

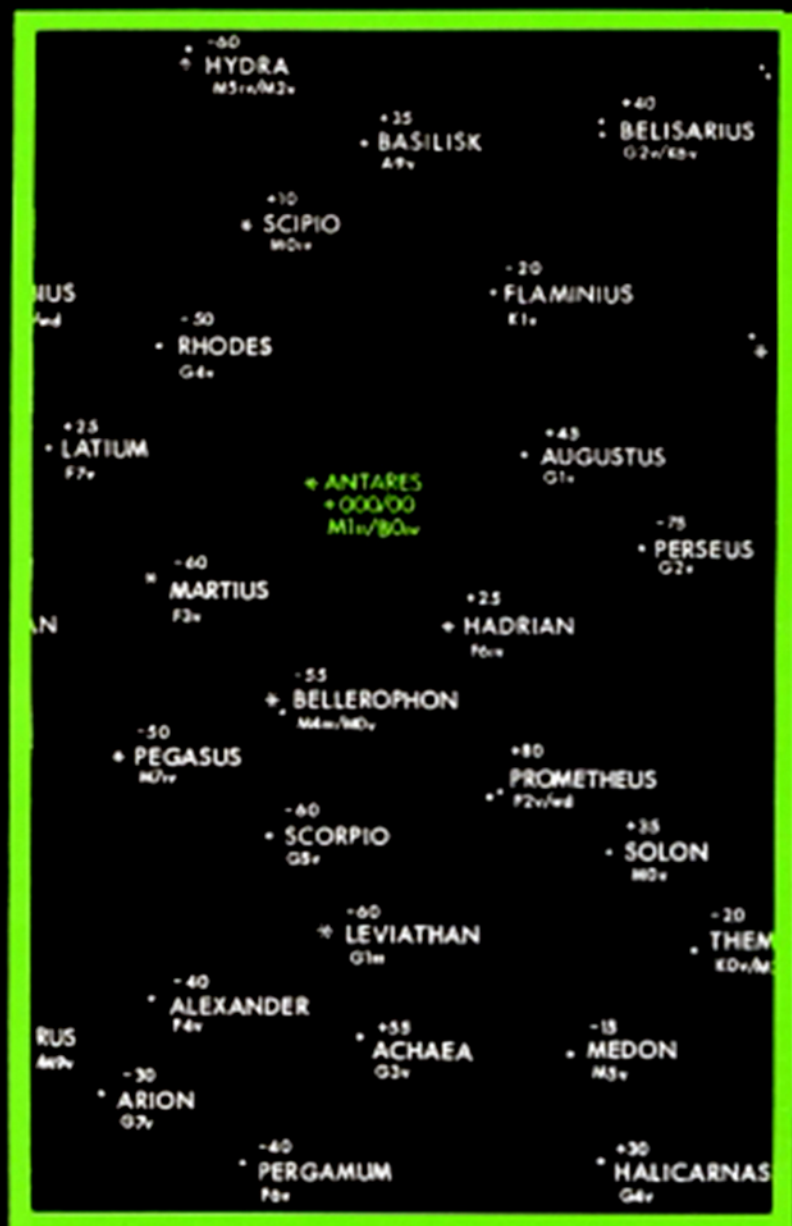
SPACE OPERA™

STAR SECTOR ATLAS 2

THE MERCANTILE LEAGUE

STAR SECTOR MAPS
HISTORY OF THE SECTOR
LEAGUE CULTURE
58 PLANETS IN DETAIL
PLANETARY BACKGROUNDS
COMMERCIAL STARSHIP
ROUTES

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STARSECTOR ATLAS 2

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The Mercantile League

THE FOUNDATION OF THE MERCANTILE LEAGUE

The origins of the Mercantile League of Planets are bound up in the Exodus period of human colonization of the galaxy (c. 2065-2190). The early phase of Mankind's settlement of worlds beyond the Solarian StarSystem was not the happiest period in the race's history. What might have been a glorious era in humanity's evolution was made morbid and cruel by the oppressive policies of the infamous Pure Earth movement on Terra.

The first interstellar colonies were established by the United Planets government of Terra as little more than 'Botony Bay' penal settlements. The OutWorlds were used as places of exile for social and political undesirables whom the Pure Earth regime felt were expendable or even enemies of their misguided plan to create a paradise on Terra. The transportees were driven like slaves to produce food and raw materials for the insatiable, ever-growing billions of Terra. Their rights and freedoms as sentient beings were denied. Even the safety of the colonists was utterly ignored; production and more production was all that counted.

The free colonists of the Terran L-5 colonies, Luna, Mars, and the other Home Worlds were gradually but inexorably reduced to the same level as the transportees. The Pure Earthian colonial administrators ground everyone down equally with spiralling taxes. Impossible production quotas were imposed, with savage penalties for failure to meet those quotas. Ridiculously low prices were paid for colonial products, while correspondingly exorbitant prices were charged for imported manufactured goods from Terra. Since imports were generally vital items needed for the very survival of the colonies, the bitterness of the colonials could only reach explosive levels. Philosophically unable to admit the importance of space travel and the OutWorlds, the Pure Earth regime on Terra finally made a fatal error. The responsibility for construction and manning of the spacecraft linking Terra and the Outworlds was placed in the hands of the L-5 colonists.

In 2136, the Solarian OutPlanets revolted against Terran tyranny and established the High Republic. In their contempt for all things not of the Earth, the Pure Earthian fanatics had allowed Terran space technology and production capacity to lapse, leaving such 'frivolous' matters to the L-5 colonies. Thus Terra found itself unable to enforce its will beyond the atmosphere when the revolt occurred. Rather than rising to the challenge, the Pure Earthers abandoned space entirely. It was argued that development of an armed Space Force would bleed Terra of vital resources and production needed to support its burgeoning population.

(For a detailed treatment of this period of Terran history, refer to the 'SocioTechnic History of the United Federation of Planets' by Tal Maleena, Ac.Em., summarized in **StarSector Atlas 1**).

Though the insane policies of the Pure Earth government denied direct access to space, Terra was far from cut off from the OutWorlds until much later. Trade had to continue with the OutWorlds if Terra was to survive at all. In the decades after 2136, many Terrans were also able to emigrate to the stars. The Pure Earth regime did not discourage the practice at first, as the OutWorlds were attracting the most troublesome elements in the developed regions of North America, Japan, WestEurope, and the SovWorld. Resentment against Pure Earth policies was deepest in these regions, upon which the greatest sacrifices had been imposed to support the exploding populations in the less developed areas.

Many intelligent and skilled Terrans saw the proverbial handwriting on the wall and fled Terra before its entire socioeconomic structure collapsed in 2175. As one North American immigrant quipped upon landing at Tycho City, Luna, 'Just another bunch of rats off the sinking ship, chums!' These immigrants were to form the mass of the colonials scattering across a volume of space over 1500 light-years across. There were colonies in the Deneb Cluster by 2088, forming the nucleus of the Azuriach Imperium. Immigrants from the SovWorld headed for colonies in NCG 1039, the future heart of the Galactic Peoples' Republic. Many from North America, Britain, and the old Commonwealth, and Japan, settled either in the High Republic or one of its OutWorld colonies.

But there were also a number of latecomers who arrived in the final years of the Pure Earthian debacle. They were perhaps the most rootless of all. For they knew only the hated culture of Pure Earthian Terra. Their historic cultural roots had been vigorously suppressed by the Pure Earth regime as it struggled desperately to impose regimented uniformity on scores of billions during the last 40 years of its existence. Rejecting everything they knew of life on earth, these new colonials were unable to adjust to the life-styles of the High Republic and the other colonial groupings. For these cultures were simply too alien for people brought up on latter day Pure Earthist Terra. Indeed, many found themselves reacting little less hostilely to their new environments than they did towards the mindless conformism and regimentation of life on Terra.

Many of the colonists were highly intelligent specialists - scientists, engineers, and skilled technocrats - who had been forbidden to emigrate because they were essential to Terra's failing industries, hydroponic farms, and transportation net. Courageously escaping alone or with their families on ships of the High Republic, they longed for the freedom to turn their skills to personal profit. These young men and women were prime candidates for the new and massive colonizing projects being planned by the entrepreneurs of the OutWorlds to open up the planets of the Antares StarSector.

The economic potential of the OutWorlds was obvious to anyone with imagination and intelligence. Blocs of companies and wealthy entrepreneurs pooled their resources to colonize new worlds, sometimes charging stiff settlement premiums to immigrants seeking a better life. Others with still more imagination acted to establish extensive mining, agricultural, and manufacturing complexes on worlds rich in natural resources and fertile soils to provide the products so urgently needed on Terra. Thus began the Mercantilist Dispersion (2140-2190).

The first Mercantilist expedition to the Antares OutWorlds was launched by a conglomerate of 11 companies in 2140. It was the first of a series of superbly planned, financed, and equipped private commercial ventures on a major scale. Almost 700,000 colonists were transported in nine waves to establish a completely self-sustaining colony on the worlds of the Augusta system in the Antares sector. The backers of the project selected the majority of the colonists from the latest exiles from Terra. These were engaged as employees of the founding corporations. The exiles had great difficulty adjusting to the largely unregulated life of the High Republic and, while loathing totalitarian government, they found the disciplined life of vibrant corporations congenial and promising.

The corporations found that, with proper treatment, their new employees transferred intense loyalty to their employers. To the last man and woman, the exiles from Terra hated all 'statist' governments that fenced in people with a treacherous morass of unending laws, regulations, and taxes, the whole administered by self-important bureaucrats who delighted in mountains of red tape. They simply wanted to get on with the job, unfettered by authority. Since their desire for freedom to work and prosper exactly suited the aims of the entrepreneurs, the Terran exiles were prime candidates for the Antares colonies.

The Free Colonies prospered. The products of the finest minds in human entrepreneurial circles, the colonies boasted operational mines and factories within ten years. A growing stream of food-stuffs, manufactured goods, and raw resources moved from the Antares Worlds to Terra, the High Republic, and a number of the other colonial OutWorlds. In 2176, the first StarShip was launched by Tetragammetron Shipyards on Augusta, and the beginning of what would become a huge interstellar merchant fleet came to pass. By 2180, eleven worlds had been settled in the Antares sector, and almost eight million colonists had been attracted by the unlimited opportunities for advancement and profit.

The general collapse of Terran society by 2175 did not put a lasting brake on Free Colony markets and development. The worlds of the High Republic and more than a hundred known outworld colonies took up the slack. New races were also being discovered - entire planets and groupings of planets full of potential customers. Often less advanced than Humanity and eager to purchase high-technology goods, these worlds proved to be a rich source of profit.

During this period, Free Colony culture was drifting aimlessly, gripped by a series of Faddish Crazes which point out the true desperation with which the Free Colonists were attempting to find some unique identity as a people and as a nation. This urge finally found expression in the Neo-Romanism which now pervades Mercantile civilization.

It was inevitable that the Free Colonies would run afoul of the High Republic, the inheritor of Terran power after the disasters and upheavals that had collapsed Terran society. The Free Traders cut deeper and deeper into Republican markets in the star colonies. Career opportunities in the Free Colonies also produced a brain drain that quickly reached serious proportions in the somewhat less economically buoyant High Republic. By 2200, a sinister element gained power in the Republican government. Perverting the democratic ideals upon which the High Republic was founded, unscrupulous demagogues saw the opportunity to gain immense personal power by incorporating the far-flung star colonies into a grand Empire of Humanity. Their imperialist policies were finally turned around in the later part of the 23rd century by the emergence of Terran socio-technic morality, when that world again entered the mainstream of galactic life. But until the advent of the Covenanters, the High Republic exhibited a warlike imperialism perhaps surpassed only by the Azuriach Imperium, the Hissss'ist, and the Bugs.

Under the Imperial Party, the Galactic Union of the High Republic (often referred to as the Terran Union, though it bears little resemblance to the actual Union of later years) embarked on an ambitious course of economic and military expansion. Republican commercial interests bitterly resented the vigorous competition of the Free Traders. They pressed the imperialist regime to establish a mercantilist colonial system. Thus the leadership of the Terran Union evolved an unbalanced system of tariffs to favor Solarian products and to restrict trade in the colonies. These policies were enunciated in the infamous Bluykher-Stans Initiative of 2193, and the much-hated Interstellar Trade Control Act was passed the following year.

The Trade Control Act of 2194 struck at the very survival of the Antarean Free Colonies. It imposed ruinously high import duties on all Free Trader goods landed on the Solarian OutPlanets and the colony worlds of the Terran Union. It required that all goods traded in Union space be carried in vessels of Solarian registry. Finally, to encourage colonial compliance, the Trade Control Act granted preferential tariffs and subsidized shipping rates to all colonies trading exclusively with the Solarian Worlds.

