government still exist, the biggest and the oldest of the many 'Imperial children'.

Yes, the Third Imperium is dead – thanks almost solely to Emperor Lucan's actions, from his assassination of his older brother Varian, to pushing the Archdukes to rebellions he could not then defeat, to casually abandoning the symbols and ceremonies to rule the 11,000 worlds after such things were no longer of immediate value to him.

But the intimidating ghost of the Third Imperium will continue to haunt the starlanes for centuries to come. And perhaps even longer: after all, the church of the Roman Empire regularly spoke Latin within the lifetimes of people still alive today, and a full-throated Italian revival of the Empire was attempted a mere seven decades or so ago, long after the last Western Emperor/Byzantine Emperor/Holy Roman Emperor/Russian Czar (Caesar) had left the scene.

Core Sector, the Dead Heart of the Imperium

The Federation of Ilelith is not one of these surviving Imperial children. Emperor Dulinor and his Coronation Fleet fought its way to Capital, and successfully defeated Lucan's naval fleet and Capital's system defence network at hideous cost. While Capital was captured, Emperor Lucan successfully evaded Dulinor's forces, and remained at large, leading his forces in a protracted guerrilla campaign. However, practically all of Lucan's warships were destroyed in the defence of Capital, as were the majority of Dulinor's ships and men. As neither group can protect the remaining worlds within Lucan's sphere of control, the Safe around Capital collapses into the chaos of the rest of the Imperium. Dulinor's rule back in Ilelith also fractured and disintegrated, first with the Verge worlds seceding, then the Suerrat & Darmine systems within Ilelith. The final collapse came when Dlan cultural leaders abandoned the distant Dulinor and his few remaining starships, proclaiming their own government.

As of 1145, Emperor Lucan (age 57) remains alive and hale, leading his motley group of mercenaries, die-hard supporters, and allied viking pirate groups in raids and battles throughout Core Sector, quick to strip any recovering Core world for supplies for his own forces. He is in the process of reinventing himself as the leader of the Sylean race, even as he fights against Sylean-dominated systems, stealing anything portable For The Greater Good of All Syleans. (Historians may recall his insistence of High Sylean at court, as noted in **Survival Margin**, page 28.) [Referee: note that only a minority of the planetary population of Sylea actually identify as Sylean, racially or culturally.]

Emperor Lucan is positioning himself as the First Sylean for several reasons: to shore up his own support, separate his name from the locally-discredited 'Third Imperium' brand, and to group all opponents with Dulinor's people as 'evil invaders from foreign parts'. Declaring himself the leader of the **Sylean Empire** in 1143, he renamed the world of Capital Sylea (her pre-Third Imperium name), and encouraged Sylean cultural and racial primacy within his forces. While Sylea is officially the capital world, Emperor Lucan never remains in one system for too long: it is more accurate to refer to his warship, the old Skirmish-class warship *Vocetiye*, as the true capital of the Sylean Empire.

Emperor Dulinor, Lucan's old foe, was assassinated on the world of Khanirlu/Lanaa/Core in 1140, at the age of 74. His forces, like Lucan's, mainly work to neuter any economic revival in Core Sector, endlessly raiding

worlds to feed and supply themselves. Current co-operation among Dulinor's forces has been reduced to just not fighting each other as they strip the worlds of the sector over and over and over again: the last time they worked as an organized force was on the Capital raid of 1140, when the old Imperial Capital city of Cleon was annihilated via a nuclear strike after Lucan retook it earlier that year. (Vengeance for Dulinor's death was also a motivating factor.) Soon after the destruction of the Imperial Palace and the Imperial Moot, Lucan dropped the title "Emperor of the Third Imperium"; after trying out other imperial titles, he eventually settled on "Emperor of the Syleans", as it was the title most likely to win the respect of the local population.

As of 1145, there are no worlds within Core Sector with a higher tech level than "10", and there are no class-A or B civilian ports in the centre four subsectors – Mekee, Core, Cemplas, and Chant. All the worlds claimed by Emperor Lucan have a minimum law level of D, regardless of population. 'War Communism' is in effect, to insure the maximum possible resources are at the disposal of Emperor Lucan "as he valiantly fights for the defense of the Sylean people." Referees may treat this region as a particularly brutal section of the Wilds.

Aside

Despite his evil personality and his destructive incompetence, the Referee is reminded that Emperor Lucan *still* has a few loyalists everywhere in Imperial Space, as he *IS* the last more-or-less legitimate Emperor of the Third Imperium. (He was never actually confirmed by the Imperial Moot...)

This is especially true among the very lightly scattered Sylean communities, who have heard of his new role as Emperor of the Sylean Empire. Outside of the four central subsectors of Core sector, though, they are heavily outnumbered by the Vilani, Mixed Vilani, and Solomani, who see no reason to respect Lucan at all.

The Vilani have their own much more successful star empire now, and the Solomani which are outside of the Solomani Sphere have largely splintered to a million balkanized fragments. Those within the Sphere but outside of current Confederation borders may, or may not, favour the Solomani Confederation government as the legitimate interstellar authority.

Cheaters!

GDW originally had the 'surviving' Emperor Strephon as a fake, following Prince Dmitry – http://en.wikipedia.org/wiki/False_Dmitriy_I – until they realised that they were fooling nobody: then GDW retroactively changed their story. So, within Traveller

Canon, It is Strephon, not Lucan, who is the last legitimate Emperor. Note that in 1145, everyone in Chartered Space – with the exception of President Norris, and a very few others – dismisses the ‘surviving

Strephon’ as an imposter. Even so, some do respect him as a local ruler (rather than as Emperor): in this timeline, he left a small but viable pocket empire as his legacy.



The asteroid-city of Favila, Glisten/Glisten/Spinward Marches, 111-1145 Imperial. This graphic is titled “Panorama” © Igor Vitkovskiy. See his work at <http://m3-f.deviantart.com/gallery/?offset=24#/d32a948>

The Major Players: Republic of Deneb

Preamble

Both the MegaTraveller and New Era background scenario suggest Aslan attacks in the Imperial Trojan Reach. However, the starmaps prove that all the Aslan worlds in Trojan Reach, put together, do not have the resources to defeat the high-pop/high-tech world of Tobia, the Imperial capital of the sector. This is ignored in the official GDW material, and a ruling has been issued invalidating earlier starmaps.

However, I have decided that the starmaps generated by GDW and HIWG (History of the Imperium Working Group) should not be ignored in my writings, but put to work. Thus, I assume that the Denebi war with the Aslan New Lords – the Aorlakht – does occur... and ends with a crushing Imperial victory over the Aslan ihatei fleets (migration fleet, also ‘second son’ fleets), with much of the Hierate’s territory in Goertel, Tlaiowaha, Sirraaine, and Hkee’as subsectors under Imperial (then Domain, and now Republican) occupation. Negotiations with the Tlaukuh – the leading Aslan clans – concluded with the Treaty of Tyokh in 1136 Imperial: a gradual withdrawal of Denebi

forces will begin in 1146 (next year) and conclude in 1150.

Hero of the Denebi

With the expulsion of most of the major Vagr raiding and conquest fleets, and the towering victory over the Aslans, Archduke Norris gained even greater renown and stature than he did in the official Traveller universe. With the massive public adulation afforded him and all his enemies and naysayers silenced, Norris was able to lead a complete reformation of the Domain of Deneb, turning it to a true representative republic in 1135. He himself was elected President as Norris Aledon by a landslide, and retains the support of most of the electorate.

The Dead Past

His careful politicking and the structure of the government (which he had a powerful hand in shaping) insures that his only real opponents are stick-in-the-mud ex-nobles. These losers – led by the deeply disgruntled ex-Duchess of Mora, Delphine Muudashir – are being slowly reduced financially (via heavy inheritance and wealth taxes) and thoroughly isolated

politically: their political ineptness, foolish scheming, and failure to adjust had made them a useful bogeyman in Aledon's hands. Neither Madame Muudashir nor her supporters will ever run for office, and playing in the expensive world of interstellar politics gets quite costly – especially when your best gift is prestige, not political favours, business kickbacks or access to the public piggy bank.

Muudashir's strongest power base – ultra-loyalist military men, especially the ennobled senior officers who originally signed on in the pre-Rebellion, Unified Imperium era – are aging and falling aside. Their successors are, naturally, those who have never known any leader than the very successful then-Archduke, now-President Aledon. Seeing that she can give them no profit, her corporate and financial support has withered, and her public support has collapsed to a reactionary core of 4% of the general Denebi population (rising to 15% on her homeworld of Mora.)

The old ruling houses have no formal, legal, or ceremonial authority within the Republican government. However, about 20% of the Senators, Commonmen, Union Judges, and senior Directors and Secretaries – including Aledon himself – are former Imperial nobles who have successfully adjusted to the new political world: to a sophont, they are pro-Aledon politically. Another 10% have become important non-noble planetary movers and shakers. Other nobles unwilling to follow Madame Muudashir's march to irreverence went fully corporate, quietly retired in dignity, or used what wealth they still have to leave Republican space entirely to gain new worlds to rule in the style they prefer.

The New-Old Future

The most powerful voting blocs revolve around various racial, religious, and regional affiliations. There are also some important labour and ideological groups, but their ability to bring out the vote is not nearly as great as the blood and soil megatribes. Few businessmen and financiers have entered politics, as they don't feel the need to do so – their highly paid lobbyists and agents handle these matters for them, allowing the corporate executives to focus their attention elsewhere.

The strength and the weakness of the Republic is the unusually strong support for the President, nearly to the scale of a political cult. Aledon has used this unqualified support to radically alter the government, end persecution of the psions (and thus greatly easing the tense relationship with the Zhodani), and endorse egalitarianism across the board, between and within the various species and cultures in the Republic. With

the Star Volunteers, he is pushing to extend his legacy past the point of his death – he is 87 as of 1145 Imperial. (Note that in **Traveller: The New Era Regency Sourcebook**, Aledon lives until 1157.)

Structure of the Republic of Deneb

The Republic is governed by five bodies: the Presidency, the Deneb Moot, the Civil Service, the Unified Courts, the Treasury, and the Star Volunteers.

The Presidency is, naturally, led by a President. In the Republic, the President is elected by direct vote of every adult sophont in the Republic. Ever since the Republic was founded in 1135, the office holder has been Norris Aella Aledon. The President handles all foreign affairs and military matters. Planets and systems are no longer permitted to maintain independent armed forces, and mercenaries are banned from operating within Denebi space.

The Deneb Moot is composed of two houses, the Senate (where each of the Republic's ~800 worlds gets one seat) and the Commons, divided into 100 seats. Both the Senate and the Common seats are allotted strictly by majority vote. In the Republic, the Senate is the lower house, and the Commons the upper house. Combined, the two legislative houses are referred to as the Deneb Moot. These bodies write all interstellar laws: these laws supersede any and all planetary laws.

The Civil Service handles all bureaucratic functions within the Republic, excluding that of the military (which is under the sole authority of the President) and the Judiciary. These functions include taxation, inter-species relations, the technology uplift directorate, equity payments, and other ~~boondoggles~~ needful projects as required. It maintains offices on every high-population world, and entire cities on the high-tech, high-population worlds. A good 20% of the population on Vincennes, capital of the Republic of Deneb, is tied directly or indirectly to the Civil Service and its innumerable departments, offices, and committees.

The Unified Courts handle legal matters. Planetary governments are permitted to handle most local matters, but all interstellar disputes are within the U.C. jurisdiction. All disputes involving a breach of sophont rights are strictly Unified Court matters: planetary courts have no authority in these cases. Also, all disputes involving the laws instituted by the now-defunct Imperial and Domain governments are now within the preview of the U.C.: again, local courts have no jurisdiction in these issues.

The Structure of the Treasury is quite different than that of the Imperial Treasury. There are reasons for this, which are worth outlining:

- The central issue of ruling families is wealth preservation: the central issue of democratic politicians is to get re-elected. To preserve wealth, senior families need a predictable store of value (like Cleon Zhunastu, founder of the Third Imperium). Interstellar corporations, (like Zhunastu Industries, the megacorporation that dominated the early Third Imperium) need a widely recognized medium of exchange which is not susceptible to political shifts. Don't forget, the Imperium is dominated by industrial concerns which want to be paid for their real goods with real money, not financial concerns which borrow short, lend long, and *invariably* get bailed out with more fiat when the gravy train dies.
- The Republic of Deneb is not dominated by ruling families and corporations, but by democratic politicians and large tribes. Democrats need a large supply of steady money to buy the votes of their target tribe – be it ethnic, territorial, or some other reliable voting bloc. Democrats also need an expansive state, to put more people on the payroll and expand their power: this expensive socialist state must be paid for. Noble families are multi-generational institutions, with a long timeframe: democratic politicians are term limited, and are unconcerned with the eventual bankruptcy of the state – so long as they are not in office when it happens.
- The Treasury of the Republic is shaped by these incentives. The Republican Credit (□) is a fiat currency, tied to the ability of the government to tax and seize wealth: the hard-money Imperial Credit (ICr, often just Cr) is of no value here, or anywhere else in Charted Space. After some initial financing troubles, inflation is now held at the 3%-5% level, enough to provide Aledon with 'financial flexibility'.
- The money Aledon printed up/taxed in/borrowed was initially spent on technologically uplifting several Denebi systems to TL 15. (See "Regency Industrial Development Program", **Traveller The New Era: The Regency Sourcebook**, page 67) Of course, all the low-tech worlds demanded that

this discrimination against the poor end immediately. In order to soothe the aggravated voting blocks, supplementary redistribution programs were developed 'to stress the unity of the Republic.' While welfare benefits have been kept at the world-level, individual welfare benefits are restricted to those in military or civil service. A vast host of minority groups are insisting that this change, as the Republic 'needs to back its claim to equality with cold, hard cash'. (...and the Republic is only ten years old as of 1145. President Aledon has enough legitimacy to stiff powerful voting blocs successfully, but just wait until he dies. "Too many promises, not enough money," anyone?)