The response of the Free Colonies to this restriction of trade was to convene a Congress on Augusta II in 2195. Representatives from Augusta II, Rhodes II, Traianus (Trajan V), Latium VI, Volcan (Scipio IV), Martius V, and Valarian V attended the conference. On September 5, 2195, the delegates declared the independence of the Antares Out-Worlds from all statist regimes, resolving to defend their freedoms with their lives and fortunes against all tyrants and oppressors everywhere. The First Congress also drafted the famous Mercantile Articles of Trade and Commerce, the body of the laws and the Constitution by which the new League of Free Mercantile Planets would be governed. The Articles were then presented for general ratification by the sovereign citizens of the League in a plebiscite, passing with a 98.73% approval on December 11, 2195.

The leadership of the Terran Union were mildly amused by these proceedings. With a powerful BattleFleet and a dominion encompassing almost 125 colonies and growing, they saw little to fear from a tiny, if defiant, competitor like the League. But the League struck back in its own way. Free Traders entered into blatant smuggling operations in the colonies, expending funds to bribe corruptible customs officials to look the other way while contraband was landed by the shipload.

Johannes Bluykher, the chief architect of the Trade Control Act, became President of the High Republic of the Terran Union in 2198.

As his first act in office, he issued orders to the Union High Guard to fire upon all Mercantile vessels discovered in Union space. Their very presence was to be construed as evidence of criminal violation of the Trade Control Act. Running battles between League craft and High Guard patrol vessels began occurring with disturbing frequency.

It was at this point that friction between the League and the Union reached the explosive point. However, the League found that it did not have to move overtly because the Union and the Galactic Peoples' Republic suddenly and dramatically became engaged in the First Interstellar War (2198-2215). The G. P. R., founded in 2159 and comprising 27

colony worlds in NCG 1039, espoused an expansionist policy in keeping with its historical SovWorld roots on Terra. Thus it could not help but collide head-on with Union ambitions.

For its part, the League remained neutral for the first few years, content with massive smuggling activity throughout the Terran Union and trading strategic materials, armaments, and military equipment to the hard-pressed G. P. R. At the same time, the League embarked on a naval building program to upgun its best merchantmen so that they could function as armed merchant cruisers and commerce raiders. It also launched a small but powerful BattleFleet to defend the home planets in the Antares sector.

Bluykher and the Imperial Party were angered by League actions, and a full battlefleet was withdrawn from the G. P. R. campaign and dispatched toward the Antares worlds in 2205. Under the command of Fleet Admiral 'Bloody' John Vincent, the Union task force knifed into the League and conducted a campaign of punitive terror raids against outpost colonies and League protectorates unparalleled to that point in human spacefaring history. Altogether, some 16 League colony worlds and trading partners were devastated by Admiral Vincent's scorched planet tactics, with almost 9 billion casualties - most suffered by friendly aliens whose only crime was that they traded with the League.

Outrage and fear reached crisis levels in the League, and total mobilization was ordered by the Congress. Individuals and corporations raised volunteer militia battalions at their own expense, and hundreds of merchant craft were released for long-range commerce raiding operations in Union space. While the small League BattleFleet struggled to slow down and contain the powerful Union armada, League privateersmen fell upon Union shipping with elan and ferocity. Union losses to the League privateering actions began to mount alarmingly, and owners and merchants began clamoring for escorts for their vessels. Then, on April 22, 2206, the League armed merchant cruiser LSS Blackstone's Folly dropped out of hyperspace at the fringe of the Solarian System itself to capture the 50,000t cruise ship Sirius Star!

It is perhaps ironic that an economic weapon was responsible for the survival of the League. The incredibly stupid decision on the part of the Union leadership to recall Admiral Vincent's task force when it was on the verge of destroying League power forever must stand as a great blunder in the annals of human military history. For it removed at a stroke the only real threat to the League. Dispersed as a fighting force to be employed piecemeal as convoy escorts, Vincent's fleet was denied its victory literally days before a decisive assault on Augusta itself was to begin.

The League itself was crippled by its losses and the damage to its factories and resource planets. Commerce raiding was curtailed after the recall of Vincent's fleet in order to avoid provoking the return of another punitive expedition. Just enough pressure was maintained to encourage the Union to continue its close escort policies instead of massing its power against the League. The smuggling continued unabated, as did material support of the embattled G. P. R.

Just as incredible, the G. P. R. survived repeated hammer blows against it by the superbly trained and equipped Union Forces as they ripped a swath across NCG 1039. Once again, Union politicians hamstrung their military command with ill-informed directives which repeatedly snatched away final victory from the grasp of the Union Guard. What should have been stunningly decisive battles were turned into savage, prolonged campaigns on over 20 worlds. Again, Union forces were dispersed and diverted to a multiplicity of objectives rather than being concentrated for massive local superiority.

As it was, the G. P. R. lost almost a quarter of its outlying colony worlds outside the NCG 1039 sector, and five of its major colonies in the StarCluster were solidly in Union control when the Bug Raid of 2215-2218 brought an abrupt end to the fratricidal insanity.

Lesser differences were set aside as the Terran Union, the G. P. R., and the League joined to repel the alien invasion of insectoids. Only much later was it discovered that the invasion was only an armed reconnaissance probe preparatory to the great Bug Raids of 2254-2269, 2281-2310, 2345-2360, and 2423-2450. The absence of support from the Deneb Worlds (the home of what would become the Azuriach Imperium) went unexplained for a time, despite repeated requests for aid against the avalanche of insectoids that had fallen upon the weakened interstellar nations of Humanity. Then it was learned that the humans of the Azuriach Cluster were themselves locked in mortal struggle with

another wing of the Bug forces, which it finally repulsed with the assistance of one of the Rauwoof Republics also centered on the Deneb sector.

Exhausted by several decades of warfare, Humanity finally settled down to a period of peace and reconstruction. Then, in 2229, the Second Interstellar War broke out between the newly formed Azuriach Imperium and the G. P. R. The preferred point of contention was an insignificant lost colony which both claimed in StarSector 14.MM+600, but in reality it was an inevitable clash between mutually exclusive economic, political, and philosophical systems. Both the League and the Terran Union stayed out of the conflict, although League Free Traders carried on commerce with both combatants, without prejudice. The war ended in 2234, with a nominal Azuriach victory. The armed forces of that new interstellar nation surprised everyone with the quality of its arms and the excellence of its troops and tactics. Several years later, the Imperium attacked the Rauwoof Republic in the Deneb sector, claiming that the canines had betrayed humanity during the Bug Raid and deserved total extermination.

The Azuriach annihilation of the generally peaceful and friendly canines in the Deneb sector began the Third Interstellar War (2236-2255). The Third Interstellar War marks the beginning of the Imperial Period in the history of the Terran Quadrant. Over 20 major conflicts and innumerable skirmishes and frontier wars have been fought since that time. The Mercantile League managed to avoid direct involvement in many of the wars, growing and prospering in the process as it came to comprise almost 400 clients (trading partners and protectorates). However, its very dispersal across a vast volume of space has left the League vulnerable. Unlike many of its neighbors, the League has not been able to concentrate its strength outside of the Antares sector, and a good portion of its prosperity is dependent upon trade with the OutWorlds far beyond the League Home Planets.

Inexorably, the League has been drawn closer and closer into co-operation and alliance with the Terran Union and its successor, the Federation of Planets. With the fall of the imperialist regime in the First Union, and the rise of the Covenanters to establish the second Terran Union (2275), animosity between the two nations has lessened. The overwhelming naval and military power of the Union/Federation has, on several occasions, been essential to the preservation of the League's scattered possessions from its planet-hungry neighbors. Also, the 2000 planets which now comprise the Federation have too attractive a lure as markets, and the League is inevitably drifting toward close association with the Terrans. Skylar Curves predict that the current loose mutual defense pact will have a 93.8% probability of converting to full political union and the entrance of the League into the Federation within the century.

LEAGUE INTERSTELLAR POLICY

The League has always recognized that it was militarily weak. As a fundamental League policy, the Mercantile Worlds have adopted the principle of co-ordinated tangential pressure. That is, all League Members were encouraged to adopt a complex system of political and economic sanctions against potential and current enemies, using every non-military means at their disposal to avoid outright war. War is inherently disastrous to trade, especially if it involves League Members and dependencies. At the same time, wars between potential enemies of the League can be both a source of profit through trade with one or all of the belligerents and a means of weakening them without expending League resources.

In short, League survival has been based upon the premise that it is cheaper to have someone else fight the League's battles for it. The lynchpin of League defense is an intricate system of trade and military alliances that ensures the League of at least one powerful ally, no matter who the potential enemy is. It is clear that the League, for all of its wealth, would not be able to win a major war if it stood alone; for of all the interstellar powers, it is the League which has spent the least upon its armed forces.

Upon reflection, it is easy to see why League diplomacy has been so successful in the past. Each of the major interstellar powers has been intensely jealous of its territories and often openly covetous of its neighbors' possessions. Rivalries between them have been bitter and intense - encouraged by the League, wherever possible, to maintain the precarious balance of power upon which the League's very survival depends.

For its part, the League is quick to expend hard currency in bribes to buy the leaders and officials of potentially hostile nations, or even to politically destabilize nations by financially backing opposition to regimes hostile to the League.

The League itself tries hard to maintain good relations with everyone, making itself as indispensable as possible to each of the major powers. As a neutral power interested in trade rather than territory, it has rarely appeared to be a major threat to the expansionist regimes like the G. P. R. and the Azuriach Imperium. Even the Hissss'ist maintain remarkably good relations with the League, and a profitable trade has sprung up between them in the last century. Of course, the interstellar credit system itself is a major factor in the League's continued survival in what has become an increasingly hostile environment. For it is the League banks, along with Interstellar Bank of Terra, which maintains the whole structure of interstellar credit and finance upon which so much of the local galactic trade and commerce depends.

Another factor in the League's favor is that the Merchant Princes have no prejudices against the hard currency of any interstellar nation. As the universal axiom of the League has it, 'Profit is profit, and credits make the universe revolve'. So deeply implanted is this belief that there have been many instances when war has not interfered seriously with League merchants trading with enemies of the League! This often cynically expedient practice has, paradoxically enough, predisposed many imperialist interstellar nations to regard the League as only a minor threat to their ambitions. 'They can be bought', Richard Ower, the First Leader of the Azuriach Imperium, once remarked, 'but as for fighting - they have little real stomach for it!'

In reality, the League is a very serious threat to any and all imperialists. The vast majority of League citizens are firmly opposed to statism - the belief in strong centralist government and the imperial system. To even imply that a League citizen harbors statist sympathies is a mortal insult to be wiped out by blood, in accord with the Code Duello. For statism is a capital offense in the League, treason most base and foul against the whole concept of League society.

League anti-statist sentiments color its actual intentions towards its neighbors. For example, any political refugee from a statist regime is granted immediate political asylum. At the same time, terrorists are treated with the same care as one handles a fatally infectious disease: 'Such fanatics must be blotted out', as Drusillius Publius Norton noted, 'lest they bring their foul statist practices into the commercial order of the League'. But League alliances do reflect a profound reluctance to enter into any form of lasting arrangement with statist powers, like the G. P. R. or the Imperium. Rather, they seek to balance the overweening ambitions of such nations wherever possible.

This has thrown the League increasingly into the Terran sphere of influence. Under the guidance of socio-technic ethics, the Second Union and now the Federation have a way of life and general policies that approach the League's own love of freedom more than in other interstellar nations.

The old, bitter memories of Terran repression and violence from the days of the Pure Earthers and the imperialist First Union are now largely forgotten. The Second Terran Union, founded on the socio-technic ethics of the Covenanters, has proved to be a true ally and a most profitable and reasonable trading partner. It is, in fact, in the area of trade and commerce that the League and the Terran Union (now, the Federation) found a common ground. Piracy, always the scourge of interstellar commerce, was of deep concern to both powers. For Terra no less than the League has depended upon interstellar commerce to maintain its wide colonial domain. Close co-operation between the Terran IPA and the League's own Patrol in the suppression of galactic piracy has forged strong bonds between the nations. So has very extensive trade and the evolution of an interstellar credit system jointly maintained and administered by Terran and League banking interests.

In actual fact, the League now regards Terra and her Federation as a de facto protector of its own interests and territory. Without intending it, the League has slipped into a client role with Terra as its patron-guardian. For its part, the Federation has made no attempt to limit League freedom, which has only served to confirm and strengthen a growing League resolve to enter into permanent alliance with Terra and her associates.

THE ARTICLES OF TRADE & COMMERCE

No known interstellar culture is more committed to the pursuit of commercial activities than is the League. At the heart of League society is the belief that all intelligent social beings must inevitably enter into contractual arrangements with one another. To be blunt, the pursuit of profit through free and knowing exchange of goods and services is regarded as the highest form of self-expression and creative endeavor. Remaining true to one's business arrangements is the ultimate expression of morality.