- While the Imperial Credit has no value anywhere in Charted Space, the Golden Credit, much like the British Pound of the 8th century AD – a.k.a. one solid pound of silver – will always be of some value. In the Hard Times era of 1125 Imperial, interstellar specie currency began to circulate once again: 50 grams of copper = 0.2 Cr, 30 grams of silver = 10 Cr, 30 grams of gold = 300 Cr. (**Hard Times**, page 93) Of course, the Referee may adjust these values as he sees fit.
- Knowledgeable readers know that I am cheerfully ignoring **GURPS Traveller Far Trader**, page 7, where the author insists that the currency of the Third Imperium is a fiat currency. I can mentally adjust to faster-than-light starships, antigravity, and aliens: while these things Just Aren't There, they are common tropes of the science-fiction format, and who knows – maybe they just might be discovered in a century or a millennia.

A stable fiat currency, on the other hand, is frankly impossible: the very *reason* why fiat currencies are made is so that they can be inflated. This meets two central goals: 1) remove financial restrictions on government power and 2) gradually impoverish the citizenry, weakening their ability to challenge our Compassionate Leaders. If you assume that a new 100-ton starship in 0 Imperial and in 1100 Imperial are both in the 25-30 million credit range, then there must be either little inflation, or largely balanced inflation/deflation cycles. (And there is no democratic government, anywhere in the world, that will happily authorize deflation and

sign its own extinction notice in the next election cycle.)

BUT, if said new 100-ton scout was worth 300,000 Credits in year 0, and there was a fixed inflation rate of 3% every year, then in 1100 Imperial that ship would cost 23.6 MCr – not far from established values. (See Milton Friedman and the Chicago School for details.) I bet that the Second Imperium, run by Terrans, tried to do exactly this, and the usual ‘unforeseen contingencies’ – Vilani civil disruption and hostilities with the Vargr, in this case – destroyed that experiment in creative accounting. Just like the (elite-promoted) crash in Western birthrates led inevitably to the destruction of the (elite-promoted) Welfare State. “Yes, Our Compassionate Masters have no idea what they are doing. Why do you ask?”

The Star Volunteers are young, eager adults selected by various bureaucratic boards who work without pay (except room, board, and free interstellar travel) to spread democratic values, patriotic unity, and republican views across Republican stars for a single five-year term. Some are political organizers; others mainstream reporters; and still others ambitious academics or wannabe Republican scouts. All are chosen for their loyalty to the Republic, cosmopolitanism & broad-mindedness, and political potential. Many go on to a political career in interstellar politics. While the program is still young – only three years old – it does look to be very promising, able to reach its unstated goal: the birth of a political class which is not tied to a single world, defunct ruling family, or corporation, but only to the survival of the Republican government as a democratic organization.

Analogy

Powerful revolutionary strongmen holding together disparate nations do well enough as long as they live, but their level of success declines sharply after their death: Marshal Tito of Yugoslavia is the archetypical example. President Aledon’s Social Egalitarian Democracy is not as heavily grounded in violence as Communism: since it is not as solidly based on open violence and theft, it should last longer. However, it is just as grounded on competing voting blocs (and stealing from Peter to bribe Paul) as any democratic culture.

A better analogy than Marshal Tito would be President Franklin D. Roosevelt, but replacing Roosevelt’s Wall Street connections and aristocratic background with military and familial links. (“Noble rank is temporary,

but blood-alliances are forever.”) As Archduke, Aledon has a powerful psion as the family advisor, something that assisted his long rule in more than one way.

Now, the informed reader may wonder: “Why did this psion-hating culture throw up a secretly pro-psion leadership? Why did many nobles – including Archduke Dulinor and Duke Craig, as well as Duke Norris – hunger to shut down the aristocratic system that served the Imperium well for over a thousand years?”

Surface reasons: social & political revolutions do NOT come from the bottom. They come from the top. Numerous French & Russian nobles backed the revolutionaries; more Christian clerics backed Darwin in England than scientists; many American leaders who benefited from British rule lead the rebellion against England. And regarding psions, *of course* Our Leaders bans people from doing things they themselves do routinely. Take the American Congress, who insists that millions obey their laws, laws that routinely have a special exemption for themselves.

Deep reasons: note that the majority of nobles may be Mixed Vilani, but it’s more like 80% Solomani, 20% Vilani, not 50-50: until the 600s, most Imperial Nobles were either pure Solomani or (uncommonly) pure Vilani. And nobles, like all powerful men, are always looking for ways to gain even *more* power. After all, under the rule of the British King, the Americans paid a maximum of 2.5% taxes –

<http://lewrockwell.com/north/north1002.html>, and revolted because the British government decided to put an extra tax on – of all people – “lawyers, newspaper publishers, and card players”

<http://www.lewrockwell.com/north/north544.html>

Now, in the land of Democracy and Freedom, we live under an ever-expanding mess of conflicting regulations, are taxed far more than the Jews were under Pharaoh (with extra fondling thrown in), while our now-obscure Compassionate Masters (and the empty suits they prop up for public office) have far more power with much less responsibility. Same deal with Secularism: no restrictions for the mighty, no shield for the weak – not even theoretically. Hell, it’s even true of Socialism: “Everything belongs to The People: but only The Chosen Few *truly* understand what The People really need.”

In the 57th century AD, Solomani nobles can read history books too. They also know that they can steal and kill far more if it’s done “in the name of The People” than if in the name of the King, or of the Christian God.

Ergo, Dulinor, the War of the Rebellion, etc.

Yeah, the Solomani nobles were as over-ambitious and uncaring of second-order consequences as ever. So what? Millions of Russians & Chinese still sing the praises of Mao & Stalin, the French still shower praise on Napoleon, and over 10% of Germans *still* dream of a Führer who will Bring Order to the Nation. If 'The People' couldn't care less how many Chinese, Russians, Frenchmen, and Germans were killed, why should Our Masters? And, speaking of the Führerprinzip... anyone cares to guess what new powers the Oval Office will proclaim for itself next year? One thing is for certain: there will be no revolt, just as there hasn't been since 2001, be the resident Republican or Democrat.

Rest assured, President Aledon knows what he is doing. And no matter what he does, a large portion of The People will adore him for it.

Denebi military operations

With the warming of relations with the Zhodani and the success of Domain – now Republican – operations against the Aslans, military men are strongly supported across their starnation. (Being personally led by the revered President Norris Aledon doesn't hurt at all.) Major military deployments remain along the Republican-Vargr border, and among the occupied systems of the Aslan Hierate. As of 1145, military action to conquer the New Island and Old Island subsector systems in Reft sector is imminent 'to insure the territorial integrity of the Republic'. These isolated systems are very hostile to their imminent conqueror, but no political figure has arisen to unify them.

The Republican withdrawal from the occupied Aslan Hierate systems is set to start next year, in 1146 Imperial. Reinforced Tlaukhu fleets from the main body of Hierate systems (across the Great Rift) are slowly gathering just across the border, to insure that Republic keeps her promises of withdrawal. Various Aslan monitors, formal and otherwise, are already drifting into the Occupied Zone 'to insure the Imperials [sic] keep their word'. A few premature Aslan uprisings have already kicked off, only to be harshly suppressed by Republican troops. Republican civilians, especially humans, are advised to avoid the region until the withdrawal is complete, in 1150 – and probably many long years afterwards.

The Major Players: The Restored Vilani Empire

The **Ziru Sirkaa** continues to hold her territories in Vland Sector, but the Vargr conquest of Lishun – assisted in no small part by feuding Noble families – is

firming up for the long term, with Vargr and Vargr/human governments now dominating the region. Relations between the Republic, the various Vargr pirate-kingdoms of Corridor Sector, the Ziru Sirkaa, and the Lishun conquistadors are constantly fluctuating.

Both the Republic and the Vilani want stable & peaceful trade across the region, but Corridor Sector – dominated by traditional Vargr (the Logaku, or Lair Vargr) and the extra-chaotic Aekhu (Denebi Vargr) – remains a region of even higher levels of chaos than is typical of Vargr space. The Third Imperium could afford to maintain armadas of heavily reinforced fleets in the region to Maintain Order, but this is something neither the Republic of Deneb nor the Ziru Sirkaa can afford to duplicate. This makes trade between the Republic and the Restored Vilani Empire hair-raisingly risky, but extremely rewarding for traders who are both very lucky and very skilled. (Things are definitely easier if said traders are majority or pure Vargr, led by Vargr.)

The Ziru Sirkaa and the Ovaghoun nations of Lishun make up the second-largest peaceful "trade and transport" zone of Imperial Space, after the Republic of Deneb. All territory within the Vilani interstellar government can be considered a Safe (using **Hard Times** terminology); Lishun is a mix of Safe and Frontier zones. If the ugly racial strife within Antares Sector would ever calm down, interstellar trade & commerce – and thus, interstellar society – could be restored there too. This would make the Vilani-Antares zone the largest region of (comparative) peace and safety in the old Imperial territories, and a good nucleus for... well, probably not a Fourth Imperium, but perhaps a Gumon Sirkaa, the Civilized Stars, a bi-racial civilization centred on Vilani-defined flavours of Conformity, Prosperity, and Tradition (much as pre-revolutionary Europe was grounded on Christian ideals and goals).

Compare & Contrast: Bureaucratic Vland versus Bureaucratic Europe

Modern Europe, of course, is grounded solely on the needs of the bureaucratic State to expand and maintain its power. The Vilani *are* a bureaucratic people little interested in morality per se, but they are *far* fonder of wealth-producing corporations than they are of wealth-absorbing governments. They also have little interest in their governments destroying long-established social norms merely to show how much power the State has – any Second Imperium historian could tell you as much.

All change has a price, and – unlike modern Westerners – the Vilani are very sensitive of both non-monetary social costs, and the opportunity cost of 'things not

seen'. ("I can't believe Frédéric Bastiat was a *Solomani!*! How could such a short-sighted, shiny-distracted, zero-patience race sire such a perceptive mind?!?" "Well, the socialist French *did* managed to *completely* forget

him, but there were these crazed libertarian types in America...") They also value saving and investing far more than spending: they have to, in order to finance their long-term, large-scale expansion plans.



A view over Nirgilirkura, a major Vilani factory complex/arcology on Lurkha/Kaseai/Vland. Since the War of the Rebellion, the mass migration of Vilani megacorporate personnel and know-how to the Restored Empire has helped better preserve Vilani leadership in industry, compared to the other major Imperial Successor States.

This graphic is titled "Irchions" © Glenn Antins. See his work at

http://www.renderosity.com/mod/gallery/index.php?image_id=1940522

Most Vargr simply have too much racial pride to bother learning anything from the mysterious Vilani: but the Ovaghoun are secure and confident enough to admit their weaknesses, and carefully watch and imitate the Old Masters of Chartered Space as they get to work in rebuilding Vilani interstellar civilization – now being cleansed of short-sighted and self-destructive Solomani influences. The Ovaghoun have a lengthy history of learning Vilani lessons well, and it will be interesting to see what they do with the wealth and power they will amass over the next century or two.

The Major Players: The Domain of Delphi

Archduchess Margaret's holding is, with Sovereign Vega, the only post-Imperial successor states currently at peace with all her neighbouring states – mainly

because there *are* no neighbouring states within six parsecs of her borders. The **Domain of Delphi** – Margaret's creation, not a true Third Imperium fief – has avoided expansion until recently, instead concentrating on internal development and a border policy that discourages the formation of pocket empires near her borders. As the region continues to prosper and costly conflicts declines, the 64-year old Archduchess continues to grooms her children, Julia and Paulo, with an eye to a viable claim to the vaporized Iridium Throne. Note that their genetic source material may – or may not – make them direct heirs of the late Emperor Strephon (**Survival Margin**, page 21 to 26). Both children are 25 years old as of the present date, 1145 Imperial.

Question: What does it mean, to be the legitimate heir of an extinct Empire?

Answer: Not very much, unless the twins can somehow persuade the other major post-Imperial powers – the Republic of Deneb, the Restored Vilani Empire, and the Federation of Daibei fragments – to reunite under their leadership. The various ‘virtual Imperial Moots’ created by intrepid pollsters universally show a strong lead for the ‘dissolve the Imperium’ option. In contrast, the widespread interstellar support the twins would need to legitimize their rule simply doesn’t exist. Sure, they can just ignore the evidence and proclaim themselves co-Emperors anyways, but who will care beyond the borders of the Domain of Delphi?

The Domain of Delphi is a strongly Solomani/Vilani state: following the corporate-led genocide of Geonee migrants fleeing Massila Sector (**Survival Margin**, page 51-52) – and the lack of equally destructive treatment of Solomani, Mixed Vilani, and Vilani refugees – the supremacy of the two Major Races (and mixes thereof) became unofficial policy of the government. This was further reinforced by the Archduchess stripping sophont status from any intelligent being with more than 25% of their body – or *any* portion of their brain – converted to cybernetics. (Wounded Delphi soldiers generally use vat-grown organic replacement organs and limbs; but simple, non-computerized mechanical limb replacements are also acceptable.)

The Domain of Delphi had long restricted external military activity to the surgical destruction of nearby pocket empires: following the traditional Imperial Rules of War, they destroyed opposing command centres and military bases, not populations or economic centres. If you are not a political competitor of the Domain, your treatment is markedly better, with good and mutually profitable business deals quite possible. Outside of Imperial Space, the Delphi worked hard to build trade networks trailing of Delphi Sector, across the Glimmerdrift Reaches, Neworlds, Crucis Margin, Leoindae, and to the K’kree-dominated Kaa Gl’kul and Hiver-ruled Exolian Sectors. This region is collectively referred to as the Glimmerdrift Trade Zone within the Domain and official documents. (The Hiver deal, closed in 1121 Imperial, was discussed in **Survival Margin**, page 29. A similar K’kree deal was finally agreed to in 1137, with all interaction between the Hivers and the K’kree to be handled by sworn-vegan humans, accredited by the Domain of Delphi. The reason for the K’kree trade agreement delay was Hiver internal politics, i.e. too many Hiver manipulation schemes working at cross-purposes. Search for “Gambit Pileup” or “Xanatos Pileup”, www.TVTropes.org for

more information. Also, mercantilist groups within the Two Thousand Worlds feared competition with the high-tech humans and the even higher-tech Hivers, and it took time for the Steppelord to undercut their influence in his Court.)

However, with the rule and protection of her worlds now rock-solid thanks to a powerful, largely-intact fleet and a strong economy (see **Hard Times**, page 16 for the 1125 situation), Archduchess Margaret’s corporate backers are hungry for new markets and new resources. Under their pressure, her aides are planning for territorial expansion in various phases. First and easiest will be Domain expansion throughout all of Delphi Sector. The second phase will be the enclosure of the Delphic Rift with a band of Domain systems, initially as trading posts with the natives or settlements which could be profitable, but lack a sufficiently high-tech population to put those resources to work. This is expected to grow into a six to ten-parsec ribbon around the Delphic Rift, and include all systems within the Rift. Finally, expansion into Massila and Ley Sectors will be conducted. Territorial growth into Core, Old Expanses, and Diaspora Sectors will be avoided for the next 50 years or so, due to external political complications. (See: the Solomani Confederation Navy.) The Domain will work with the Hive Federation and the Two Thousand Worlds to further boost the economic growth of the Glimmerdrift Trade Zone between the three powers, but avoid military & territorial commitments.

The Major Players: The Federation of Daibei

The **Federation of Daibei** is no longer led by Duke Craig, who abdicated sector rule for a well-deserved retirement in 1143. In his place rules Duchess Udita of Nightrim subsector. The 35-year old Duchess has been ruling her demesne with great élan for six years, expertly handling the two-year Nightrim War (1138-1140) against a union of landless Aslans and the Principality of Caledon. Working with limited resources, she turned what could have been a major defeat, or even the destruction of the Federation, into a limited territorial loss in her subsector. When Duke Craig announced her as his preferred successor before the Moot of High Lords (**Survival Margin**, page 18, for the existence of this sector moot), she received strong backing by the military and the bureaucracy, but only grudging acceptance by the nobility. Only six years old when Emperor Strephon was assassinated, she is the first truly post-Imperial ruler of a major successor state. (When Duke Craig gave his support to Udita, it was quite a surprise: he unexpectedly passed over his 40-year-old son Mark for the position. Duke Mark still

inherited his father's position as Duke of Edge subsector, and opponents of Urita tend to cluster around Duke Mark for support.)

Duke Craig's greatest achievement – peace with her two gigantic neighbours, the intimidating Solomani Confederation and the powerful Aslan Hierate – is carefully and continually nurtured by the Duchess. While some limited trade agreements have been forged with both powers, most of her major external trade routes are with Sovereign Vega, the prosperous – if somewhat isolated – successor state to the Vegan Autonomous Region. With a stable peace, trade links with the Principality of Caledon are also strengthening, but, despite its military victory, the Principality remains wary of being financially absorbed by the Federation. Thus, it continued to hold a mercantilist policy, rigorously enforcing various tariffs and licencing requirements, and continued to encourage trade with the Aslans. The worlds that have been taken from the Federation have their territory split equally between Caledonian and Aslan settlers, ignoring the claims of the pre-conquest population. (None of the allied Aslan settler clans have any ties to the Tlaukuh – the 29 major Aslan clans – as the Caledonian government wants to avoid major-power involvement in her internal affairs.)

The domestic government of the Federation of Daibei remains Noble-led. However, it is strongly bureaucratic throughout all levels of the interstellar government: even marriages among the Noble houses are now determined by various committees and commissions. As internal stability and economic growth surged with peace, the interstellar state has expanded into the damaged war zone subsectors of Lingar and Conda (to trailing, damaged by Lucan's Imperium) and, Zhem, Mulaar, Dudin, and Cruxway (to rimward, damaged by the Solomani).

As part of the Peace of Terra (signed 1130), Daibei authority over former Imperial territory in Gaalorn, Hermes, Narya, and Orvon subsectors has been formally recognized by the Solomani, but Federation naval assets and basing in this region is limited to that needed to maintain internal control until 1170. This is just as well, as these damaged subsectors – especially Gaalon and Narya subsectors, which were really trashed by the Solomani – are going to need a lot of tender loving care for the next century or two to bring them up to standard habitability levels.

There is a major immigration surge into these worlds, as pro-natal exiles from the Confederation are driven into Daibei territory, with the acquiescence of the

Federation. Most of these refugees are non-Solomani and Mixed Vilani humans, with some nonhumans driven from Terra, currently in the process of 'racial purification'. The Federation hopes that these refugees will help kick-start the economy of the badly damaged Lower Tier – the eight subsectors that make up the rimward half of Daibei Sector.

Note that, unlike most the other post-Imperial successor states, the Federation of Daibei maintains no restrictions on psionics, having rescinded the Psionic Suppression Orders in 1129 (**Survival Margin**, page 60). The resulting immigration has been low-key, but the services they provide to the Federation government have proven to be invaluable, especially in the sphere of internal security. Duke Craig's friendship with Archduke, now President, Norris has been somewhat duplicated by Duchess Urita. However, Craig's friendship was built on shared experiences and personal connections; Urita's friendship is more tied to similar governmental concerns, linked by a similar liberal dispositions. (Summarized: limited (ex-)noble support; freedom for psionic activity; equality between organic sophonts.)

Immigration into Daibei

Due to the friendly attitude the Federation had (and has today) to all sophonts, the region became a magnet for minor human races and alien populations throughout the rimward half of the Imperium, during and after the War of the Rebellion. There has been heavy Aslan immigration during their incursions, and large-scale Vegan immigration during the darkest days of their war with the Solomani, when the possibility of defeat and (at best) a hard-edged racial subjugation loomed over the horizon.

Up to ten years ago, there was a serious possibility of the humans of the Federation eventually becoming a minority within the Federation, and the Daibei government worked hard to soothe the suspicions and concerns of the planetary populations and governments. But the flow of refugees from the Wilds tapered off two decades ago, and the Vegan influx is now on a strong downturn. (The persecutions have not let up, but there just isn't that many ships left intact in the Wilds – or very many minorities which can't defend themselves or afford to flee, either.)

More importantly, newly rigorous Confederation racial policies have led to a huge surge of Mixed Vilani and pure Vilani refugees from the Confederation, as well as some expelled nonhumans from Terra. The ones exiled from Terra have been expelled for not being pure Solomani, but the others are either non-pure Solomani

or non-Solomani humans, who are expelled for refusing to restrict themselves to just one child per couple. So many tens of millions are crossing into Daibei territory

from Terra and the Old Expanses that the entire population of the Federation is increasing at the rate of 1% a year, on *top* of any natural increase (!!).



A low-tech survivor of the War of the Rebellion gets ready to greet a high-tech wave of Solomani refugees.
Orvon/Orvon/Daibei, 59-1145 Imperial. The graphic is titled "Colonization" © Igor Vitkovskiy. See his work at <http://browse.deviantart.com/?qh=§ion=&global=1&q=Colonization#/d2xom1o>

The huge, multi-megaton Solomani troop transports, liners, and retrofitted cargo ships transport this flood of tainted humaniti across the border unopposed by the Federation Navy, using landers to transport the refugees to the Settlement Worlds the Federation has marked as available. Various agreements and deals require the Solomani to simultaneously provide enough resources to keep the refugees alive for five years, until (hopefully) they are able to provide for their own life support at least. (With modern fusion plants, light manufacturing robots, closed-cycle life support & cheap hydroponics, this is generally a non-issue. However, visitors to a settlement can expect an absolute sea of 30-ton modules and sealed shipping containers, as far as the eye can see....)

The Federation has decided to locate the Settlement Worlds in the damaged systems of the Lower Tier, in common parlance. (Subsectors I through M, or Gamma and Delta Quadrants, of Daibei Sector.) They are close to the Solomani Confederation, so perhaps they may rebel and leave the Federation some distant day: but as they were kicked out by that same Confederation, it is unlikely that they will ever willingly re-join it. It is hoped that the refugees will show some initiative, and

work hard to rebuild their worlds: besides helping themselves, it would also be a strong assist to the Federation economy, allowing a stronger trade and transport network to knit the rimward border regions to the Federation core, Daibei's Alpha Quadrant (Edge, Alun, Woomera, and Outback subsectors).

A major source of immigration are the Vilani who observe the tradition of four children per couple. The Confederation has many worlds in the Old Expanses which have large Vilani populations. As the Party plans to turn all these worlds into homes fit for the Race, the Mixed and Pure Vilani population needs to diminish – but not too radically, as that would hurt the economy. Thus, sterility drugs keyed to the Vilani genotype are sprayed widely over Vilani-dominant neighbourhoods and applied to the drinking water. Stubborn Vilani who resist this gentle form of genocide can and have found ways to weaken the effects of the drugs. This has led to some serious drug wars in the Old Expanses. To help end these expensive wars, the Confederation government offers to ship to the Federation of Daibei all who surrender, and to alleviate suspicions, Daibei representatives and observers are included at all points of the process. This is done to prove that all who

surrender really *do* arrive at Daibei, and are not, say, cheaply spaced over an out-of-the-way moon instead.

Referee: For those who want to roleplay this scenario, it will be necessary to correct (in the unpleasant sense of the world) the worlds in the Frontier, Wilds, Warzone, and Intensive Warzone regions as per **Hard Times**. Then, go over the worlds, and select the ones with the least damaged ecosystems and a surviving population of less than one million. Finally, add in between 10 and 100 million people, at tech level 8-10, as your base immigration population at 1145. Between 1145 and 1160, the largest expulsion/ethnic cleansing/refugee flight in human history will add 5% to 50% to the population of these worlds *every - single - year*.

This *can* be done: after all, the Chinese today build enough urban space to add 5 million+ people every year, ignoring “built by experts from the top-down” white elephants like Ordos in Inner Mongolia. This will be even more easily done at TL 8-10, the immigrants’ median tech level. Golden opportunities for fast-thinking traders, explorers, and opportunistic Travellers are scattered everywhere on the ground in this scenario...

Another source of immigrants are the sophonts who immigrated to Terra during the Imperial Occupation. Everyone on Terra who isn’t racially a True Human – from the millions of Vilani settlers residing in India, to the Hiver immigrants following versions of Hinduism in their vast eastern Australian estates – are being ‘invited to leave’, no matter what their wealth, position, political reliability, historical ties to Terra, or number of children. Most non-Solomani on Terra are of independent means, and often have a good amount of start-up capital at hand (in their wallet, and in their head). They are unusually fond of the deceased Third Imperium, and regret being kicked off of the birthplace of Humaniti, but their ancestors made the move to Terra in the 1000’s, and they will make a new life for themselves off-Terra in the mid-1100’s. Life goes on.