There is an ancient saying in the League: 'Tanstaaf, Citizen. One always stands to make a profit!' (Tanstaaf is an anacronym for 'there ain't no such thing as a free lunch'). By this is meant that no one really does anything without thought of some benefit returning to him. No one is a self-sacrificing altruist. Anyone who does something without apparent thought of what might be a benefit to him is, to League thinking, either insane or moronic. Thus it is held that an intelligent being cannot have any kind of relationship with another person without the whole commercial motive being present and operative. All parties in all relationships stand to gain something. It cannot be otherwise; and so one is advised to read the fine print in the contract before committing himself to any association with others.

The fine print is contained in the Articles of Trade and Commerce. The Articles form the Charter of Association of the League. It sets out the terms of the universal social contract which binds all citizens - individual or corporate. Everyone doing business in any way is assumed to have fully agreed to the Articles without reservation. The Articles establish the nature of a vast range of contractual relationships, the conditions under which all valid and enforceable contracts exist. It sets out the lawful terms that can be contained in contracts of all types, and also the remedies available to injured parties when someone has failed to live up to the spirit and/or the exact letter of the agreements.

The Articles are all-encompassing. This point cannot be over-stressed. All business relationships, marriages, alliances, friendships, even one's personal honor, are governed by the Articles. In any social interaction, one stands to gain. Thus everyone who claims intelligence is held to accept the performance of certain contractual duties and obligations in consideration for whatever benefits he receives from the other parties concerned.

In the League, it is assumed that all formal contracts are prefaced by the standard preamble: 'In accordance with the Articles by which this Mercantile Society stands and by which all sentient commercial beings live. . . . ' No citizen of the League can claim exemption from the provisions of the Articles. Moreover, any non-citizen entering into any agreement with a League citizen must subscribe to the Articles as well before a contract can be said to be in force. This has far-reaching consequences.

'According to the Articles' is a phrase that opens the legal door for any aggrieved party to seek redress for any breach or non-performance of a contract. The Articles of Trade set out the remedies, irrespective of the laws of any other interstellar nation which might attempt to set aside the terms of the contract - or even the Articles themselves. This is the ultimate in League rejection of statism and national sovereignty. Such notions have no weight in the League. All law is commercial law. The Articles represent the final word on the way in which intelligent commercial beings must conduct their affairs.

To deny the wisdom and validity of the Articles is, in League thinking, to disqualify oneself as an intelligent being! In short, it reduces one to the status of animal, and one can deal with an animal in whatever way one wishes! (This aspect of League philosophy has led to many abuses of aboriginal peoples who practice primitive communalism and have no operant notions of private property and commercial activity).

Any interstellar nation rejecting the precepts of the Articles or any society which does not live by trade and commerce between free trading members is regarded as outlaw and without protection or rights under the articles. That is, they are fair game to anyone who can turn a profit at their expense. But if a society is based on the concepts of exchange of goods and services at fair value, even if many of the procedures are alien to League practice, all League citizens are bound to observe the Articles of Trade in their dealings with such beings. No proper businessman can deny the rights possessed by any other commercial being to enter into a proper contract. To do otherwise is fundamental breach of the Articles, punishable by penalties ranging from heavy fines, imprisonment, confiscation of goods, banishment from the League, and even death. Such fundamental breaches of the terms of the Articles amounts to outright treason.

LEAGUE LAW: THE CODES DUELLO

Under the Articles of the League, there is no law save the Articles of Trade, and all other laws (such as Planetary Ordinances and Regulations, corporate regulations, etc.) must be in accord with the Articles. Breach of the law is actually breach of contract. In the case of minor offenses, a wide range of options are open. These range from a warning to fines and/or imprisonment or workforce duty for a short period of time. Serious offenses are regarded as open treason against the corporate body of sentient commercial beings. Treason can bring heavy fines, long terms of imprisonment, exile, and - in extreme cases - the death penalty. Treason is often referred to by the Latin term 'maiestas'.

It must be understood that there is no such thing as The State in the League. The courts do not, therefore, have any real power in matters not directly involving the peace, order, and security of the League. The courts are effectively referees in most legal matters. Any party to a legal matter has the option of ignoring the court procedure.

Parties to any dispute, including criminal matters, can agree upon any third party to act as an arbitrator or judge. However, once they do so, they are contractually bound to accept his decision. At any time before the judge hands down his 'consultio', the parties can agree upon a settlement between themselves. Even criminal cases can be resolved in this manner.

If the loser in a legal matter refuses to accept a judicial consultio, whether the justice is a League Tribune of the Law or just a private arbitrator, the 'denier' is held to be caught in maiestas because he has repudiated the most solemn of all contracts - the bond between sentient commercial beings which is the basis of the Articles of Trade.

If an alleged offender refuses to go to court, the aggrieved party has the right to invoke the Code Duello before any magistrate. The Code Duello is a declaration of personal war. The Code binds the party to the dispute to a carefully delineated pattern of behavior. Notice must be given to all third parties that a state of armed conflict exists between the opponents, so that innocent parties may stand clear. No injury to the persons or property or innocent parties may take place. If it does, full restitution plus heavy penalties are assessed.

CODE DUELLO MANO A MANO: When personal offense is given, the offender may be challenged to a personal duel of honor in the arena. In many cases, champions are engaged from the lists of professional gladiators. But some duels are fought between the principals when the bitterness is particularly deep and mutually felt. The duels may be a morte (to the death) or a sangre (to first blood).

CODE DUELLO ULTIMO CORPORATIS: When formal business matters are involved, corporate war can be declared. In effect, armed conflict involves actual battle between the private troops of the contending parties. The sides are precisely matched and armed - in anything from platoon to regimental strength - and the whole event is conducted according to the Mercenaries' Code. TriVee coverage is a usual feature of such events. If a private citizen (whose legal status is that of a personal service corporation) has a dispute with a much larger organization, he may find that his costs of prosecuting the war might be picked up by a patron-sponsor if the dispute is exciting enough to warrant TriVee coverage and public interest. In effect, the sponsor exchanges the service for advertising rights.

CODE DUELLO ULTIMO GALACTICA: In truly grievous matters - typically involving non-citizens of the League (individuals, corporations, or even entire nations), the offended party may appeal to the Senate and People of the League for a Writ of War. The Tribunals of Law of the Senate will issue a consultio granting the Writ if cause is clearly shown (the offender won't negotiate and settle up in a civilized fashion). The Writ of War is effectively a Letter of Marque granting the offended party the right to collect whatever is owed him from the property of the offender and his associates, plus double damages, plus the cost of collection, plus interest. The League itself invokes the selfsame Code to declare war against another nation. In this instance, there is a subtle difference in the preamble. In private wars, the Writ begins, 'The Senate and People of the Mercantile League of Worlds having found. . . ' followed by the declaration of cause and the grant of right of redress and compensation to be collected. In a formal League declaration of war, the Writ begins, 'In the name of the dignity of the Senate and the People of the Mercantile Worlds and the Articles by which they live and do commerce. . . ' followed by the statement of cause and the decree of general war.

It should be noted that the vast majority of cases are heard before a League tribune of law or a private justice. Few League citizens are prepared for the disruptions, costs, and risks, of the Codes Duello to invoke them lightly.

THE GOVERNMENT OF THE LEAGUE

The very nature of the Articles of Trade precludes the notion of a sovereign state. Thus, in a very real sense, there is no form of government at any level in the League! Sovereignty is vested directly and entirely in each corporate citizen, whether a private individual or a corporation.

The League is notorious for its anti-statist attitudes. Statism is defined as giving support to any political system or philosophy which sets up a mythical entity called The State against the individual or corporation. Statism is considered to be immoral and intolerable. Men and corporations live and deal with each other by freely and knowingly entering into relationships governed by a universal social/commercial contract - the Articles of Trade. No government can alter the terms of their lawful and honorable agreements without the consent of every sentient commercial being involved in the matter. Otherwise, interference is grounds for indictment for fundamental breach of the Articles. That is outright *maiestas* or treason against all sentient commercial beings everywhere and of every race, whether citizens of the League or not!

Let it be clear: the League does not recognize the right of any government to make and enforce laws without the consent of those who are affected. It does not recognize the right of government to 'confiscate' (read 'tax') individuals or their property and profits or to expend such monies without the personal consent of the individual. It does not recognize the right of government to regulate what an individual may do or not do with his property. (Property here is interpreted to include the person of each individual, not just what he owns). In short, unless a person personally agrees, government is powerless to act legally in any matter affecting him personally.

The League thus has no government. What it does have is a national corporation which co-ordinates and directs the broad affairs of the League and its members. The powers of the government are strictly limited. It can make laws in a narrow range of areas, carefully set out in the Articles of Trade. But these laws are subject to ratification by the Planetary Directorates of each member planet of the League before they go into effect. It is charged with maintenance of the League BattleFleet, a modest sized naval force which forms the nucleus of the League's defense and otherwise acts as an anti-piracy patrol. It may conclude treaties of trade and commerce or mutual defense with other interstellar nations. It can maintain embassies in the territory of foreign powers to assist League nationals. It has a judicial function - perhaps its most important single role - and can arbitrate any legal matter brought before the tribunals of law. This arbitration function is applied not only in private matters, but also in all disputes between member planets. Finally, it has the power to administer all League colonies and protectorates.

The government of the League is the Congress, which sits in Nova Roma Antares on Augusta. The Congress is composed of two Houses, the Senate and the Assembly, two Consuls or chief executives, the Tribunes of the People, the Tribunes of Law, the Delatores, and - in periods of extreme emergency - and Imperator or Supreme Commander.

THE SENATE: The Upper House has 200 Senators selected by a complex proxy system based upon the economic worth of all shares in League corporations on registration day, and also upon the donations voluntarily made by League citizens to the maintenance and support of the nation. In short, each citizen's voting weight is directly related to the value of the shares he holds in various companies and also his willingness to contribute to the running of the League. Great Patrons also hold the proxies of their Clients as a matter of course. In the case of corporate citizens, the Board of Directors of each company can vote proxies according to the shares the company controls in itself or in other companies. Clearly, the wealthier a citizen is, the more political power he possesses. Senatorial campaigns thus closely resemble the proxy fights which characterize the struggles inside any corporation for seats on the Board of Directors. Each candidate must scramble to amass the support needed to win his seat. Elections are held every year, with 20% of the seats up for re-election each year.

THE ASSEMBLY: The Lower House has 300 representatives or Assemblymen elected by the population at large on a regional constituency

basis. The Assembly has no legislative powers, as all legislation is initiated by the Senate. It can advise the Senate, however, and it serves as a sounding board for public opinion which most Senators take very seriously.

THE TRIBUNES OF THE PEOPLE: The Assembly has, as its most important function, the power to elect 10 Tribunes from its membership. The Tribunes sit in attendance at all Senate meetings. Any Tribune can rise and say 'Veto!' ('I forbid it!') to any measure passed in the Senate. The Tribunes represent the general fear in the League that laws can be easily passed which infringe on the sovereign freedom of individuals. Thus the Tribunes are exhorted by all - even the Senators - to be Watchdogs on the Conscience of the Senate and People of the League. Since great pains are taken to see that the most honorable and wisest heads are appointed to the Tribuneship, it is rare that a veto is arbitrary or foolish. In effect, the job of the Tribunes is to say 'think again', and the system works well in practice. The Tribunes serve for six months, then step down and cannot serve again until re-elected in a general election for another term in the Assembly.

THE CONSULS OF THE LEAGUE: In a republic, the Consuls would be equivalent to Presidents. Only this is the League, and they serve essentially as co-chairmen of the board. The Consuls are elected by popular vote of the citizenry-at-large from a list of candidates submitted annually by the Senate. The two Consuls thus elected serve for one year. During their terms, they alternate monthly, one chairing Senate meetings and the other administering the small but efficient bureaucracy of the League organization. Upon completion of their term of office, the Pro-Consuls are granted a Governorship in one of the major colonies for a period of 3 to 5 years, where they share in 5% of all business carried on in the colony during their administration.

THE TRIBUNES OF LAW: The Senators and Assemblymen appoint a number of their members to the various judicial committees of the League after they have served a term or two in office and wish to retire from public life. A great many functions of League government are judicial in nature. Disputes between contracting parties are submitted to the Tribunals for a legal consultio or opinion. The disputing parties, though not bound to accept the opinion of the Tribunals, are well advised to do so. The justices are amongst the foremost experts on League law, as embodied in the Articles, and their consultios have very strong moral force. The justices are also very powerful figures in their own right, and they sometimes take personal offense when their decisions are not respected.