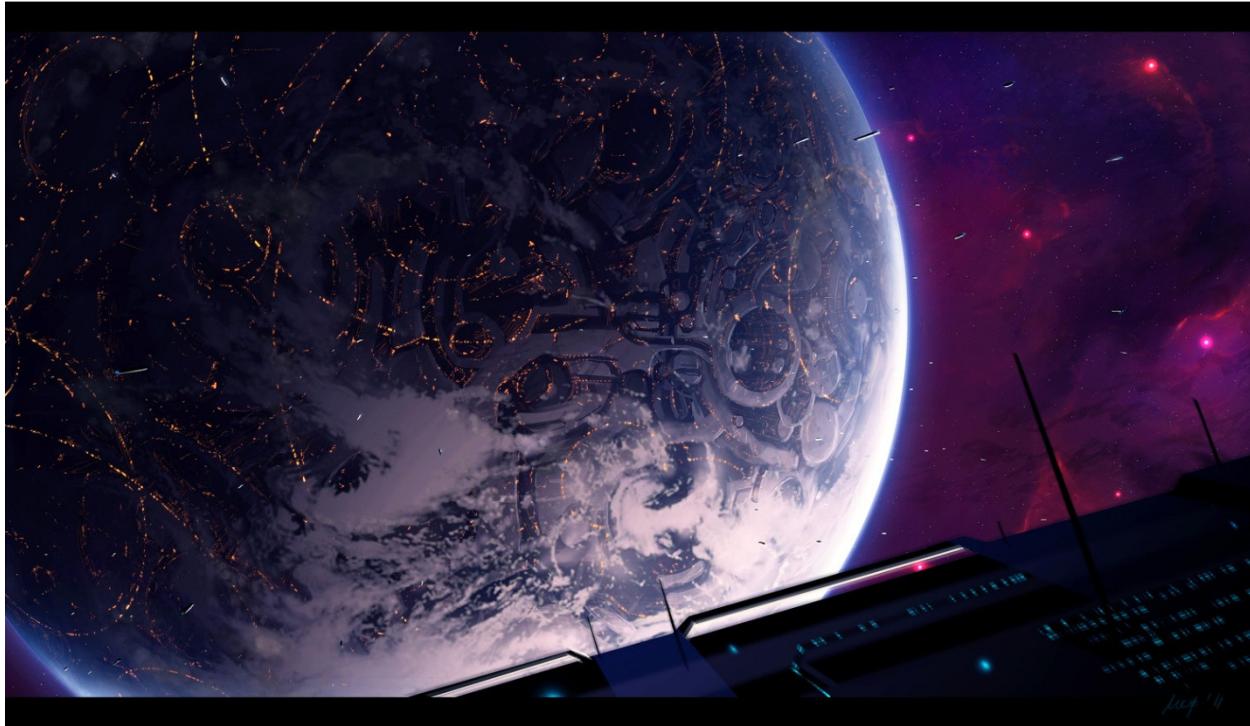
Many immigrants are lower-class pro-natal non-Solomani humans. They are used to being shoved around by their racial betters, and have put up with it

for quite some time now. However, everyone has a Red Line, and for these people that line is the size of their families. They are more resigned than angry, but grateful that God has at least granted them children, whatever the personal cost to themselves.

The bitterest immigrants are those who were once accepted as ‘near-Solomani’, ‘friends of the Solomani’, ‘second-rate Solomani’, or ‘99-percenter’. Typically Mixed Vilani or almost-pure Solomani, from Terra and across the Solomani Sphere, they and their ancestors made extraordinary efforts to gain the acceptance of the Party and the Race. The most driven of them follow the ‘archetypical’ Solomani religions – especially Christianity (the majority religion) and Islam (the most powerful minority religion), both of which are explicitly pro-natal. They have worked hard to gain Party membership, and have utterly abandoned everything non-Solomani, becoming ‘more loyalist than the king’.

When forced by the Party to choose between their Solomani deity (who commands many children) and the Solomani Party (who commands the non-Solomani to have just one child), most chose the Party. The ones who chose their God are sent packing to Daibei. When they arrive, they tend to react to the many nonhumans of the Federation suspiciously, but this wariness usually fades in time. What doesn’t fade is their sense of deep betrayal by the Party and the Race that they loved. Their relationship with their God continues to develop fervently if quietly, sprouting out in unexpected new directions due to the trauma they received. As of 1145, this means little to anyone outside of their impoverished settlements. Fifty years later...

Note that most Confederation non-humans are *not* affected by the new reproduction laws: the main targets are the Mixed and Pure Vilani who reside in the Old Expanses, and only secondary the other Minor Human Races, and the Vilani-tainted who live outside the Old Expanses. The Purification of Terra is a sop given to those Solomani disappointed in the continued existence of an independent Vegan State near Terra. Most Solomani are satisfied with the Reconquest of Terra and a truly massive conquest in the Old Expanses, and endorse the expansion of the Race – and the diminishment of the Vilani – in the new systems.



Home system, capital of the Solomani Confederation. Located in Aldebaran sector, Home is currently (1145 Imperial) the second-most powerful human world in Charted Space, after Zhodane, capital of the Zhodani Consulate. While Zhodane is quite lightly populated (by Zhodani policy), with only 80 million sophonts at TL F, Home bears five billion sophonts (almost all Solomani) at TL E. The graphic is titled "Trantor" © Igor Vitkovskiy.

See his work at <http://m3-f.deviantart.com/gallery/?offset=0#/d3czmy4>

The Major Players: The Solomani Confederation

With peace established with Daibei and Vega, the **Solomani Confederation** is gearing its' efforts to the digestion of the Old Expanses. As a practical matter, it controls only the rimward half of the sector, the rest being Wild space: expansion coreward will lead to contact with the Domain of Delphi, and the Confederation would rather focus on internal development, than enter the torn and bloody mess the Half-breed Imperium has left behind. "Sure, the Solomani Race is destined to rule all of humaniti, but every Party Member has the Lesson of the Germans drilled into his head from the age of six onwards. 'Superiority without wisdom means death.'"

And speaking of the Solomani Cause, 'the inevitable destiny of the Solomani to rule all of humaniti...' most of the Solomani within the Confederation, after taking a single good look at the ruins of Imperial Space, punch some ballpark figures into their calculators and quickly decide to put off their Inevitable Destiny for just a few more generations. If the Solomani decided to really focus on retaking Imperial Space, they could probably do a good job of conquering everything they see until they reach the borders of Vland Sector. And what will

they have won? A myriad of ruined and shattered worlds, sociopathic pirates, and psychotic cultures.

This is the time for the Solomani to regain leadership over all humaniti. There could well be a huge payoff in a millennium or so, but only after pouring money, blood, sweat and tears into a gaping pit of despair for at least 200 years. The sheer scale of the sacrifice needed has killed the Solomani Cause more completely than any amount of political preaching or pleas for racial harmony. The Solomani have decided to turn their back on any claim to lead – and thus, care for – the rest of humaniti, instead remaining on the comfortable worlds of the Solomani Sphere.

While Terra is being built up and purified as the Heart of the Solomani People, the actual capital will remain at Home – Terra is just too exposed to serve as the administrative centre of the Confederation. The solid majority of sophonts within the Confederation are pure-blooded True Humans, but this should be increased from about 80% to 90%+ after a century, as the Mixed Vilani population begins its long and steady collapse, as arranged for by the Party. After watching the agonizing death of the mighty Third Imperium, the still-shocked Solomani remain rather free of internal

strife: instead of military victories symbolizing Racial superiority, the willingness to compromise and the

avoidance of insane & suicidal civil wars now sit at the core of Solomani Superiority.

Yeo passed the book to his fellow Federation Scout Barker.

Barker scanned the title: **It Wasn't Curiosity that Killed the Cat: A Child's Primer on Solomani-Aslan Relations.**

"Who says that those dour, racist Solomani don't have a sense of humour?"

Barker snorted his reply. "I certainly never did! There ain't anything like watching all those white, black, brown, yellow, and red children joyfully holding hands and dancing around a pile of smoking Aslan corpses."

"Probably while singing praises to their merciful, ecumenical Solomani gods while they're at it. A true Party Production."

Yeo sighed, and cracked open a Nutri-can. At least his vest keeps cold things cold, and hot things hot.

[**Referee:** this utility vest is lovingly detailed in the **World Builder's Handbook**, page 41.

Complete with tech levels.]

"You think that the Sillymen are going to wipe us out someday? It's not like the Emperor's around to stop them anymore."

"Us? Naah. They would have made their move by now. No way we could stop them, if they really wanted to get back all of the Sphere, or even all of Imperial Space if they were generous with the nukes."

"So what do you think they're going to do?"

"Go to work, play with the kids, watch Tri-V. Just like us."

"Who still watches Tri-V?"

"They do. The Party doesn't like the Internet much. They're tight with their corporate entertainment industry, and team up to keep the flow of information and jokes flowing in one direction only. Cheaper that way, you know.

More respectful of corporate IP rights, too."

Yeo thought about it.

"Well, what about that 'just like us' bit?"

"Hey, I watch their programs. Good stuff is good stuff, no matter whose telling it."

"What are you, some kind of sympo?"

"The Solomani are a lot funnier than the Vilani are, you know. Not nearly so conformist and polite and respectful of all the social niceties."

"Except for the Party jokes."

"No, the Solomani are better at that, too."

"Yeah? Well, why don't I hear any?"

"Cause every time they tell one, people get hurt. Then, people get killed. Not worth the laugh, you know. You might as well give the Party monitors Nazi salutes. Nice way to get disappeared Real Fast."

Yeo finished his Nutri-can.

Barker slipped the book back in the shelf.

"Glad you didn't just throw it in, like usual."

"Lots and lots of worlds out there wish they had paper and ink for books. You have to take care of them."

"Even when they're stuffed with propaganda?"

"You can learn a lot from the lies of others."

The Ghost Player: The Duchy of Usdiki

Emperor Strephon's worlds were washed away by incessant pirate raids, and the Usdiki pocket was reduced to Usdiki herself by 1135. However, Emperor Strephon formally renounced his claim to the Iridium Throne after the destruction of the old Imperial capital city of Cleon - including the Imperial Palace & Imperial Moot - in 1140. Soon after, finding that they were no longer paid by Lucan to go out of their way to attack

Strephon's territory, the vikings (naval fleets turned rogue), corsairs (standard pirates) and rippers (killers-for-fun) that relentlessly tore at his holdings and drove his forces to distraction simply wandered off for other, more meaty targets.

Marquis Strephon was able to re-secure Rure subsector, and - with the support of the planetary government and the unanimous vote of every noble - proclaimed the birth of the **Duchy of Usdiki**, with

himself as an independent Duke. No reference to the Third Imperium was made in these proclamations.

On Holiday-1145, Duke Strephon died at the age of 96, without a specified heir. Avery, Strephon's adopted son (see **Arrival Vengeance**, page 22-23), was also adopted by President Aledon as his son. After hearing of Duke Strephon's death, Avery expressed grief, but made no claim to Strephon's estate. He is expected to marry President Aledon's chosen heir, his truedaughter (i.e. clone) Seldrian, later in 1145. (See the **Regency Sourcebook**, page 13) Archduchess Margaret's children, Julia and Paulo, made no move to declare a relationship with Strephon after hearing of his death. Emperor Lucan simply sneered, and "couldn't be bothered to waste time on the death of old impostors."

As per his request, Duke Strephon's body was placed in a missile, and shot into the sun. The Ducal Moot elected a respected naval officer, Captain Sir Whiss, Baron of Mavehal – an important city of Usdiki – as the new Duke. Duke Strephon's estate and property became property of the Duchy of Usdiki: while numerous honours and monuments were erected in Duke Strephon's name, none refer to his claim to be Emperor of the Third Imperium, or other Imperial titles such as Marquis of Usdiki, or Archduke of Sylea. For all intents and purposes, the government assumes that Strephon was truly an imposter; but his actions defending Usdiki and in creating the Duchy were genuine, and worthy of the gratitude of the people of Rure subsector.

President Aledon sent flowers, and a short pillar of pure iridium. On the pillar was a diamond plaque: engraved on the plaque was an Imperial sunburst; and under the clear diamond could be read these engraved words:

In remembrance of my old friend,
Strephon
Rest in Peace.
- Norris

Other Notable Players & Regions

Sovereign Vega

The Vegan worlds, backstopped by a huge inflow of retreating Imperial forces from Terra and the Rim, managed to fight the Solomani Confederation to a standstill. The Treaty of Terra ended the conflict in 1130, leaving an enormous amount of Imperial warships and stranded soldiers in Vegan tentacles. Integrating these men of war into peaceable Vegan society has proven to be a challenge. Fortunately, the

need to maintain a strong guard against a possible future Solomani attack provides plenty of work, especially as Vegan naval policy assumes a full sector fleet as the Solomani opposition...

Trade and commerce with the Confederation remain closed, despite Vegan technological ability and capacity for mass production, but the trade lanes to the Federation are open and humming. The Domain of Delphi is also extending feelers to Sovereign Vega. Despite the humanist leanings of Delphi, the Vegans may well decide to trade with them anyways, to gain new materials, new markets, new wealth and new knowledge. And perhaps even ease the corporate-minded Delphi to a more generous position on race.