The Tribunes are selected by the Senate and serve for ten-year terms, which may be renewed every three years thereafter by Senatorial decree. (The Assembly has the right to nominate one-third of the justices, subject to Senate approval). The selection of the justices is a most serious matter, and the Senators and Assemblymen set aside personal and corporate rivalries to make the best possible choices. Interpretation of contracts in the light of the Articles of Trade is basic to the continued existence and prosperity of the League. Only the best minds and the most incorruptable consciences belong in the Tribunals. Repeatedly, the example of Maximus Drusilius Drexler is cited as the model of judicial impartiality. When his own company, Sampson Consolidated, was indicted by a client-employee for wrongful dismissal and endorsement of his Personal Contract with prejudice, M. Drexler refused to stand down from the case. After hearing the evidence, he found for the complainant and levied quintuple damages against Sampson Consolidated, ordered the endorsement to be stricken, and himself indicted the manager who had acted out of personal spite for fundamental breach of the Articles. This led ultimately to a CR 25,000,000 fine against the very corporation in which he held a 45% interest. M. Drexler was voted the Laurel Crown of Service at the end of his fifth term as Tribune and the title of Augustus Magnus by a unanimous consultio of both Houses of Congress.

DELATORES: There are no lawyers in the League, such officers of the courts in statist regimes being universally suspect as elitist types who attempt to confuse and twist what should be stated in plain language for all to understand. The Delatores take the place of lawyers. They act as both prosecutors and defense counsels. To qualify as a Delatore, one must have served at least one term in either of the Houses of Congress, or else in the Planetary Congress of a member of the League. In practice, most Delatores are representatives of powerful corporations or are successful entrepreneurs. It is universally believed that justice should be in the hands of the group that stands to lose the most if the Articles of Trade were to be perverted and abused. The upper echelons of League society are clearly interested in ensuring that sensible justice prevails.

Since the Delatores are not officially recognized and take on both prosecutions and defense actions for the welfare of the League and its sentient corporate citizens, there are no set fees for the service. Indeed, most Delatores are exceedingly rich and money is no inducement in itself to move them. Rather, payment is typically in the form of a debt of honor, which may oblige a client to render the Delatore a service in the future if his case is won. (It should be noted that only a Delatore can bring an action before a Tribunal of Law on behalf of a person. Also, the Delatore himself may not necessarily appear in person. He may delegate one of his staff to represent him. Thus, to all intents and purposes, the Delatore functions as a Solicitor in practice, with his staffers acting as barristers in lesser cases).

IMPERATOR: The office of Emperor does not normally exist in the League. It is activated only when the League, as a corporate body, is declared by the Senate to be in a state of war. By emergency decree, the Senate can declare the existence of a clear and present danger of the gravest magnitude which threatens the very existence of the League of Mercantile Planets. The Emperor is appointed for a six-month term, which can be renewed by the Senate until the emergency has passed. The Emperor holds absolute power over all citizens and resources of the League, military and civil, without right of appeal. Only fourteen Emperors have been appointed in the entire history of the League.

THE LEAGUE COLONIAL SERVICE

All protected planets and colonies under League Patronage fall directly to the administration of the League Colonial Service. Most of the revenues available to the League, outside of personal donations (which are made in lieu of taxes), come from the colonial administrations. Each planet has a Governor drawn from the Pro-Consuls or from other high government officials retiring from office. The Governor has powers equivalent to those of a Planetary Directorate. All activities of League citizens on a colonial world are subject to review and regulation by the Governor and his staffers, who represent the League as sole Patron-Major of the planet.

To aid the colonial Governors, there are military, naval, and police units to enforce League ordinances, as well as other civil authority personnel. League citizens and corporations operating on a protected planet are under strict Client relationship and must accept, as terms of the contract licensing their activities on League territory, all regulations governing their activities.

Charter Colonies are a different matter. League authority extends only to external affairs, the administration of the StarPort(s), and the coordination of the Defense Forces. The internal government of Charter Colonies is conducted by a colonial Planetary Directorate.

LEAGUE PLANETARY GOVERNMENTS

The government of a full member planet of the League closely resembles the League Congressional organization. There is an Upper house of the Equites (Merchant Princes), elected by proxy system by citizens of the planet who hold shares in planetary-based corporations. The number varies, but there are usually from 50 to 200 Equites. Of these, ten are elected to the Planetary Directorate, and one becomes Chairman of the Board. The Assembly Populares is elected by the plebian classes and has a purely advisory capacity. There are no Tribunes of the People.

The Planetary Directorate is charged with maintaining system defense forces and essential services which cannot be entrusted to purely private interests because of their vital necessity to all. The Directorate has no taxing powers, but it does have the ability to enforce a purely contractual user-pay tariff for any services purchased directly by any consumer. Defense charges are usually covered by landing fees at the planetary starports and by personal donations by citizens.

The Directorate also serves as a lower court to hear disputes which involve individuals and corporations before they are referred to the higher authority of the Tribunes of Law. The Equites usually pick about 10% of their number to sit on such tribunals and, in most instances, settle all serious cases. Disputes which are internal to a company, as in the case of a problem between two employee-clients or between an employee-client and his employer-patron, are typically settled in the company. Only if serious breaches of the Articles of Trade, major disputes between companies, or criminal acts have occurred will a Delatore consent to bring an action to the Directorate judicial committees and/or to the Tribunes of Law. As for disputes involving clients of different patrons,

matters are usually decided by the patrons themselves - dispensing with the courts entirely. In such instances, the clients accept the decisions of their patrons without question; for to fail to do so would be to reject the desires of one's patron, a very serious breach of League etiquette.

Most general services are available on the open market and are provided by companies specializing in that kind of service. A common example would be garbage collection/disposal, or perhaps light and power or water and sewage. Public transport, medical and hospital care, education and vocational training, even fire and police services can often be obtained privately. Large corporations often maintain their own self-contained communities, adjacent to industrial and office complexes. Thus most services which are associated with government in statist nations are available from one's own employer.

The Directorate does maintain a planetary police force and a security agency to work with the private corporate police and security units. Whenever jurisdictions have to be crossed (from one company's property to another's), the Directorate Law Enforcement Office will provide an officer to make the incursion lawful. For no private corporate policeman can enter the property of another corporate or private citizen not a client of the corporation without committing trespass. Of course, in public areas, private corporate police may engage in their duties and pursue or arrest anyone breaching the rights of a client or any innocent citizen clearly requiring assistance (as in the case of a mugging). Reasonable force - meaning stunners and tangleguns - is called for, unless the lawbreaker is clearly armed and seems prepared to open fire. If engaged in hot pursuit, private police may enter on property other than that of their own company and clients, and the corporate police of the other company are obliged to co-operate in apprehending the suspect. At that point, the legalities of the intrusion are debated at the local precinct of the Directorate Police.

On the surface, it might seem that League governmental arrangements are chaotic and haphazard. In practice, they work out quite well. In the League, everyone takes care of his own. The effectiveness of the system will become clearer when the patronage system is explained.

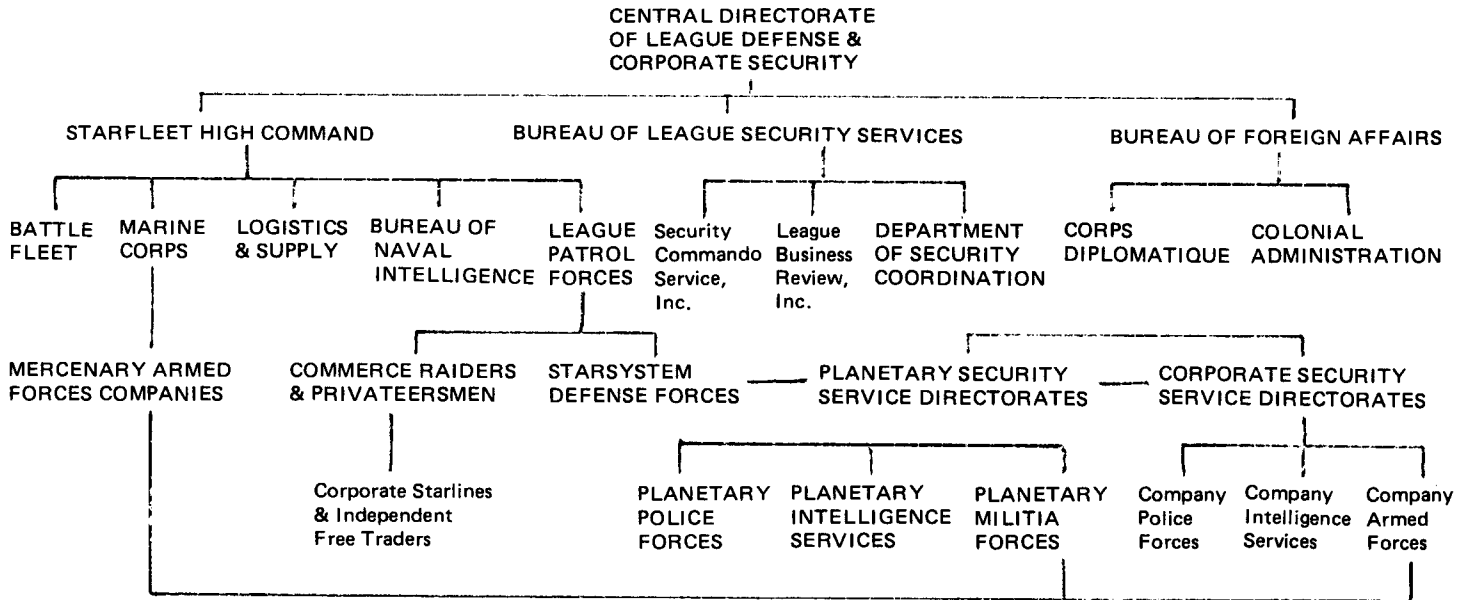
THE DEFENSE ESTABLISHMENT OF THE LEAGUE

In some respects, the Mercantile League is perhaps the weakest of the human star nations in that it maintains a relatively small, if very professional and well equipped BattleFleet. But the League measures its strength in its huge merchant fleet and the intimate knowledge of her captains of a substantial portion of the Terran Quadrant. Further, the League possesses a surprisingly effective security and intelligence network because virtually every private corporation has internal security arrangements which can be coordinated with those of Planetary governments and League agencies.

The security and defense of the League is one of the most important responsibilities of the League government on August II. Yet security and defense are maintained, not through taxation, but rather by the personal donations from public minded individuals and corporations! Being a corporation in its own right (there is no other legal entity in the League, except for personal citizenship), the League hires out the services of some of its military establishment to help defray its expenses. It also enjoys the benefits of being a Patron-Major of all colonies and protectorates directly under League administration.

This may appear to the outsider to be a risky and haphazard way to provide for the security and defense of a major interstellar power. In practice, it works quite well. The average citizen contributes about 10% of his income to League institutions, and often more in times of grave emergency. In the League, public responsibility is a virtue, and many willingly give generously of their wealth to support a strong naval and military posture. Indeed, much public honor and prestige is gained by performing one's public duty in this way. Also, each member planet of the League maintains its own defense and security forces, while individual companies often have at their disposal significant military and naval capacities because of the nature of both their trade and the legal risk of private war between them.

THE DEFENSE ESTABLISHMENT OF THE MERCANTILE LEAGUE

**THE CENTRAL DIRECTORATE**

The Central Directorate of League Defense and Corporate Security is one of the most powerful agencies of the League government. It coordinates all naval and military operations in peace and war. During times of emergency and war, the Directorate has sweeping powers under the League Articles and can mobilize and requisition whatever resources and personnel required to counter the threat to League survival. When the crisis is extreme, the Directorate may be headed by an Imperator, appointed by Senatorial decree, who replaces the Consuls normally in charge of the Directorate.

STARFLEET HIGH COMMAND

The regular naval forces of the League and, in time of war, the reserve forces as well, are under the direction of the Bureau of StarFleet High Command. The Bureau is divided into:

LEAGUE BATTLEFLEET

The heavy units of the League of StarFleet are contained in the BattleFleet - actually composed of a number of Fleets with warships capable of standing 'in line of battle' and slugging it out with the best in opposing navies. The BattleFleet is maintained in reserve during peacetime, usually stationed in the heart of the Antares Sector. In wartime, it is deployed to counter the thrusts of major units of the enemy into sensitive regions of League space and to mount major counter-offensives. However, the BattleFleet is not so numerous and powerful as equivalent forces of many neighboring interstellar groupings, and therefore it will not be risked in operations having only a limited chance of success. First and foremost in League naval doctrine is that the BattleFleet must always remain a fleet-in-being, a constant threat to the enemy because it can, at the same time, cover the Home Planets and deliver savage blows at will to vulnerable regions in the enemy's defenses. Loss of the BattleFleet or the incurring of heavy casualties and battle damage are regarded as disasters of the worst kind.

STARFLEET MARINE CORPS

The Fleet Marines are highly professional regular troops attached to StarFleet Command. They are superbly trained and equipped for ship-board action, planetary assault, deep-penetration commando raids, and sustained ground action. Every naval unit carries a Marine Commando as part of its basic crew complement (a commando here means any unit from a platoon to a full regiment, and large vessels may carry support artillery and service units as well). In addition, regiment, brigade, and division-sized units are available for major operations, convoyed to battle areas in fast naval assault transports.