The Ilelith Fragments

After the collapse of the Dulinor's Federation of Ilelith, there was a period of sporadic warfare and bushfire battles across the sector, as the major worlds and cultures sorted things out. Fortunately, things never got as ugly as they did in Antares Sector, and now Verge and Ilelith sectors are the home of over a dozen small interstellar states. The majority of these starnations are focusing on rebuilding their economies and military forces. There isn't much trade between these pocket empires (excluding smuggling), as most of these nations have chosen to follow mercantilist rather than free trade economic philosophies.

Since 1140, there has been a thin but steady flow of Dulinor's veterans returning home from the far-flung battlefields of the War of the Rebellion. Often, they carry some valuable material or useful information, making the region the preferred site for interested scholars, historians, and treasure-seekers curious about what really happened during the Rebellion. While the flow of refugees from Lucan's Imperium has fallen since 1130, various dissidents and rebel forces have managed to pick their way to Ilelith as well. Quite a large percentage of the ex-soldiers are hired by the starnations, as cadre, advisors, or Special Forces.

The Tragedy of Antares

Antares had the potential to be a true successor state, at the same level as the Domain of Delphi or the Restored Vilani Empire. Unfortunately, with the death of Regent Brzk and most of the leadership of the League of Antares, Antares Sector swiftly broke up into several hostile pocket empires. Since 1130, the formerly wealthy sector has been trapped in a cycle of convulsive internal conflict, powered by racial strife, trade disputes, and allegiances to various pretenders to Imperial authority, would-be successors to the League of Antares, and backers of the Julian Protectorate.

In some instances, the fighting was as ugly and as savage as Lucan's genocidal strikes. The most famous example of this, of course, was the Razing of Antares in 1137. The sterilization of a legendary system that survived the fall of three Imperia, the Vargr Pillaging, and the Julian War caused grief across Imperial Space – except in the Six Subsectors, where savage glee united the Solomani population, if only for a brief moment in time.

As of 1145, the average man is better off in most of the Imperial Wilds than in the bitter ruins of Antares Sector – and that's saying something, indeed. The latest reports from the region come from various explorers and opportunist pirates from the Julian Protectorate, which have found "nothing but a mess of craters, radiation, and bleached bones." Only in the rimward portion of the sector, which was never firmly part of the League of Antares, has some version of normality returned.

As the Protectorate is uninterested in establishing a claim over a large collection of ruins and radiation hot spots, it felt that the region will remain fallow for centuries. Perhaps the Sacred Stars may be interested in colonizing the region – but only if they are unable to expand (peacefully or militarily) into the more wealthy and worthwhile systems of the Domain of Gateway.

The Smoking Ruins

Gushege, Dagudashaag and Zarushagar sectors largely remain as they were after the Black War, howling wastelands and blackened, glassed-over graveworlds. Anyone who saw these worlds in their Imperial days can only weep over them now.

But even here, interstellar life has her strongholds, pocket empires that are beginning to blossom once again. Duke Strephon's Independent Duchy of Usdiki in Gushege, the expansion of the Ziru Sirkaa into the coreward subsectors of Dagudashaag, and the Independent Duchy of Oasis in Zarushagar signal a rebirth of hope in the ashes of the Imperium. Other notable states include the HubWorlds (**Traveller: The New Era**, page 174-178) and the Union of Sufren (**Astrographer's Guide to Diaspora Sector**, page 3).

Note that I assume that the other states in Diaspora have disintegrated in the interval between 1127 and 1145 Imperial. The Referee may choose to ignore this, and place a pocket empire just as he pleases.

I am also assuming that every surviving ex-Imperial high-pop/high-tech system in 1145 has either built a pocket empire, or is already part of an interstellar empire. This is not necessarily true: it is possible that a wealthy system is still focused inwardly, on just system protection. If that system shifts her focus from inward-protection to outward-expansion, a new pocket empire may well result.

Supplement: Plans for the Hegemony and Her Future

As of 1145 Imperial, the Hegemony has been at peace for almost two hundred years, which is somewhat distressing for the Arzula leadership. “Peace leads to stagnation. Stagnation leads to death.” However, it is deemed necessary in order to stabilize her membership within the Julian Protectorate, strengthen the links between the wealthy capital world of Damlaer and the cultural/racial centre in Arzul, and build up the conquered worlds of the Empty Quarter and Star’s End.

With the sudden self-destruction of the Ovaghoun Vagr of the Rukadukaz Republic and the collapse of the Ikonaz culture, the most dangerous threat to Hegemonic ambitions has vanished. Whenever the Vilani of Ikon decide to once again follow the cultural lead of Ancient Vland, turn to a completely different path without their Vagr masters, follow the lead of Asimikigir (the Solomani/Vilani/Irlitok Vagr capital of the Protectorate), forge a new culture with the billions of Irlitok Vagr, or even chose the local Impserver culture as their new template (**Stellar Reaches** #14, page 15) is not a concern of the Hegemon. All he needs to know is that there is no longer a well-organized, wealthy, human-dominating Vagr race ten parsecs away from his borders.

The Hegemonic Vagr

The Irlitok migrations into his worlds from the rest of the Julian Protectorate continues, if at a much slower pace. The friendly, human-tweaked Vagr race has completely merged with the similarly-altered Vagr servants in Azrul Sector, completely submerging the Azrul-built gene complexes. (As the goals of the Azrul and Asimikigir bioengineers were similar, the genes were often indistinguishable in any case.) In Beta Quadrant and in Hegemonic Star’s End, the Irlitok are enveloping the Suedzuk race: because of the sheer number of Irlitok (and the earlier decimation of the Suedzuk population), the resulting issue tend to be “nice enough Vagr, but with a really vicious streak if their family and close friends are threatened.” These ‘Hegemonic Vagr’ are still primarily Irlitok, and get along well with humaniti, but may (or may not – genetic dispositions vary) dislike large organizations or cities of much more than 100,000 sophonts. They are

also somewhat less trusting, especially of strangers, than the other Irlitok, and hold grudges longer as well.

The Hegemonic Vagr are still reluctant to turn to violence, and are far more social and forgiving than true Suedzuk. But once again, if ‘their people’ are threatened, *somebody* is going to find his bowels opened up and his guts on the floor. After he has calmed down, though, the Hegemonic Vagr is more than likely to just turn themselves over to local law enforcement for punishment. And – despite the in-jokes – they generally prefer to starve to death rather than eat humans, when put to the test. “Even if they really deserve it.”

I’m not suggesting anything... but did you realize that humans are absolutely packed with useful proteins? And that, thanks to their genetic compatibility, there won’t be any after-dinner heartburn like K’kree steaks always give?

Not that I’d know anything about that *personally*, you understand. Just saying.

Suedzuk Bloodscout/Explorer Mori, to the Vagr IISS Scout Thir Ubrulgheidhe, 1108 Imperial (Alternate timeline)

In the Near Future

The Hegemony will continue to support the Tokitre Principalities expansion into the former worlds of the Rukadukaz Republic, and their application to join the Julian Protectorate. The Tokitre ‘conquests’ have either been unopposed, or made before disorganized opposition. There were initial problems when Tokitre commanders let their naturally anti-Vagr attitudes get the better of them, but Hegemonic advisors have successfully poured oil on the troubled waters.

More surprisingly, the Hegemony has been instrumental in organizing the Ssilmthis Empire. It is supposedly a Suedzuk-ruled empire, but the ‘Suedzuk’ are really of mixed Suedzuk/Irlitok heritage – with the ‘Irlitok’ side growing every generation. There is a distinct possibility that, after a suitable interval, the entire empire will simply be assimilated into the Hegemony.

Among the Spark Worlds, the economy is growing by leaps and bounds: in comparison to its turbulent history, things are going *really* well. Over time, the culture of Flange has slowly worked to improve the lot of the Vargr throughout Hegemonic space (except the seriously xenophobic worlds in Arzul sector). As for Nisaga, her serving sons have made quite a mark with their competence and loyalty. Despite their dark skins, it is quite likely that the next Hegemon will be chosen from Nisaga, as a reward and an acknowledgement of her importance to the Hegemony as a whole. Note that there has never been a Hegemon from Damlaer, despite that world's importance and place as capital of the Hegemony. The Damlaerites don't mind at all – so long as the Treasury, Commerce, and State Banks remain in their hands...

Referee: Specialized agents of Hegemon Vibius are already looking for just the right sort: a man, over thirty but under sixty, with a strong record of accomplishment in the world of ideas, the battlefield, and in interstellar business. He needs to be a natural leader, loyal to humaniti and devoted to the Last Man, but able to deal successfully with both Irilitok and Suedzuk Vargr as well. He has to lead a disciplined life personally, and inspire the same in others. Of course, he must be a patriotic Hegemonio, who will leave the starnation stronger than how he found it. His life must show evidence of being 'touched by the Last Man' – things naturally break his way, he always happens to be at the right place at the right time, etc. And he needs to have that hard, commanding demeanour the Arzula insist of their leaders: forceful, cunning, wise, able to kill or heal personally as circumstances demand, capable of both breathtaking cruelty and profound compassion.

The Referee may rightly wonder if the Hegemon is looking for a man or a god. The best response is, they are looking for a Superior Man. The Cultus are Darwinian materialistic atheists, so their scientific priesthood has spent quite a bit of wealth and time trying to geneer and train their ideal Last Man, but no candidate has measured up. But their understanding of who such a man would be, and their ability to pick out men with some of the required properties, is quite good. Their priestly psionic mind-readers help out as well, but the rarity of natural psionic talent means that they can't screen the masses, but must be reserved for the later evaluations.

During the Imperial Era, Beta Quadrant was either a slaughterhouse of Suedzuk violence, a slaughterhouse of Hegemonic violence, or just a Bad Place to Be.

Fortunately, the last two centuries of peace has given the region space to recover and stabilize, and now, the quadrant is blooming nicely. A century from now, she may well surpass Lorean subsector in wealth (sorry, Damlaer!), and Mycocona subsector in population (sorry, Arzula heartland!).

The Hegemony is well along in her plans to expand across the Lesser Rift, with the expected absorption of two dozen worlds or more in Hebrin, Uodusis, and Turley subsectors. The Hegemon expects this to be done within the next five-to-ten years, forestalling the competing starnations of Yogesh & Gateway. There has already been a general expansion of Hegemonic boundaries by a few parsecs, with Flange being the anchor of that process. Various Lesser Rift systems, largely uninhabited, have been annexed outside of the Empty Quarter as well, in Star's End and Arzul sectors.

In the Middle Future

With the fall of the Rukadukaz Republic, the entire military establishment of the Hegemony of Lorean is undergoing a complete audit. Everyone knows that the mishmash of units, dual-environment doctrines, and sometimes lunatic procurement systems needs to be completely revamped, and Hegemon Vibius has selected a few respected and experienced experts to give him some solid options within a year.

By this time, the Hegemon's chosen successor will be given the task to secure Hegemonio dominance in Arzul Sector. The last time this was attempted, a ruinous 50-year war broke out that nearly destroyed the Hegemony. This time, there will be no attempt to wipe out all of the Suedzuk inhabitants, no massive Pacification Groups, and no wartime mobilization of the entire starnation. Instead, relationships with the more promising Suedzuk packs will be built up, and the Hegemony will assist in wiping out their enemies – and splitting the conquered worlds between them. By 1200 Imperial, most of Arzula Sector should be an interlinked matrix of 'friendly' Suedzuk packs and Arzula Hegemonic settlements, setting the stage for the largest expansion in human power since the birth of the Third Imperium.

In the Far Future...

For the greatest prize is no longer Arzul Sector. The Hegemony still reveres the Last Man, and longs to surpass the military feats of the Solomani and the Vilani. They will also need a cause that will unite both the humans and the Vargr under the Hegemon, some astounding goal that will give the Suedzuk their charismatic surge, and the Arzula humans the chance

to excel on the battlefield, and surpass the victories of their forbearers.

The conquest of the Two Thousand Worlds is that cause.

The Two Thousand Worlds, with their rigid, TL A-B culture; huge, inefficient warships; pathetic technological abilities; and poor grasp of alien concepts like 'money' and 'ecology', is the perfect stage for the kind of war the Hegemon desires, a fit target for destruction. Alone, the Hegemony would take centuries to bring the violently vegetarian herd animals to heel, but with the help of the Suedzuk Vargr – who know well how their people are oppressed in the K'kree colonial pocket of Gn'hk'r sector – things should move a good deal more quickly.

After all, the Vargr have been thinning ignorant, unthinking herds for a very, very long time. The use of legs, four-wheeled drives, open-top air/rafts, or jump3 corsairs are merely different expressions of the same, unchanged spirit.

[Referee Notes: Gn'hk'r is the K'kree term for the sector: it's Gelath to the Vargr and the Protectorate, and Bariishra to the ancient Vilani and the modern Hegemony.

Notes in **GURPS Traveller: Alien Races 2**, page 89, suggests that the most heavily-equipped, well-trained K'kree troops are located here. This suits the Arzula mentally very well, much better than the endless guerrilla warfare the Suedzuk engaged in during the Blighted War (**Stellar Reaches** #13, page 22). "Deal with the best troops right at the start, and handle the rest at leisure."

The average K'kree world is at GURPS Traveller TL 7-9, with the standard military unit at high GTL 9. Call it Traveller TL B: **Alien Races 2**, page 102.]

Together, the Hegemony and the Suedzuk should be able to bring the unnatural rule of those homicidal herbivores to an end. Once the K'kree colonial pocket is broken, the key point will be the jump-4 chain across the lesser rift, to the main body of K'kree worlds. There, the Hegemon expects A LOT of continuous,

heavy-duty fighting to cross the thirty-nine parsecs needed to reach Kirur/Thirty/Ruupiin, hex 1315, the capital of the Two Thousand Worlds. A certain level of technological superiority and tactical competence will be needed, to swiftly destroy the defending fleets in as cost-effective manner as possible, preferably while suffering no losses for the Hegemony – an achievable goal, with hard training and careful thought. By the time the Battle of Kirur is over, though, over 80% of the inefficient, bulky, costly K'kree ships with their inexperienced crews and simpleminded naval doctrines should be so much scrap metal and frozen flesh.

The invasion of Kirur will be left to the Suedzuk. The Hegemon has no intention of depriving the Blood Vargr of their well-earned entertainment.

The forces of the Hegemon will be busy with other activities: liquidating the entire K'kree industrial base, vaporizing all high-population centres from orbit – the ones the Suedzuk didn't devour, that is – and killing all the ships the vast horde of Suedzuk raiders didn't rip apart.

Of course, the Last Man shall get the greater glory, and officially rule the conquered region: but it is reasonable for the ever-eager Suedzuk to get access to a major, free range food supply as their reward. Hunting down, then domesticating, herds of large intelligent livestock should make an intriguing new challenge for both the Suedzuk and the disciples of the Last Man.

When will all this happen? Certainly not in the next 40 years, probably not before 1200 Imperial – but it's never too early to prepare for the future.

It's the thought that counts, after all.

If you let the prey run on a bit before the final strike, the body naturally releases a series of hormones and secretions that turn a good meal into a great feast. It's very good for tenderising the muscles and tendons, too!

Vrgawngrrerrgh,
The Suedzuk Guidebook to Interstellar Cooking
894 Imperial

Maps & UWP'S for the Empty Quarter: 1145 Imperial (Alternate)

This version of the Empty Quarter assumed that there is no AI Virus that devastates Charted Space. Instead, the region is allowed to develop naturally.

As an additional treat, a series of maps for Charted Space are also provided. I had problems in formatting the subsectors, and one border is drawn for each interstellar polity: no border is shared. So they are not as accurate as the Charted Space maps of the GDW era. However, they are good enough for the Referee to see the changes in Charted Space wrought by the War of the Rebellion. The Referee is strongly encouraged to review the **Survival Margin** material as well, for a complete understanding of the various Imperial factions and their respective destinies.

Charted Space maps:

Page 88 – Imperial Space, 1116 Imperial

(Based closely off of Joshua Bell's work at <http://www.travellermap.com/>)

Page 89 – Post-Imperial Space, 1145 Imperial

(Only the most notable and long-established star nations are noted in the map.

Various fly-by-night polities and temporary conquests are ignored.)

The maps are provided in the following formats: Base, UWP, and Black/White

Pages 90-92: The Empty Quarter, 993 Imperial

For 1145:

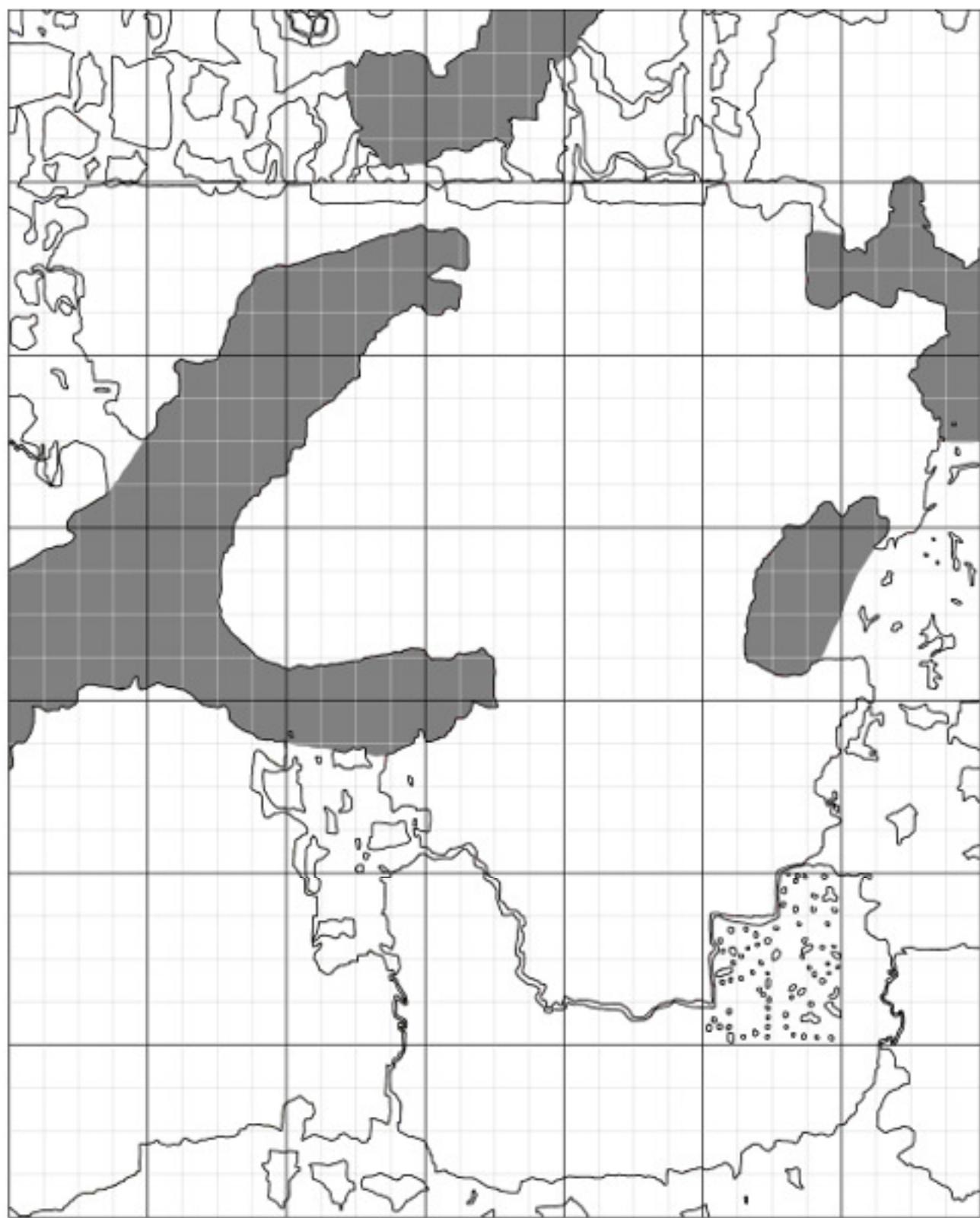
There have been no changes in subsector names – yet:

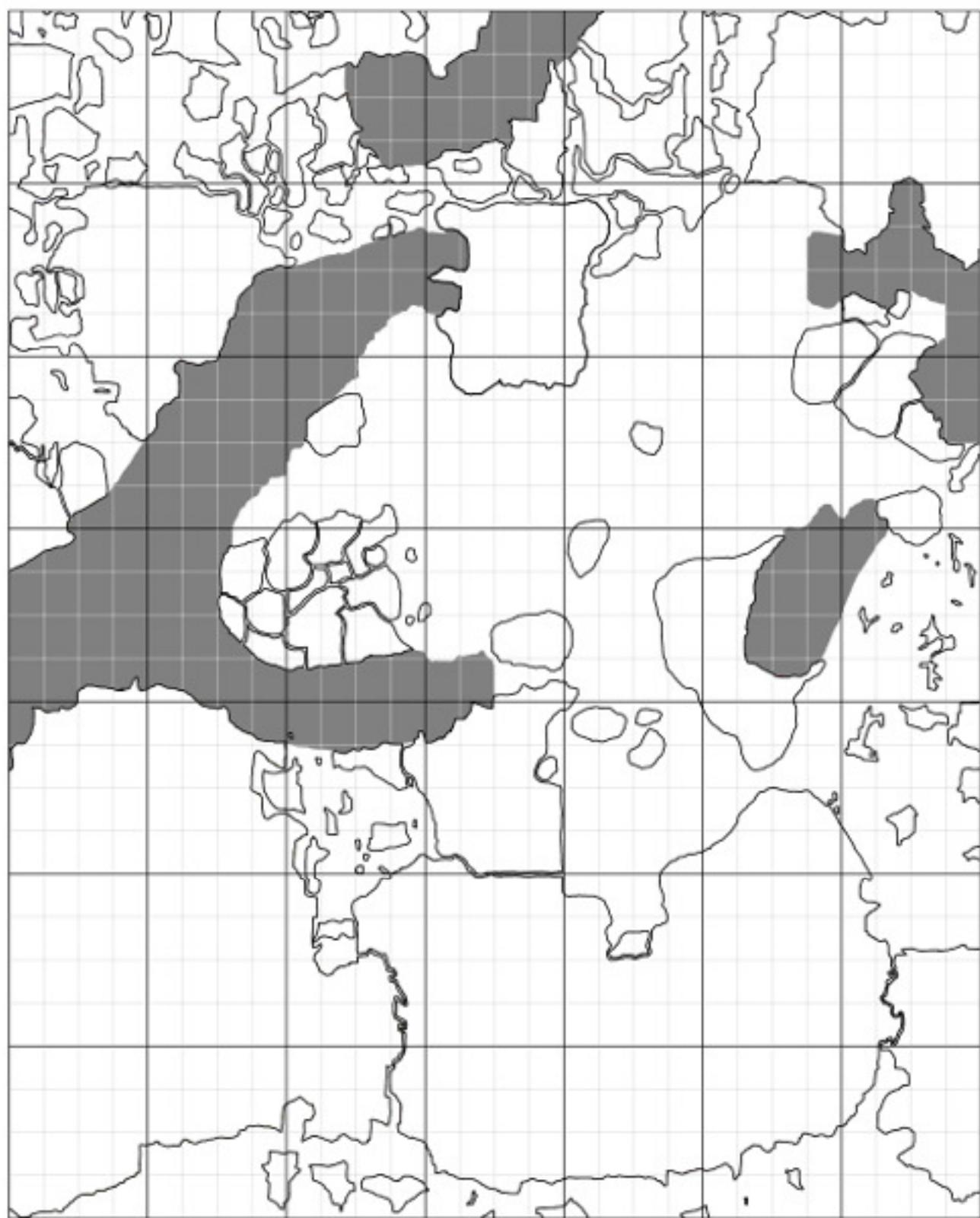
A - Tsahrroek	B – Kourae	C – Flange	D – Tsosoe
E - Kakhasaek	F – Tokitre	G – Cotan	H – Nisaga
I – Lentuli	J – Yogesh	K – Hebrin	L – Turley
M - Nulinad	N – Gimushi	O - Uodus	P – Yashodhan

With the large-scale upheaval & various new empires running about, at least a few of these subsectors are likely to be renamed in the near future.

Note that the Sovereign Domain of Gateway uses traditional Third Imperium colours: red for the borders, green for the X-boat communication routes. This is because the Gateway government and culture remains largely unchanged from the late Strephonian Imperium. However, the non-rational, artistic inclinations of the highly influential Luriani minor human race are beginning to change the 'feel' of the Domain from the Classic era, as Vilani and Solomani influences have declined in force.