STARFLEET LOGISTICS & SUPPLY

This Department of the StarFleet is charged with maintenance of the fleet and thus manages starbase installations, supply vessels, and general procurement. In wartime it may mobilize elements of the merchant fleet for supply duties.

BUREAU OF NAVAL INTELLIGENCE

The B. N. I. has the task of assessing the big picture for the StarFleet and the Central Directorate. All naval, military, and other intelligence gleaned from all sources, including the Bureau of League Security and the Foreign Bureau will ultimately be forwarded to this very influential arm of the government defense services. Recommendations of the B. N. I. are taken very seriously, and all League foreign policy and strategic planning are based on the advice given by the B. N. I. The Special Branch of the Bureau is concerned with active espionage and sabotage operations in foreign and enemy territory and might be considered a pocket-sized version of B. R. I. N. T. in the Terran Federation.

LEAGUE PATROL FORCES

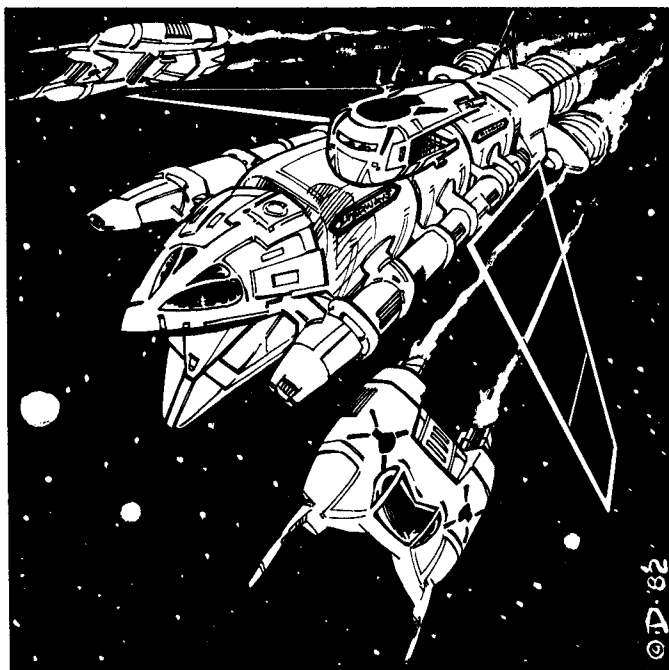
The Patrol is actually the largest single branch of the StarFleet and is divided into three components: the Patrol proper; the defense space-forces of Member StarSystems; and the commerce raiders and privateers of the Naval Reserve Strike Forces. Each of these groups is dealt with separately below:

THE LEAGUE PATROL

In many ways the equivalent of the Federation's famous Interstellar Police Agency, the Patrol consists of light units of the fleet-fast assault corvettes, destroyers, light cruisers, and starfighter cruisers. It also possesses a number of Q-ships employed specifically to attract space pirates and enemy commerce raiders into range of their heavy-calibre cruiser guns and torpedos. In peacetime, the Patrol is largely occupied with the tasks of policing the spacelanes and suppressing piracy. In this duty the Q-ships, disguised as slow and helpless freighters, play a most effective role. Also, anti-piracy operations are closely coordinated with the B. N. I., which attempts to plant agents in areas frequented by pirates on R&R or even to penetrate pirate organizations with agents posing as pirates, so as to obtain intelligence on locations of pirate bases, ship and crew strengths, and planned raids. The Patrol also has the duty of showing the flag in the far-flung colonial possessions and trade protectorates of the League. In wartime, the Patrol functions as a fast reaction force (nicknamed The Fire Brigade) to reinforce threatened areas quickly. It also provides support for the BattleFleet, conducts scouting sweeps, and guards naval lines of communication. Units of the Patrol are also used to mount commando-style raids with StarFleet Marines or to land agents of the B. N. I. on enemy-held planets.

STARSYSTEM DEFENSE FORCES: Under the Articles of Trade, each full Member Planet of the League is obliged to provide for the defense of its StarSystem. Depending upon the wealth of the Member, a force of largely light warships will be maintained to oppose enemy action in the area and to provide reinforcements for the StarFleet, if required. As economy measures, many Members provide for large numbers of StarFighters, reasoning that the craft can adequately patrol the system perimeter, react speedily to piratical activity or commerce raiding, and do significant damage with torpedo fire. Or, again, larger vessels are often built without FTL drives to reduce overall costs, the reasoning being that they are essentially system defense vessels anyway and do not need to go anywhere else. As a consequence, rarely more than 1/3 of the StarSystem Defense vessels have FTL capability. The Member must also provide for adequate militia Marine forces to fight anywhere in the StarSystem. StarPort defenses and orbital forts are optional, but rarely will a planet be found without fairly heavy close-in anti-ship batteries and torpedo launchers. Xenon defense screens, of course, are never neglected.

NAVAL RESERVE STRIKE FORCES: About 20% of the merchant shipping in the League is fast and modern enough to be fitted out for commerce raiding. At League expense, such vessels will be armed with out-sized NovaGun batteries and torpedoes and naval drives. The benefit to the owners in added defense against pirate attack cannot be understated. However, in time of war, all such vessels are liable to mobilization in the Strike Forces for the duration of the conflict. The commerce raiders then operate independently in assigned regions of enemy space, or else in concert with support/command units of the Patrol to conduct 'wolf-pack' tactics. These raider Task Forces are used particularly to attack convoys, and starfighter-cruisers and destroyers of the Patrol typically are present to provide the punch needed to decoy or take out the escorts. It should be noted that the commerce raiders are all naval reserve vessels and therefore are totally under naval discipline and command. In addition, private shipowners may obtain Letters of Marque which legally entitle them to raid enemy commerce and take prizes. Privateersmen are not naval vessels, however, and all operations must be supported by the owners, who stand to make considerable profits from the sale of prizes taken.



MERCENARY ARMED FORCES: There are a fairly large number of corporate mercenary units in the League. In peacetime, the Mercenary Companies hire out their services to corporations or just about anyone else who requires 'muscle', regardless of nationality. The Mercenaries form a body of trained troops who can be engaged by StarFleet or Planetary Directorates to augment their forces. It should be noted that the quality of equipment and reliability of such troops is exceedingly spotty, varying from excellent to very poor indeed. Some are little more than bands of thugs and freebooters.

BUREAU OF LEAGUE SECURITY SERVICES

The internal security and intelligence-gathering requirements of the League are coordinated and directed by the B. L. S. S. or the Bureau, for short. The Bureau has a close relationship with two private companies specializing in security operations as well as with the security organizations of Planetary Directorates and private corporations. In wartime, the Bureau has extensive powers and can issue directives to subordinate agencies. In peacetime, its powers are relatively curtailed, but it may indict any planetary or corporate officer for withholding essential intelligence bearing on the general security or survival of the Mercantile League. Thus a fair bit of information filters up, as no one wishes to face a charge of 'treason' if it later comes out that he knew something and kept quiet.

THE DEPARTMENT OF SECURITY COORDINATION: The D. S. C. (laughingly referred to by wags as the Department of Sanitation Control) is no joke to enemies of the League, for its agents occupy much the same position as those of B. O. S. S. in the Federation. The eternal bogey of the D. S. C. or Security is statist plots against the League, and it maintains an assassination team to secretly and quietly deal with real or imagined threats to the internal security of the League. The team directs its attention largely to the elimination of foreign agents on League territory or that of League allies and trading partners. However, the Security Commando occasionally becomes overzealous and removes suspected League citizens from time to time. (On several occasions, the Bureau has been subjected to purges of members who themselves have exhibited a statist involvement with politics and the support of certain political leaders in the League by eliminating rivals. The B. N. I. keeps a close watch on the Bureau, and rivalries between them equal those between the Federation's B. R. I. N. T. and B. O. S. S.). The main function of the Bureau, however, is to coordinate the activities of the security services of the various Planetary Directorates and private corporations in time of war or national emergency, and to gather and assess intelligence forwarded by them on internal threats to League institutions and installations. It is, in effect, a counter-espionage organization.

LEAGUE CULTURE: NEO-ROMANISM

Perhaps one of the truly unusual features of the League is its pre-occupation with the ancient Roman Empire of Terra. In their beginnings, the Free Colonies had a formless culture. Most of the Free Colonists had immigrated during the final years of the Pure Earth regime on Terra. Pure Earthian repression had all but stamped out many of the local sub-cultures on Terra. The Free Colonists had, in consequence, little knowledge of previous cultural traditions to replace the hated Pure Earthian values and lifestyles they so totally rejected. In effect, they were rootless and had little sense of a group identity.

The pressures of establishing self-sustaining colonies occupied the first generations so fully that they evolved little in the way of a working culture. Indeed, the culture of the Free Colonies went scarcely beyond the corporate structures of the companies that came to dominate daily life. The cultural vacuum led especially the young to seek some form of group self-expression beyond essentially work roles.

In 2187, the first of the Faddish Cults arose. A musician M. C. on a local Fabian TriVee station discovered a late 20th century Terran music form known as 'Rawk n' Rawling'. Airing several very old selections discovered in the colonial archives, he was startled to find that the youths in his audience identified totally with the primitive rhythms of the music. (Refer to 'Tribalism in the Free Colonies: A Treatise on the 'Rawk n' Rawler' Movement and Its Effects upon Cultural Evolution in the Mercantile League' by Acadamarian Gaius Rufinius Rogers, Encyclopedia Galactica, LC.117.V338.79a). The Rawk Faddish swept through Fabius and quickly spread to other colonies, with youths affecting the outlandish dress and mannerisms of two centuries earlier. The Rawkers were soon challenged by a myriad of other Fadds, each more preposterous and extreme than the last. Perhaps the two most noticeable Fadds to emerge were Mob Faddish and WildWest Faddish. These two Fadds were quite suited to the needs of the corporations, then engaged in almost constant and often violent competition for markets and political dominance in the colonies.

Mob Faddish was first adopted by the Sampson Corporation in 2208 during its inter-corporate wars with Gamma Developments and Detron, Inc. Sampson personnel were organized into Big Wheels (management), Enforcers, Gunsels, Molls, and a host of other role-models based upon TriVee depictions of early 20th century history in Amerikan Terra. The

Sampson Mob conducted such a stylish campaign of terror and intimidation against its competitors and their clients that Mob Faddish was soon adopted by many other League corporations. Not to be outdone, Gamma Developments retaliated with WildWest Faddish. Reaching back to 19th century Terra, Gamma resurrected the costumes, accents, and traditions of the Amerikan West, all carefully researched from such historical documents as the antique TriVee records entitled **High Noon**, **Gunfight at the O.K. Corral**, and **The Good, the Bad, and the Ugly**. These superbly detailed documentaries, undoubtedly made under dangerous conditions by intrepid 19th century TriVee news teams, were no less useful than early 20th century documentaries like **The Untouchables**, **Scarface**, etc., were for the re-creation of Mob Faddish. Armed with automatic recoilless weapons cunningly disguised as early Terran Thompson machineguns, Sampson Mobsters regularly shot it out with Gamma Hired Guns packing Peacemaker Hoglegs (machine pistols) and autofire Winchester carbines - much to the delight of millions of TriVee viewers who eagerly gathered before their 150cm screens each night to watch the newscasts.

This began the Camp Faddish, so called because it was devoted to following the corporate war campaigns, or Camps for short. By 2236, the corporations had learned that there was big money in the Camp Faddish, and they co-operated even in the middle of bitter corporate struggles to jointly produce elaborate TriVee coverage of the battles. This greatly boosted their sales in the process because of the spot commercials slipped in between action sequences. When TriVee directors began complaining that they didn't have sufficient control over the productions to do justice to them, elaborate rules were evolved to govern the combats and permit proper TriVee coverage of every gory detail. In time, the conflicts were nothing more than superbly contrived, stylized duels under pre-agreed conditions.

The rise of the League as a major interstellar power by 2250 then introduced a new element into the chaotic patterns of dozens of competing Faddish cults. The League was a force to be reckoned with, but the majesty of its power and prosperity was lost on its neighbors. Indeed, they reacted to the whole Faddish phenomenon with undisguised mirth and scorn.

As Boss Trigvie Mackelston observed to his lieutenants at a fateful meeting of Tetragammetron Syndicate's board meeting in 2258, 'Boys, we got no respect! Them High Republicans laugh at us and call us clowns. An' those Azzie bums are slappin' some pretty hard labels on us, like 'degenerates' and 'racial inferiors'. Boys, I'm tellin' you, we got a bad image problem. Sales are down out there. How can they take our products seriously, with this thing hanging over us? We need something with real class'.