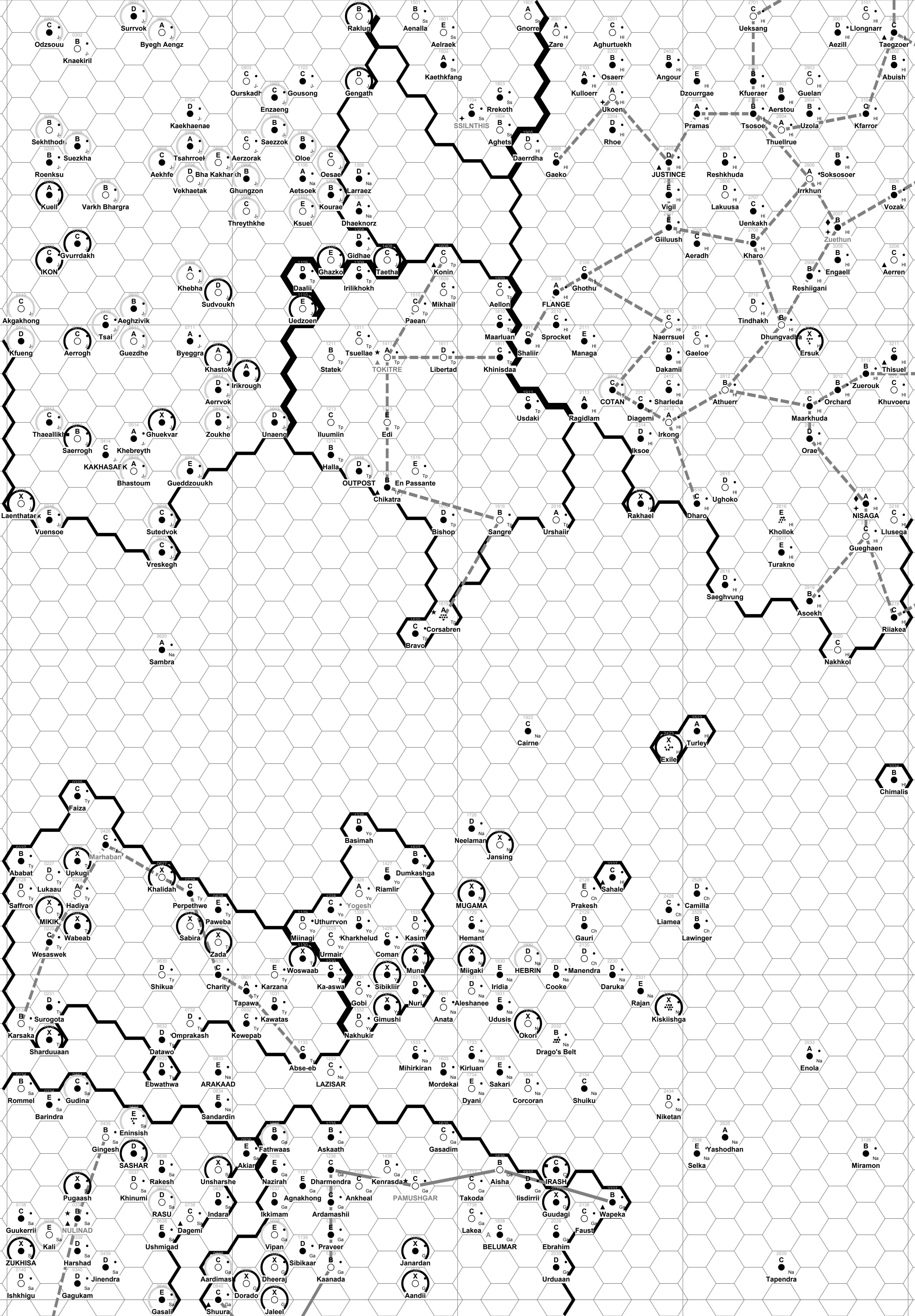
2825: Beta Niobe, a pre-supernova star, is located here. It has gone nova previously: a nebula cloud from the previous explosion surrounds the star. For more information, please see the **Stellar Reaches** #7 article 'Strange Places: Beta Niobe Nebula' by Jeff M. Hopper.











1145 Imperial - The Early Post-Imperial Era

Allegiances:

Ch - Hegemony Client State
Ck - K'kree Client State
Ga - Sovereign Domain of Gateway
Hl - Hegemony of Lorean
J- - Independent Julian Protectorate system
Na - Non-aligned
Sa - Sacred Stars
Ss - Ssillnthis Empire, a Hegemony client
Ty - Tysyawyu
Tp - Tokitre Principalities, a Hegemony client
Yo - Yogesh Fusion

Bases:

N = Imperial Naval Base
A = Imperial Naval & Scout Base
B = Imperial Naval Base & Scout Way Station
S = Imperial Scout Base
F = non-Imperial Navy Base
M = non-Imperial Military Base
G = Vargr Naval Base
C = Vargr Corsair Base
O = K'kree Outpost
= None

Not used: (for the Referee's info only)

J = Independent Naval Outpost

K = K'kree Naval Base

Trade Codes:

Ri = Here, the 'Rich' trade code ignores government codes.

Akgakhong	0110 C501200-B	Ic Lo Ni Va	A	110	J-
Kfueng	0111 D421535-7	Lo Ni Po	A	100	J-
Laenthataek	0116 X540641-5	De Ni Po	R	102	J-
Ababat	0127 B7575DB-7	Ag Ni		834	Ty
Saffron	0128 D440397-8	De Lo Ni Po		103	Ty
Karsaka	0132 B540586-6	De Ni Po		502	Ty
Rommel	0134 B7B6750-8	F1		802	Sa
Guukerrii	0138 C763203-A	Lo Ni		301	Sa
ZUKHISA	0139 X5749A7-4	Hi In	R	512	Sa
Ishkhigu	0140 D3138A4-6	Ic Na		124	Sa
Odzsouu	0201 C89A555-9	Ni Wa	A	423	J-
Sekhthodu	0204 B7C3434-9	F1 Lo Ni	A	624	J-
Roenkinsu	0205 B65A658-9	Ni Wa		122	J-
Kuell	0206 A3727AC-A		R	424	J-
IKON	0208 C253AC7-E	Hi	R	103	J-
Thaeallikh	0213 C5666A9-6	Ag Ni	A	723	J-
Vuensoe	0216 E442320-5	Lo Ni Po	A	502	J-
Lukaau	0227 D450750-B	De Po		303	Ty
MIKIK	0228 X340976-6	De Hi In Po	R	523	Ty
Wesaswek	0229 C8868DA-C			125	Ty
Surogota	0231 D554562-3	Ag Ni		123	Ty
Sharduuaan	0232 X5333A6-1	Lo Ni	R	623	Ty

Barindra	0234	E77A584-4	Ni Wa	923	Sa
Kali	0238	E300521-5	De Ni Va	A	320 Sa
Knaekiril	0302	B540500-A	De Ni Po		823 J-
Suezkha	0305	B543463-8	Lo Ni	A	323 J-
Gvurrdakh	0308	C6538BC-7	Po	R	503 J-
Aerrogh	0311	C44058A-8	De Lo Ni Po	R	123 J-
Saerrogh	0314	B110400-F	C De Lo Ni	R	113 J-
Faiza	0325	C798335-9	Lo Ni		923 Ty
Upkugi	0327	X64A531-4	Ni Wa	R	700 Ty
Hadiya	0328	A201115-F	Ic Lo Ni Va		323 Ty
Wabeab	0329	X466693-9	Ag Ni Ri	R	724 Ty
Gudina	0334	C786893-7	Hi	A	824 Sa
Pugaash	0337	X896830-3		R	423 Sa
NULINAD	0338	B556997-9	A Hi Cp		523 Sa
Harshad	0339	D459211-6	Lo Ni		122 Sa
Gagukam	0340	D5664C8-6	Lo Ni		422 Sa
Varkh Bhargra	0406	B100316-8	De Lo Ni Va	A	124 J-
Tsai	0410	C68666A-6	Ag Ni Ri	A	613 J-
KAKHASAEK	0414	C875976-7	Hi		110 J-
Marhaban	0426	C4697A7-C	Cp		701 Ty
Gingesh	0435	B42057A-8	De Ni Po		413 Sa
Jinendra	0439	D656520-5	Ag Ni		822 Sa
Surrvok	0501	D67475A-7	Ag	A	701 J-
Aeghzivik	0510	B858885-8		A	701 J-
Guezdhe	0511	A300556-F	De Lo Ni Va	A	212 J-
Khebreyth	0514	A647639-D	Ag Ni		112 J-
Bhastoum	0515	A530446-9	De Lo Ni Po	A	123 J-
Eninsish	0535	E00077B-6	As Na	A	512 Sa
SASHAR	0536	D454950-6	Hi	R	711 Sa
Khinumi	0537	D340461-5	De Lo Ni Po		824 Sa
Byegh Aengz	0601	A560769-B	De Ri	A	434 J-
Aekhfe	0605	C575304-6	Lo Ni	A	720 J-
Ghuekvar	0613	X448575-5	Ag Ni	R	534 J-
Sutedvok	0616	C554369-A	Lo Ni	A	503 J-
Vreskegh	0617	C668572-8	Ag Ni	A	224 J-
Sambra	0620	A523572-A	Ni		724 Na
Khalidah	0627	X200000-0	Ba Va	R	025 Ty
Shikua	0630	D211547-7	Ic Ni		524 Ty
Datawo	0632	D586786-9	Ag Ri		324 Ty
Ebwathwa	0633	D4668FA-7			125 Ty
Rakesh	0636	D57A400-4	Lo Ni Wa		623 Sa
RASU	0637	D3409C7-9	Hi In De Po	A	113 Sa
Ushmigad	0638	E4326C7-7	Na Ni Po		811 Sa
Gasali	0640	E736673-4	Ni	A	712 Sa
Kaekhaenae	0704	D456677-4	Ag Ni		102 J-
Tsahrroek	0705	A451530-B	Ni Po	A	925 J-
Vekhaetak	0706	D220320-7	De Lo Ni Po	A	724 J-
Khebha	0709	A450351-E	De Lo Ni Po	A	824 J-
Byeggra	0711	A768479-A	Lo Ni		524 J-
Gueddzouukh	0715	E365244-6	Lo Ni	A	212 J-
Perpethwe	0728	C6656A9-9	Ag Ni		710 Ty
Sabira	0729	X360120-4	De Lo Ni	R	223 Ty
Omprakash	0732	D110384-5	De Lo Ni		224 Ty

Dagemi	0738	C590500-5	S De Ni	323	Sa
Bha Kakharkh	0805	E8A7416-8	F1 Lo Ni	A	724 J-
Sudvoukh	0809	D550546-6	De Ni Po	R	320 J-
Khastok	0811	A515485-B	Ic Lo Ni	R	624 J-
Aerrvok	0812	D424311-7	Lo Ni	A	203 J-
Zoukhe	0813	D65A313-7	Ni Wa	A	702 J-
Paweba	0828	E667797-B	Ag Ri		622 Ty
Zada	0829	X330251-5	De Lo Ni Po	R	300 Ty
Charity	0830	C225352-9	Lo Ni		913 Ty
ARAKAAD	0833	E686983-6	Hi		624 Na
Sandardin	0834	E667883-5	Ri		713 Na
Unsharshe	0836	X440577-2	De Ni Po	R	624 Sa
Indara	0837	D675640-8	Ag Ni		911 Sa
Aardimash	0839	C530303-6	De Lo Ni Po	A	424 Ga
Shuura	0840	C352131-6	S Lo Ni Po		924 Ga
Ourskadh	0903	C201465-8	Ic Lo Ni Va		523 J-
Aerzorak	0905	C9E7589-A	Ni		324 J-
Ghungzon	0906	B337543-E	Lo Ni	A	300 J-
Threythkhe	0907	C513310-A	Ic Lo Ni	A	900 J-
Irikrough	0912	A467756-A	Ag Ri	R	724 J-
Tapawa	0931	A686687-A	Ag Ni Ri		323 Ty
Kewepab	0932	C6686DA-8	Ag Ni		224 Ty
Akiar	0936	E58A530-4	Ni Wa		434 Sa
Dorado	0940	X8C6000-0	Ba F1	R	000 Ga
Enzaeng	1003	C726315-8	Lo Ni	A	425 J-
Saezzok	1004	B424373-9	Lo Ni	A	324 J-
Unaeng	1013	D664534-5	Lo Ni	A	122 J-
Karzana	1030	E5404D8-3	De Lo Ni Po		814 Ty
Kawatas	1031	D686695-7	Ag Ni Ri		224 Ty
Fathwaas	1035	B6666B5-B	Ag	A	923 Ga
Nazirah	1036	E571110-3	Lo Ni		723 Ga
Ikkimam	1037	D632641-7	Na Ni Po		100 Ga
Vipan	1038	EAB6367-7	F1 Lo Ni	A	511 Ga
Dheeraj	1039	X201363-4	Ic Lo Ni Va	R	903 Ga
Jaleel	1040	X310000-0	De Lo Ni	R	000 Ga
Gousong	1103	C224578-A	Ni		633 J-
Oloe	1105	B647775-9	Ag Ni	A	225 J-
Aetsoek	1106	A67969A-A	Ni		622 Na
Ksuel	1107	E5A3555-8	F1 Ni	A	325 J-
Daalii	1109	D578674-5	Ag Ni		825 Tp
Uedzoen	1110	E540436-5	De Lo Ni Po	R	212 J-
Minagi	1129	D430250-A	De Lo Ni Po		523 Yo
Woswaab	1130	X466696-7	Ag Ni Ri	R	600 Ty
Abse-eb	1133	C547698-9	Ag Ni		100 Ty
Agnakhong	1137	E539435-3	Lo Ni		825 Ga
Sibikaar	1139	D659772-9			123 Ga
Oesae	1205	C5A2113-9	F1 Lo Ni	A	900 J-
Kourae	1206	B683501-A	Ni Ri	A	603 J-
Ghazko	1208	E7A4245-8	F1 Lo Ni	R	624 J-
Statek	1211	B212465-A	Ic Ni		100 Tp
Iluumiin	1213	C230443-8	De Lo Ni Po		700 Tp
Halla	1214	B693577-7	Ni		600 Tp
Uthurrvon	1228	C534541-5	Ni		803 Yo