Tetragammetron's Director of Marketing Research just happened to be a fanatic on classical Terran civilizations. For some time, David Thomas (Decius Maximus Thomas) had longed to return to Ancient Rome. (He had even foolishly invested CR 100,000 in a silly scam to build a time machine when approached by a trio of fast-talking con men. They were eliminated when the fraud was discovered by the angry Director). Thomas reviewed the whole history of League development and came to startling and far-reaching conclusions:

First, the League required a solid identity to pull it together. The League was fragmented by the innumerable Faddish cults. Rivalries between competing firms were fuelled and fanned into excessive violence by the very differences between Fadds, not genuine problems in competition or unresolved breaches of contract. It was violence for its own sake, social war which was tearing the heart out of the League from within.

Second, the League had to be larger than the individual corporations themselves. Having spurned statism and its restrictive laws and bureaucracies, the League could not turn back to statist institutions to bring social order. There had to be some way for social order - for law and peaceful negotiation - to prevail. There also had to be some way to encourage individual and corporate citizens to perform acts for the good of the entire League, while avoiding disgusting statist practices like excessive taxation and socialist public ownership of industry.

Third, the Roman model paralled in some ways the prevailing sentiments in the League. For in the early Roman Republic, power was a very personal affair between those who led and those who followed and obeyed. It was a Patron/Client relationship rather similar to the relationships existing in the League Worlds. Such personal ties of loyalty bound Patron and Client in the business world, but they could be

strengthened and made still more meaningful and satisfying with a clear tradition backing them. If one also introduced the Greek concept of service to the nation as increasing one's personal stature and reputation, it could be possible to encourage the wealthy to make voluntary contributions to beautify and strengthen League life. In so far as some government was necessary, Roman governmental practices had a host of checks and balances, with numerous opportunities to introduce veto powers to prevent undesirable statist action.

Fourth, corporate leaders were much like Roman patricians, anyway, and the workers and other employees were the rank-and-file plebians. The changes would be largely outward, for show rather than substance. The Boss wanted respect; and if there was one thing that the old Romans had, it was a sense of dignity by the bucketful.

Thus the suggestion was tentatively introduced. To Thomas's surprise, the delighted Directorate of Tetragammetron instantly saw the untold vistas of possibility in his plan. The Romanization of Tetragammetron was carefully engineered down to the last detail, all in utter secrecy. Unlike the other Fadds, which were usually based upon poor research and the silliest misunderstandings of the past, the Eagle Project was the product of Thomas's serious and loving scholarship. Some of the most prestigious Terran archeologists were consulted on a myriad of questions. The best R&D personnel in the company were placed on the detail work. Everything was conducted in utmost secrecy to prevent other corporations from learning what Tetragammetron was about to do. Hopefully, only Tetragammetron would be ready with a full line of 'Roman' products for sale when the Roman Fadd was released upon the public. Such a coup could net billions when the Fadd Groupies scrambled to join the new Craze.

On August 1, 2259, the Eagle and Thunderbolt of Tetragammetron Victrix, Inc., was broken out on all company buildings, vehicles, ships, and letterheads. Every employee appeared clad in appropriate and fully authentic costume. Management wore formal togas, with coded edging to denote departments and ranks. Security was clad in full legionary panoply - Romanized LBA, red-plumed combat helmet with HUD and comlinks, silvered automatic conerifles with fixed forcebayonets, and vibro-shortswords. The rank-and-file Plebs were clad in tunics again color-coded for department and rank, with attractive jewellery that also doubled for badges of grade-rank in the organization.

In the middle of Faddish frivolousness, the solemn spectacle of Domini Trajanus Caius Mackelston (even Romanized names were adopted) was a study in contrast. Arriving at the House of Congress for the fall session, he was dressed in a meticulously pressed and folded toga of state, edged in Directorate purple. Flanking him was a squad of Tetragammetron Praetorians, personal guards in gilded armor. Following was a veritable platoon of aides in white togas edged in the black of Legal Section and carrying trim black attache cases. Behind trouped some hundreds of personal clients, also in Roman costume.

The opening of Congress was seen by millions on TriVee that night. Tetragammetron was a classic study in corporate solidity, seriousness, and power. Representatives of the other great corporations paled into insignificance. The Mob Fadders in their wide-lapelled pinstripe suits were seen as two-bit gunsels. The Cowboys were mere hicks from the sticks. The Rawkers were a sick joke. And so on through the list. There was something imperial about the Tetragammetron contingent. Thus there should be no surprise that T. Caius Mackelston's flawless oratory on the virtues of Romanization had a deep and profound on the entire League. So did Tetragammetron's massive ad campaign.

In the ensuing rush to join the new Fadd, Tetragammetron's profits were at record level as millions bought everything required to appear a proper Roman. Tetragammetron's TriVee series, 'Fields of Glory', was also an instant hit, commanding 89% of the total viewing audience twice a week. A public clamor soon arose on half a dozen planets for the construction of proper arenas so that fans could view gladiatorial combats live. By the spring of 2260, the Romanization of the Mercantile League was well underway. Ten years later, the Fadd had solidified into a permanent cultural pattern, and the other Faddish cults all but disappeared.

In 2283, the Congress of the League voted unanimously to model League government along the lines of the Roman Republic. Thus they instituted the offices and titles of Senator for the patrician members of the Upper House, established an Assembly of the People or Lower House - from which 10 Tribunes with veto powers would be appointed to oversee and act as a check on Senatorial power - and created an ex-

ecutive on the Roman model. The Charmanship of Congress was altered to a pair of Consuls-Mercantile (presidential-equivalent), and other offices were given titles like Praetor, Praefect, Aedile, and the like. To match the actions of the Congress, which declared Augusta the capital world of the League, the Planetary Directorate of Augusta decreed that the capital, Newton, would henceforth be known as Nova Roma Antares. Adoption of Roman place names soon spread to the other worlds.

LEAGUE 'ROMAN' CUSTOMS & TRADITIONS

League culture is outwardly Roman. Close inspection reveals, however, that League customs and lifestyles are uniquely original.

Dress is, of course, Roman. Yet it is only worn on formal occasions and/or where it is appropriate. The familiar jump-suit is usually found in the workplace, especially where protective clothing is essential. The military wear Romanized uniforms for dress occasions, but combat uniforms and kit are strictly modern and highly functional.



Latin has been adopted as the formal language of the League, but the standard tongue commonly spoken is Basic Anglic- - the universal human tongue in the League, Azuriach Imperium, the Federation, and even in the G. P. R.

Class consciousness has developed to a significant degree. The toga is restricted to members of the patrician entrepreneurial and management classes (CR 100,000 per year or CR 1,000,000 in property), but a modified form can be worn by plebian citizens. Senators are permitted a purple strip 7.5cm wide. Entrepreneurs have a 5cm strip of gold. Other colors distinguish the various professions and management areas. A plebian may wear a plain toga on ceremonial occasions only. The toga is always of the purest white, and togas woven from the wool of the rare Terran sheep are the most highly prized.

Roman formalism dominates ceremonial occasions, with everyone decked out in his best Roman clothes. Especially popular are the Triumphs, which are handled in the ancient manner to greet a victorious commander and his troops on Augusta, where they are paraded in honor through the streets of Roma Antares.

By 2550, the appearance of a League settlement has become almost entirely Roman. But appearances mask the ultra-modern facilities of the architecture. Every modern convenience is present, but these are concealed to present the almost austere simplicity of Roman prototypes. Also, where efficiency dictates it, the structure can be utterly modern in every respect- - as in the case of a factory complex or a military base. Yet the most modern of installations will also have ceremonial areas on the Roman style.

The domus or home is modelled after the original- - the general layout with rooms built around a central courtyard (atrium) with a reflecting pool or ornamental garden in the center. The domus is usually fully cybernetized, with full environmental control, cyber-kitchens, and a

host of other modern features, but these are all carefully disguised under a facade of marble and decorative wall hangings. The furniture is Roman in appearance, usually of rich woods inlaid with other woods, ivory, or even mother-of-pearl, semi-precious stones, or precious metals. Stately and fine pottery abounds. The banquet area is meticulously styled on the Roman model, and is lavishly furnished and decorated. For here the owner may entertain his friends, business associates, and important Patrons, and a show of wealth and success is essential to create the right impression. During such banquets, rich and expensive delicacies and beverages from the far-flung reaches of the League trading regions will be served with the same gusto and attention to culinary perfection as in the ancient Roman state.

The insulae or apartment complexes are the homes of the plebians and lesser patricians starting their way up the corporate ladder. The buildings are never more than 5 stories high (about 20 meters), as only public buildings are allowed to be of higher and more imposing stature in the urbs (city). Suburban structures may be taller, but they must be out of sight of the urbs. The average apartment compares in size to the typical apartment found throughout Terran history, but it is again decorated in the Roman style to the extent that the occupant can afford.

The capital of the League, Roma Antares, deserves special mention, for it is here that the most visible manifestation of League passion for all things Roman has reached its peak. The city is a full scale model of the ancient city which is its namesake- - painstakingly constructed over a period of two centuries. No expense was spared to reproduce every feature of the original Rome which modern scholarship could uncover. Changes are made only when a structure needs modernization of internal systems or replacement because of age.

Roma Antares was the brainchild of Lucius Flaminius Clio (formerly Larry Cliente of the great Flaminius Armaments & Munitions empire). He argued in 2319 that 'while the statist regimes all have impressive capital cities in which the pagentry of their cultures is proudly displayed, we have but a few miserable and dingy colonial settlements with resounding names but lacking the character of our great and proud heritage as Romans of the League. Thus I say, my fellow Senators, let us build this city, this New Rome. Build it on the planet which our forefathers first claimed in freedom, and let it bear the indelible mark that says to all who come after we are dead and forgotten that this was the City of the Mercantile League!'

Roma Antares never ceases to astound people, citizens and visitors alike, for the capital is a living museum. Though private dwellings are modelled according to individual tastes in Roman architecture, all the great public buildings and centers are precisely as they would have been a score of centuries past, and more. It should be noted in this regard that, while exact replicas of Roman art can be produced in the League, the originals are much sought after for both public and private display, and fabulous prices have been obtained for them. Unfortunately, the 'troubles' on Terra during the collapse of Pure Earthian society and the current reluctance of the Terran government to allow the heritage of the Human Race to leave its control have made legal acquisition of such treasures impossible.

PATRONAGE IN THE LEAGUE

In the final analysis, all relationships in League society, commerce, and government are based upon the concepts of Patron and Client. Put simply, a Patron is an individual/corporation able to bestow some significant benefits upon another individual/corporation. A Client is the recipients of the benefits given by a Patron. In practice, the Patron/Client relationships are many, and often they are complex in nature, with each party assuming extensive and binding duties and responsibilities of a contractual nature.

PERSONAL PATRONAGE

A Personal Patron is literally an influential friend in the position to protect, advise, and assist his Personal Clients in their advancement. Clients are effectively sworn vassals, individuals whom the Patron has singled out for his special favor because they are promising and trustworthy men who will do him whatever services he requires in return for his support. Of all relationships in the League, Personal Patronage is the most

intense and honor-bound. It is not offered nor accepted lightly, for both Patron and Client enter into a complex arrangement in which virtually all of the terms of the contract are understood. It is a relationship based upon personal trust and guaranteed by the honor of the parties. Betrayal of that trust is regarded as the most despicable and treacherous of social offenses, worthy of being redressed in blood. Thus a betrayed Patron or Client will almost invariably resort to the Code Duello to revenge himself on a betrayer.

The Patron expects his Clients to serve him personally, giving their absolute loyalty to him and using their skills and talents when needed to increase his wealth and prestige in the League. For his part, he rewards this loyalty and personal service with preference in matters of business, career promotions, and outright protection against enemies. In the League, men of wealth and influence attempt to gain as large a following of Personal Clients as possible, for the size and talents of his personal entourage reflects his own power and importance, impressing all who see him or deal with him. As he rises in his personal fortunes, he is expected to share his successes with his Personal Clients. For they have hooked their stars to his and were, in part, responsible for his growth in power and importance because of the efforts expended on his behalf and at his direction.

Not all Personal Clients are known to be the supporters of a Patron. Some remain inconspicuous, their task to infiltrate the organizations of rivals and so to provide information and services which will further their Patron's interests. Such Clients often run grave risks because they often have to assume other contractual relationships which may come into conflict with the Personal Patron/Client obligations. But the rewards for loyal service are correspondingly great and, if the Patron can bring about a notable coup because of such clandestine service, the Client can expect significant rewards, honors, and promotion in the Patron's organization.

PERSONAL CONTRACT PATRONAGE

Little less binding than Personal Patronage is Personal Contract Patronage. This is a formal relationship between a Patron and an individual contracted to render him personal service and loyalty. Such contracts are entered into to ensure the Patron of the near-absolute loyalty of those closest to him - personal staff such as bodyguards, aides, executive secretaries, residential staff, etc. - for these people can do him great injury if treacherous. Thus a Personal Service Contract is not granted lightly. The credentials and background of a prospective PC Client will be intensively investigated before an offer is made by the Patron, who must be assured that the Client will have no divided loyalties. The term of the contract is usually for the life of the Patron, and the salary levels are often several times the standard rates for the services performed.

The Patron reserves the right to terminate a Personal Service Contract if he becomes dissatisfied with the PC Client's performance, suspects his loyalties are wavering, or merely no longer requires the service. Termination generally requires a payment of 6-12 months' severance pay, although a loyal Client who is simply no longer needed may receive significantly more as a token of the Patron's satisfaction. The Patron will also endorse the contract as being terminated with or without prejudice. In the former instance, the Patron is clearly dissatisfied with some aspect of the Client's performance and is issuing a warning to other prospective employers. A bad endorsement can seriously prejudice the employment prospects of the Client and bar him from the holding of sensitive positions. A good endorsement may have a positive effect in subsequent job-applications, constituting a letter of recommendation.

For his part, a PC Client can terminate his Personal Service Contract by giving notice and paying a penalty which could be from 1 to 10 years' of his salary, depending on the terms of the contract. He effectively buys his own contract and becomes his own Patron. But, until released from a Personal Service Contract, he cannot enter into any other employment contract because he still belongs to his Patron and owes him service first and foremost.

Personal Service Contracts are most sought after by Clients, for they signify long-term security and also are a mark of importance and trust in the organization of a Patron. The more influential the Patron, the more a PC Client basks in his own personal importance as a trusted man of a personage of prestige and wealth. Social status amongst Clients directly reflects the positions of their Patrons and the degree of trust placed in them by such Patrons.

GENERAL EMPLOYMENT PATRONAGE

When a man owns his own Personal Service Contract, he may enter the employment of an individual/corporate Patron. General Employment relationships closely parallel Master and Indentured Servant arrangements. The Patron contracts to employ the GE Client for a period of time (usually 1-5 years) and demands exclusive service from the Client/Employee during the term of employment. The GE Client agrees to submit all internal disputes with the Patron/Employer, its officers, or other GE Client/Employees of the firm or its associates to a company tribunal for final decision. He also agrees to support his Patron/Employer by showing public enthusiasm for his Patron and corporate policies and accomplishments, by keeping company secrets to himself, and by obeying the orders of corporate officers placed over him. In short, a reasonable degree of company loyalty is mandatory, and failure is grounds for instant dismissal with prejudice.

In return for performance of certain tasks according to job specifications, the Patron/Employer bestows significant benefits upon the Client/Employee. A comprehensive medical and psychological care plan is usually in place. Subsidized company residences may also be available. Discounts will be given on all company-produced goods and services, and discounts may be arranged with associated companies as well. Even low-interest loans may be available, as well as stock-options on corporate share issues. Educational and recreational programs and facilities are often commonplace offerings. Company security and police services almost invariably will be provided to protect GE Clients and their property, and the Patron/Employer will rarely shirk from standing as jealous guardian of its GE Clients from external enemies, whether personal or corporate. 'The Company takes care of its own' is the universal motto of League Patrons, and if one of its GE Clients does commit an offense against an outsider, the Company Tribunal will collaborate with the representatives of the offended party to see the extent of the guilt. If unpersuaded that its GE Client has done anything contrary to the Articles of Trade and local ordinances, the Patron will defend his rights - even if it means corporate war. If convinced of its GE Client's guilt, it will make appropriate reparations in his name, and then take disciplinary action against the offender itself. Corporate honor demands that the Company deal with its own - in all matters.

General Employment Contracts can be terminated by a Patron at any time, usually with provision for payment of from 1 to 6 months' pay, depending upon the length of time remaining before the term of their employment is concluded. GE Clients may also buy out their contracts by paying the salary remaining before the term runs out, plus penalties if they are 'key personnel'. (These can amount to as much as several years' pay in some instances). StarShip personnel often have a Home Port clause attached to their contracts, meaning that they cannot depart a vessel until it returns to its home port or until a suitable replacement is found, whichever comes first. The Home Port clause also applies to dismissal of StarShip personnel, who must either be deaded home or else be left at a starport at which passage home is arranged. Marooning is not allowed except for capital offenses against the Articles of Trade).

BUSINESS PATRONAGE

Whenever a corporation enters into a contract by which it agrees to supply goods and/or services, it becomes the Client of the Patron/Customer contracting for delivery of the goods/services. This is a standard business relationship, in which each party is obligated to perform according to the terms of the agreement. The contract sets out the nature and quality of the goods/services, the price, the terms of delivery and payment, penalty clauses, and method of settlement of disputes. Such contracts are rigorously interpreted according to the Articles of Trade, and serious and deliberate breaches are considered to be evidence of treason against the fundamental precepts of the League itself. In short, a party to any business contract who fails to perform, refuses to settle the matter amicably, and shows bad faith is liable to indictment before the Courts of Commerce. A decision against such an offender can enable the injured party to declare the Code Duello and challenge the felon to Trial by Corporate War. (See 'The Right to Private War').

CORPORATE PATRONAGE

Corporate patronage is the relationship which develops between a major company or individual entrepreneur and smaller, associated companies or entrepreneurs depending upon the major or Patron Corporation for a good portion of their business. It is largely a dependency relationship, for the Client Corporation profit greatly from the business thrown their

way and are eager to maintain and improve the relationship. The result is something akin to a mixture of General Employment and Business Patronage combined. In addition to formal business contracts, the Patron Corporation undertakes to assist its Client Companies with their own projects through granting loans and joint-ventures under mutually profitable terms, sharing important industrial processes, and even providing protection in the form of corporate armed forces, security expertise, and full Patronage influence with other large corporations and in the halls of League government. In return, the 'public' (read 'political') support of the Client Companies is required; and if the Patron Corporation becomes embroiled in Corporate War, the active assistance and support of closely associated Client Companies is clearly demanded as a condition of business preference.

'PUBLIC' PATRONAGE

To acquire 'public' influence and power (in the League, one never speaks of political power), one must have great wealth and an organization - invariably corporate - to efficiently use that wealth to gain public ends. In order to ensure the maximum amount of public leverage possible, the ambitious man will attempt to attract as many Personal Clients as possible within his corporate organization. When he has sufficient support, he can make a bid for high office within his own corporation. Then, using his corporation's influence as a Patron, he will marshal as many Corporate Clients as he can to win public office in the planetary administration or in the League Congress. The whole process is comparable to the proxy votes in any corporation to determine the members of the Boards of Directors. In such public matters, one's Clients - and Patrons - can be of paramount importance to success or failure.

OUTWORLDER PATRONAGE

The Business and Corporate Patronage relationships extend to all outworlders not having League citizenship - whether they are individuals, corporations, or even entire star nations and their governments. The Articles of Trade provide strict and savage penalties for any League citizen, individual or corporate, who breaches his contracts with outworlders. Trade and commerce are the life-blood of the Mercantile League, and the League regards any serious negligence and especially deliberate breach of contract as evidence of treason against the fundamental precepts of the League. The Courts of Commerce will hear any outworlder complaints, or those of another League citizen making complaint either on behalf of the outworlders or himself (if he wants to make it a personal matter of his honor as a League citizen outraged by such conduct). A decision against the offender enables the injured party to invoke the Code Duello and challenge the felon to Trial by Corporate War.

League Corporations and entrepreneurs may therefore enter into standard contracts under the Articles to become Business Clients of Patron/Customers having outworlder status - including governments as well as individuals and companies outside the League. They may also enjoy the position of a Corporate Patron or Corporate Client of an outworlder. In effect, this could embroil a League company in the internal affairs of an outworlder planetary government, for by terms of the contract, a League company might be obligated to support the contracting faction in its public ambitions in return for trade concessions.

LEAGUE PATRONAGE

The Mercantile League itself can be a Patron of an outworlder - usually a governmental body or even an entire planet. There are several classes of League Patronage:

CORPORATE ALLIANCE: Essentially, the League enters into a position of equality with a contracting government, according to a treaty of alliance which sets out trade and possibly defense commitments. The effect is comparable to the business alliance which two fairly equal corporations would make when they combine for a joint venture or other common project. Each is simultaneously the Patron and Client of the other, using League legal concepts.

FRIEND AND ALLY: The League is actually in a position of considerable superiority but, to create good will, it enters into a fiction that it has joined in an equal alliance with an outworld government. In fact, the League is the Patron and protector of the outworld. Internal government of the planet is largely left to the locals, with League assistance and advice extended as required by the League Proconsular Governor in command of the StarPort(s), League Enclaves, and System

Defense Forces. All external affairs in the StarSystem are under full League administration. League citizens enjoy extra-territoriality on the planetary surface, which means that local authorities cannot do more than arrest offenders against local laws and turn them over to League justice for disposition of the case. Typically, such planets are technologically far inferior to the League and the local government has either been bribed or overawed into accepting League direction on vital matters. Local politicians accepting this Client status are thus personally responsible to the Patron League for their actions, and unresponsive Clients can be legally disposed of, according to the Articles of Trade. This is almost invariably done by internal revolution, led by other League Clients held in reserve against just such a need. Only rarely is direct armed intervention resorted to by League ProConsuls, although they can arrange for League Mercenaries to be hired.

LEAGUE PROTECTORATE: An outworld with an indigenous population but under the direct rule of the League authorities is a Protectorate. The League assumes the position of a full Patron and demands Client loyalty from the inhabitants in return for the benefits of association and trade with the League. A Proconsular Governor is in complete charge of the planet, though he may delegate limited authority to locals who collaborate with him to administer planetary affairs. League citizens have extra-territoriality. Such planets are often quite primitive or else have been conquered by force of arms and are occupied by League security forces supported by native auxiliaries collaborating with them.

CHARTER COLONY: An outworld developed by one or a number of League corporations without assistance of the League authority itself. A Charter Colony with a number of competing companies resembles a League Protectorate, with the companies controlling the internal affairs, and a League Governor administering the StarPort(s) and System Defense Forces. A Company Planet is an outworld developed by one corporation, which enjoys exclusive trading rights into the planet for a period of 90 years after discovery (a virtual monopoly), after which it may sell licenses for trade and settlement/development to other individuals and corporations. In that 90-year period before the Company Planet becomes a Charter Colony, the exploiting company may do whatever it wants with its property - including the native inhabitants (who are part of the property). Other League businesses may acquire rights to do business on the planet during the 90-year monopoly period by paying for the privilege and entering into a form of Client relationship with the monopoly holder. The significant features of Company Planets is that the monopoly holder has the sole right to set out ordinances and regulations governing conduct on the planet, and that the Company enjoys a share of all business done by others (usually a 20% cut of profits). Only when its term is up do other League corporate and private citizens gain the chance to become involved in the government of the planet.

ECONOMIC COMPETITION & INDUSTRIAL ESPIONAGE

Every League citizen and corporation holds the belief that competition in the open marketplace is the essence of a vital and healthy economy. Everyone has the right to make a profit if he can, and no one is guaranteed a proprietary interest in any product design or process such that no other individual or company can use it without permission. Therefore, no laws exist granting patent rights, although trademarks are protected because they constitute part of the name of a business.

If a competitor can duplicate a product or industrial process, he is absolutely free to do so. The individual or corporation performing the basic research and development is entitled, however, to a modest royalty to compensate for the effort and expense of producing the item or process in the first place. But there is no way that a competitor can be ordered not to produce an identical product or to refrain from employing a secret process which it has managed to acquire from another company.

It must also be noted that many products and industrial processes are very complicated, multi-step, high-technology items that cannot be duplicated easily by mere scientific analysis. Knowing this, the original developers often attempt to make highly profitable products and processes top secret to deny them to competitors. This is true especially in the early stages, when a new product is being introduced and the company is attempting to build a strong lead in the marketplace. This ensures a handsome profit and consumer loyalty before competitors can duplicate the item. Sooner or later, all secrets will become common knowledge. The idea is to protect that secret as long as possible to delay the time when the competition can also take advantage of it.

Industrial espionage and counter-espionage thus become major features of corporate struggles for a share of the market. There are no laws preventing use of any secret once it is in the hands of a competitor. However, there are laws against the act of industrial espionage itself. Any spy caught by a company's security force is literally at the mercy of the offended corporation. Being on corporate property, the spy can be tried before the corporation's Legal Tribunal, which has the power to mete out justice as it sees fit. On the other hand, if an industrial spy manages to evade detection and passes on the information to his employer at a rival firm, the offense no longer exists! Only so long as the originating firm has the information on its property or in its potential control does it have proprietary interest. The moment a rival possesses the same information, all parties to the theft are no longer indictable. The loss of the secret is regarded as a coup de fait. It should also be noted that there will be two corporations now who have property rights in the secret process, and other firms desiring it will have to resort to espionage to gain it.