Urmair	1229	C450213-6	De Lo Ni Po	334	Yo
Ka-aswa	1230	C869695-9	Ni Ri	713	Ty
LAZISAR	1233	C5509D7-8	De Hi Po	403	Na
Askaath	1235	B665893-9	Ri	422	Ga
Dharmendra	1236	C84A240-3	Lo Ni Wa	110	Ga
Ardamashii	1237	C525873-7		622	Ga
Praveer	1238	E69A238-4	Lo Ni Wa	823	Ga
Kaanada	1239	B550586-7	De Ni Po	924	Ga
Raklug	1301	B402553-C	Ic Lo Ni Va	R	122 J-
Gengath	1303	D450871-6	De Po	R	134 J-
Larraez	1306	D362661-4	Ni Ri	721	Na
Dhaeknorz	1307	A273546-D	Ni	802	Na
Gidhae	1308	D461222-7	Lo Ni	134	J-
Irilikhokh	1309	C86A533-A	Ni Wa	723	Tp
Tsuellae	1311	C310210-A	De Lo Ni	114	Tp
OUTPOST	1315	D565B78-7	Hi	A	125 Tp
Basimah	1326	D235430-8	Lo Ni	500	Yo
Yogesh	1328	A420595-A	De Ni Po Cp	214	Yo
Kharkhelud	1329	D572676-6	Ni	114	Yo
Gobi	1331	C550643-B	De Ni Po	435	Yo
Nakhukir	1332	D540693-5	De Ni Po	534	Yo
Ankheal	1337	C330493-5	De Lo Ni Po	720	Ga
Taetha	1408	C45068A-7	De Ni Po	R	223 J-
TOKITRE	1411	A550977-A	B De Hi Po Cp	924	Tp
Edi	1413	E7A5201-8	F1 Lo Ni	100	Tp
Chikatra	1415	B562888-A	S Ri	223	Tp
Riamlir	1427	E7678E8-3		912	Yo
Coman	1429	C449200-5	Lo Ni	922	Yo
Sibikliir	1430	X544553-5	Ag Ni	R	223 Yo
Gimushi	1431	XA86760-6	Ag Ri	R	934 Yo
Kenrasda	1436	D240893-8	De Po	724	Ga
Aenalla	1501	B200353-8	De Lo Ni Va	623	Ss
Paeann	1510	C7C1265-A	F1 Lo Ni	723	Tp
En Passante	1515	E220415-7	De Lo Ni Po	923	Tp
Bravo	1520	C96789A-6	Ri	224	Tp
Dumkashga	1527	B7577C7-8	Ag	533	Yo
Kasim	1529	D100220-9	De Lo Ni Va	124	Yo
Muna	1530	X4392A9-2	Lo Ni	R	424 Yo
Nuri	1531	D547200-3	Lo Ni	833	Yo
Mihirkiran	1533	C536310-6	Lo Ni	313	Na
PAMUSHGAR	1537	C4409B8-9	N De Hi In Po Cp	634	Ga
Janardan	1539	X345321-5	Lo Ni	R	123 Ga
Aandii	1540	X5A0000-0	Ba De	R	012 Ga
Aelraek	1601	E530200-7	De Lo Ni Po	602	Ss
Kaethkfang	1602	A77657B-A	Ag Ni	102	Ss
Konin	1608	C520465-A	S De Lo Ni Po	100	Tp
Mikhail	1609	CAC4354-9	F1 Lo Ni	834	Tp
Libertad	1611	D340596-8	De Ni Po	822	Tp
Bishop	1616	D597747-5	Ag	124	Tp
Corsabren	1619	A000379-B	N As Lo Ni	600	Tp
Anata	1631	C20357B-9	Ic Ni Va	223	Na
Mordekai	1633	D98A586-7	Ni Wa	222	Na
Gasadim	1635	C210500-7	De Na	424	Ga

SSILNTHIS	1704	C767A77-A	G	Hi Cp	323	Ss
Neelamani	1726	D338230-6		Lo Ni	703	Na
MUGAMA	1728	X5539A9-4		Hi Po	R	221 Na
Hemant	1729	CA972C9-8		Lo Ni		214 Na
Miigaki	1730	X4796BA-3		Ni	R	722 Na
Aleshanee	1731	D4024C9-7		Ic Lo Ni Va		714 Na
Kirluan	1733	C352751-8		Po		623 Na
Dyani	1734	E211487-5		Ic Lo Ni		134 Na
Takoda	1737	C311531-9		Ic Ni		124 Ga
Lakea	1738	C202676-A		Ic Na Ni Va		524 Ga
Rrekoth	1803	C86A765-6		Ri Wa		102 Ss
Aghets	1804	B8B3511-8		F1 Ni		514 Ss
Aellon	1809	C410122-9		De Lo Ni		923 Tp
Maarluan	1810	C241331-9		Lo Ni Po		434 Tp
Khinisdaa	1811	C453673-A		Ni		904 Tp
Sangre	1816	B300454-D		De Lo Ni Va		722 Tp
Jansing	1826	X2303C9-3		De Lo Ni Po	R	122 Na
Iridia	1830	E561440-1		Lo Ni		510 Na
Udusis	1831	E768895-7		Ri		713 Na
Sakari	1833	E659101-0		Lo Ni		923 Na
Aisha	1836	B450565-7		De Ni Po		310 Ga
BELUMAR	1838	C663953-3		Hi RsA		210 Ga
Gnorre	1901	A430347-B		De Lo Ni Po		100 Ss
Daerrdha	1905	D420564-7		De Ni Po		713 H1
Shaliir	1911	C221363-7		Lo Ni Po		110 H1
Usdaki	1913	C67A757-6		Wa		834 Tp
Cairne	1923	C865631-5		Ag Ni		420 Na
HEBRIN	1930	D550983-6		De Hi Po	A	223 Na
Okori	1932	X430135-5		De Lo Ni Po	R	922 Na
Corcoran	1934	D500471-4		De Lo Ni Va		212 Na
Iisdirrii	1937	D8668DC-6				424 Ga
Zare	2001	A450456-D		De Lo Ni Po		524 H1
Gaeko	2005	C697345-9		Lo Ni		600 H1
FLANGE	2009	A654A62-C		Hi		824 H1
Sprocket	2010	C98A442-6		Lo Ni Wa		124 H1
Urshaiir	2016	A302444-C		Ic Lo Ni Va		235 Tp
Cooke	2030	D868882-8		Ri		423 Na
Drago's Belt	2032	B000546-8		As Ni		923 Na
IRASH	2036	C997950-7	O	Hi In	R	522 Ck
Guudagi	2037	X555500-1		Ag Ni	R	724 Ga
Ebrahim	2038	C695410-9		Lo Ni		410 Ga
Urduaan	2039	D87A750-4		Wa		234 Ga
Kulloerr	2103	A559673-E		Ni		522 H1
Ghothu	2109	C868676-6		Ag Ni Ri		500 H1
Managa	2111	E65A8BB-6		Wa		923 H1
Ragidlam	2113	A626121-B		Lo Ni		900 H1
Prakesh	2128	E550241-2		De Lo Ni Po		302 Ch
Gauri	2129	D544474-7		Lo Ni		310 Ch
Manendra	2130	D550472-4		De Lo Ni Po		823 Ch
Shuiku	2134	C575650-A		Ag Ni		810 Na
Faust	2138	C511200-4		Ic Lo Ni		424 Ga
Aghurtuekh	2201	C540877-5		De Po		802 H1
Osaerr	2202	B68658C-B		Ag Ni		224 H1

Ukoen	2203	A8D4416-E	M	Lo	Ni	703	H1		
Rhoe	2204	D334368-6		Lo	Ni	124	H1		
COTAN	2212	C8779CH-5		Hi	In	A	424 H1		
Sahale	2227	C335593-6	S	Ni			923 H1		
Daruka	2230	D474640-5		Ag	Ni		722 Na		
Wapeka	2237	B226543-A	S	Ni			212 Ga		
Diagemi	2313	C766646-8		Ag	Ni	Ri	223 H1		
Iksoe	2314	D642531-6		Ni	Po		324 H1		
Rakhael	2316	X636466-6		Lo	Ni	R	425 H1		
Rajan	2331	E362775-8		Ri			900 Na		
Angour	2402	B322346-A		Lo	Ni	Po	925 H1		
JUSTINCE	2405	D4559AB-7	S	Hi			625 H1		
Vigil	2406	E432364-6		Lo	Ni	Po	614 H1		
Giluush	2407	E535336-5		Lo	Ni		334 H1		
Naerrsuel	2410	C413577-A		Ic	Ni		723 H1		
Dakamii	2411	D64A662-6		Ni	Wa		423 H1		
Sharleda	2412	C464698-4		Ag	Ni	Ri	623 H1		
Irkong	2413	A302365-B		Ic	Lo	Ni	Va	702 H1	
Exile	2423	X000444-8		As	Lo	Ni	R	600 H1	
Liamea	2428	C344700-6		Ag			234 Ch		
Kiskiishga	2431	X000315-8		As	Lo	Na	Ni	R	422 Na
Niketan	2434	D6505A7-9		De	Ni	Po		522 Na	
Dzourrgae	2503	E255301-8		Lo	Ni		810 H1		
Pramas	2504	A485789-E		Ag	Ri		522 H1		
Aeradh	2508	C76A437-B		Lo	Ni	Wa	400 H1		
Gaeloe	2511	C540320-5		De	Lo	Ni	Po	412 H1	
Dharo	2516	C655796-6		Ag			623 H1		
Turley	2523	A549587-E		Ni			200 H1		
Camilla	2528	D434253-6		Lo	Ni		623 Ch		
Lawinger	2529	B542531-A		Ni	Po		804 Ch		
Selka	2536	E45245A-7		Lo	Ni	Po	421 Na		
Reshkhuda	2605	D567886-3		Ri			504 H1		
Lakuusa	2606	D450684-4		De	Ni	Po	712 H1		
Athuerr	2612	B650541-9		De	Ni	Po	423 H1		
Ughoko	2615	D540467-5		De	Lo	Ni	Po	723 H1	
Saeghvung	2618	D668724-6		Ag			412 H1		
Yashodhan	2635	A652779-D		Po			300 Na		
Ueksang	2701	C8B3753-8		F1	Ni		123 H1		
Kfueraer	2703	B222200-A		Lo	Ni	Po	723 H1		
Tsosoe	2704	B55677C-A		Ag			525 H1		
Uenkakh	2707	C85A69D-7		Ni	Wa		821 H1		
Kharo	2708	B576687-A		Ag	Ni		900 H1		
Tindhakh	2710	D201133-8		Ic	Lo	Ni	Va	103 H1	
Aerstou	2803	B675775-A		Ag			900 H1		
Thuellrue	2804	A211368-E		Ic	Lo	Ni		724 H1	
Dhungvadha	2810	B210545-B		De	Ni		924 H1		
Khollok	2816	E000368-8		As	Lo	Ni		900 H1	
Turakne	2817	E775130-4		Lo	Ni		824 H1		
Tapendra	2839	C565899-8		Ri			800 Na		
Guelan	2903	C401210-7		Ic	Lo	Ni	Va	323 H1	
Uzola	2904	BA78553-9		Ag	Ni		824 H1		
Irrkhun	2906	A220415-F		De	Lo	Ni	Po	223 H1	
Reshiigani	2909	B689699-B		Ni	Ri		102 H1		

Ersuk	2911	X000010-0	Ba As	R	023	H1
Maarkhuda	2913	C99A7A9-A	Wa		413	H1
Orae	2914	D457585-7	Ag Ni		723	H1
Asoekh	2919	B543489-9	Lo Ni Po		124	H1
Enola	2933	A989756-B	Ri		402	Na
Aezill	3001	D97A547-7	Ni Wa		522	H1
Soksosoer	3005	B324437-D	Lo Ni		233	H1
Zuethun	3007	B76287B-B	F Ri Cp		810	H1
Engaell	3008	B384412-C	Lo Ni		523	H1
Orchard	3012	B664575-9	Ag Ni		623	H1
Nakhkol	3020	C550238-6	De Lo Ni Po		100	H1
Llongnarr	3101	C310213-7	De Lo Ni		124	H1
Kfarror	3104	C451400-7	Lo Ni Po		811	H1
Zuerouk	3112	B68989A-A	Ri		324	H1
NISAGA	3116	A662AAB-C	F Hi		123	H1
Gueghaen	3117	C230411-9	De Lo Ni Po		822	H1
Miramont	3136	B56568B-9	Ag Ni Ri		423	Na
Taegzoer	3201	C225321-B	S Lo Ni		200	H1
Abuish	3202	B88A775-A	Ri Wa		923	H1
Vozak	3206	B446134-8	Lo Ni		903	H1
Aerren	3208	C440336-6	S De Lo Ni Po		324	H1
Thisuel	3211	C423353-7	S Lo Ni		710	H1
Khuvoeru	3212	C211213-B	Ic Lo Ni		912	H1
Llusega	3216	C530574-7	De Ni Po		713	H1
Riaakea	3219	C8646AB-A	Ag Ni		124	H1
Chimalis	3224	B4658A8-A			200	H1

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