(StarMasters should note that the industrial espionage component of role play is a fruitful field of activity in the League. Players will inevitably become involved with some aspect of the continual attempts of one corporation or another to extract secrets from a rival. Involvement may come in the form of the Player Characters being engaged as active spies or as security agents. Or they might only incidentally become involved as witnesses to an act of espionage. They could even be innocently implicated as unknowing accomplices in an ongoing industrial espionage operation. No one is really safe from all this. A small group of meteor miners, for example, could find that the mighty Sampson Corporation or Star Mining or one of the other corporate giants in the primary resources field is keeping a close watch on their movements since they came in with that 50 kilo nugget of pure irridium).

It should be noted that copyright law operates rather differently. Authors and computer programmers are entitled to royalties for their work. A publisher of a work is entitled to 5 years of monopoly in marketing the work so that he can realize a fair profit. After that time, anyone may reproduce a work so long as the originator is paid a royalty. No changes or revisions may be made without permission to ensure the originator's reputation is not injured.

CORPORATE SECURITY SERVICE DIRECTORATES

Virtually all corporations have a security division, with the various branches under the Directorate of Security Administration. Even in peacetime, security is a constant problem in most companies because League law permits industrial espionage - if the other side can successfully steal the secret. In wartime, such security does double duty, because it can be used to ensure plant and office security against spying and sabotage.

The head of corporate security operations is a Director of the Board of the company. The Director of Security Administration controls the budget of the company's security forces, sets out general security strategy, and coordinates all branches of his organization. The D. S. A. is also responsible for cooperating with the security forces of the Planetary and League administrations. In peacetime, this function is largely limited to cooperation with the Planetary law enforcement agencies to maintain the peace, order, and rights of citizens and visitors on the planet. In wartime, it is a comprehensive duty and may require extraordinary efforts. The D. S. A. will almost always pass on information to the appropriate authorities about the activities of statist regimes which company representatives have gleaned in the course of doing business with foreigners.

Finally, the D. S. A. acts as the corporation's equivalent of an Attorney General and his office prosecutes all suspected security offenders who are apprehended by his security forces. In this role, he is personally responsible for bringing all major breaches of the Articles of Trade to the Tribunals of Law, where convictions could implicate rival firms or even foreign powers and so give rise to cause for armed conflict (either corporate war or a League declaration of war against a foreign power).

CORPORATE INTELLIGENCE SERVICES

Second in rank to the D. S. A. is the Assistant Director of Corporate Intelligence. His office is in charge of all company espionage and counter-espionage operations, and the Company Police report directly to him, as well as his own operatives. His Division maintains general surveillance over all company personnel, visitors, and installations. His

agents are greatly assisted in these tasks by the workforce itself, often referred to in the Division as Internal Security Operatives. Most of the employee-clients have a good rapport with the security establishment and are highly security conscious. Out of personal loyalty to the Patron Company which employs them, the workers are perhaps the best security measure the company has.

Though each corporation is, ultimately, master of its own dominions, the security arrangements tend to conform closely to the guidelines laid down by Licinius Jerrard McMann in the Senatorial Ordinances of 2376. In McMann's words, 'While it is in the interests of each Patron to determine his own security needs and methods of protecting property and clients, much criminal activity may come from sources outside the League and may be beyond the capacities of individual security organizations to combat. Therefore, cooperative efforts by each corporation, Planetary Directorate, and the League Administration must be made possible on an efficient and adequate scale'. The McMann Ordinances are the foundation of the entire intelligence gathering system currently used in the League.

With regard to the role to be played by the employees of each company, McMann had in mind the ability to serve both the interests of the company and those of the League at the same time: 'Each corporate department shall be organized into clans, both for the forging of an identity which will foster pride and the competitive spirit to outperform other clans within the company - to the profit of the Patron - and also to keep watch on others in the clan so that the clan is not disgraced by the treachery of someone caught in a moment of weakness and treason against his Patron's benevolence and trust. . . Further, it should be the highest dishonor for one clan to have a member caught in the act of treason against his Patron and be apprehended by another clan'. After almost two centuries of such organization and encouragement to watch for theft of company property by other workers, slackness and inattention to duties of employment, and industrial espionage, the workforce proves to be about 90% reliable in the internal security role. Any sort of crime or spying or sabotage on corporate premises requires a good bit of planning, care, and plain skill.

The Intelligence Division also has the job of maintaining secret agents in rival firms, as might be expected. It also provides the 'muscle' to eliminate particularly dangerous individuals at the order of the Board of Directors. This last function is utterly against the Articles of Trade, but an Enforcement squad is nevertheless essential to any efficient corporation. In this regard, the Division is little different from the Department of Security Coordination in the League Administration.

The men in Enforcement are generally unknown to anyone except the D. S. A., the head of Intelligence, a few of their most trusted lieutenants, and perhaps only a few or even none of the other Directors on the Corporate Board. They are carefully screened and hand-picked specialists, usually under the Personal Patronage of the D. S. A. and his deputy. Operations of Enforcement are strictly unofficial, and the corporation will disclaim any knowledge or assent to the actions of any member so unfortunate as to be taken alive. (Under the Articles of Trade, any slaying for the profit motive is murder, and anyone implicated could face a charge of treason and savage penalties, even death. A company so implicated in the death of an employee or manager of another firm would surely have to engage in corporate war if the Board of Directors wanted to save their skins and the crippling fines and damage assessments that would be levied against them).

CORPORATE POLICE: The Company police are headed by an Assistant Director of Security (affectionately known as The Chief by his men). The police are uniformed guards employed for general protection of all corporate property and clients. A number are fully trained in criminal investigation work, and all are trained in the use of incapacitation arms and close combat with a variety of offensive weapons. Their functions are typical of plant security guards and private police everywhere. They also have official status as deputies in the Planetary Police.

CORPORATE ARMED FORCES: Not all companies maintain armed forces all the time, the function usually being carried out by the corporate police, corporate Intelligence personnel, and the private bodyguards in the personal service of the management and Directors. However, a small cadre of veterans from the regular or planetary services or else long-term mercenaries will form the command nucleus for any formal armed organizations. The body of men is usually provided by a Mercenary Company engaged for service in a corporate war or action on a Company Planet.

If the corporation is a StarLine, it may maintain a security and intelligence service reflecting the needs of a spacefaring organization, and a strong link will likely be maintained between the D. S. A. and the Bureau of Naval Intelligence and the League Patrol because of the threat of piracy and hijacking. The armed forces of such an organization, of course, would include the vessels themselves and the crews - especially if they are fitted as commerce raiders.

PLANETARY SECURITY SERVICES

Each Planetary Directorate of a Member of the League is charged under the Articles of Trade to maintain a Directorate of Planetary and System Security and Defense. The Directorate is divided into four Divisions:

PLANETARY INTELLIGENCE SERVICE: The Intelligence Division is essentially a coordinating agency which manages the information on criminal and espionage activity on the planet and keeps all affected corporations informed. It also coordinates planetary security operations with those of the League Department of Security and maintains a small but efficient intelligence agency to keep all aliens under surveillance, as well as known or suspected criminals considered especially skilled or dangerous. If extra manpower is required, the Deputy Director is empowered to hire an outside firm (a private security company) to take up the slack.

PLANETARY POLICE FORCES: The Planetary Police provide routine law enforcement in all public areas of the planet and also coordinate efforts and arbitrate disputes between the various private police forces. The Division is not overly large, but it is usually superbly trained, armed, and equipped on the best level of professionalism to provide good coverage when aided by the deputies of the private companies.

PLANETARY DEFENSE FORCES: The P. D. F. is a quasi-regular military establishment charged with the ground and air defenses of the planet. About 20% of the troops are trained regulars, often long-term mercenaries, and the remainder of the army is comprised of militia units drawn from the general population on a draft basis from each of the corporations. The corporations are assessed a number of men according to their total personnel complements, and they must provide for the training and equipping of their draft. Company militia units are almost always below the standard of the regulars in most respects because of corporate economies. The regulars come with their own equipment and usually are fairly competent - unless, of course, the Planetary Administration is also practising economies and has engaged mercenaries of doubtful quality. A few planets have spared no pains, however, and maintain regulars equal to those of the StarForce Marines.

STARSYSTEM DEFENSE FORCES: The StarSystem Defense Forces have already been dealt with under the StarFleet, but it should be noted that, in addition to the regulars, private corporations with commerce raiders in the system might also provide units for the protection of the planet from attack or from piratical raids. And it is often the case that the regulars are composed in part or entirely of Mercenary naval units - professional privateersmen with craft that might be full fleet units of destroyer or light cruiser class, as well as the usual commerce raiders.

TRAVELLING IN THE MERCANTILE LEAGUE

According to *Palmer's Tour Guide to the Galaxy*, a visitor to the Mercantile League will find it easy to avoid difficulties if he observes a few reasonable precautions.

WHEN TRAVELLING ABOARD A LEAGUE STARSHIP: Once aboard, a traveller is inside League territory and is under the sole jurisdiction and the full protection of the League. Since the League has no treaties of extradition with any statist star nation, only internally between League members, any fugitive from the authorities of a non-League planet will be granted asylum by the ship's Captain, who is obliged under the Articles of Trade to defend his passengers with all force at his disposal. Only space pirates are exempted from this protection and will be dealt with by the Captain himself - usually to the full satisfaction of any pursuer, as League law calls for immediate spacing of pirates through an open airlock, without life support. The Captain has absolute authority aboard ship and must be obeyed without question in all matters involving the safe operation of his vessel, as must all other officers and crewmen. League Articles provide for a range of penalties, varying from fines and confinement to execution, for any breaches of Ship's Ordinances. Ship's Ordinances can be obtained by consulting the

Ship's Library Program and should be done the moment the passenger is settled in his stateroom. Generally, League crewmen show a great tolerance for the customs and foibles of passengers and give superb service at all times. Fares tend to be quite standard, but vessels can be chartered for detours out of ordinary routes. Also, since many Free Traders follow a very circuitous trading route, fares may be direct-line, meaning the shortest distance between the port of embarkation and final destination is used to compute fare schedules, plus a modest service fee to cover cost of cuisine, etc.: CR 30/day for Hi Passage; CR 20/day for Mid Passage; CR 10/day for Lo Passage. Freightage fees are fully negotiable with the Cargo Officer, and can vary from 50% to 100% of standard rates per ton-light year carried, depending upon the amount, value, and bulk of the cargo.

REQUIRED DOCUMENTATION IN LEAGUE TERRITORY: In addition to one's own passport, the League requires that all visitors obtain a League Ident Disk (Seven Sciences problem at difficulty level/13 to falsify) upon landing at the first League port of call. The procedure is fairly routine if one has a valid passport and costs CR 750. The Ident Disk must be worn in plain view at all times and ensures that the visitor is protected by League Article 36.05, which provides that League citizens not take unfair advantage of 'guests of the League' in any business dealings. The Ident also ensures that League and local police and security forces will assist the visitor when he is lost or having any difficulty with others during his stay. Loss of the Ident should be reported instantly to obtain a replacement from any League or Planetary security headquarters. But the visitor should not fear that others might use the Ident in his name; the Disk is aura-coded to the person authorized to wear it and blanks when not on his person.

ARRANGING CREDIT: League banking establishments are present almost everywhere a visitor might go. A visitor can readily convert a letter of credit from his bank to hard currency upon proving his identity and validating the draft. Loans are more difficult to arrange, unless the visitor has collateral or is known to the banking establishment from previous dealings.

SUFFERING THEFT OF LUGGAGE OR CURRENCY: Crimes against property are regarded as most serious offenses in the League, and a visitor who suffers theft of his luggage or money can, upon presenting reasonable proof under mind-probe that the loss did occur and amounted to the claimed value, receive immediate compensation from the League or Planetary authorities. The League assumes the liability for not protecting its guests upon receipt of unquestionable proof of its negligence. As for the thief, the League authorities will collect with interest when he is caught.

DEALING WITH LEAGUE MERCHANTS: Under the Articles of Trade, the principle of Caveat Emptor (Let the buyer beware) applies between League citizens, who are expected to know the Articles fully, make canny contracts, and inspect samples of the goods offered for sale. In the case of 'guests of the League,' this principle is modified to take the visitor's ignorance of League customs and practices into account. The lifeblood of the League is its reputation for honest dealings, and it is a major offense for any League citizen to cheat an OutWorlder at any time by misrepresenting the quality of goods, charging more than 150% of fair market value (if negotiated by a League citizen under reasonable circumstances), or failing to deliver the goods as contracted. Put bluntly, any breach of contract or of League Articles will see prompt and efficient action taken by League authorities on behalf of the victimized visitor.

BEARING ARMS: Outside of League vessels, which require the checking of all weapons upon boarding as an anti-hijacking measure, there are usually few restrictions on the bearing of defensive arms in most parts of the League. Melee weapons (knives, swords, etc.), stunners, and other essentially defensive arms are virtually unrestricted. Offensive armaments such as slughtrowers, recoiless arms, energy projectors, and explosives usually require a permit, with fees and qualifying requirements varying from planet to planet. Provided weapons are used in self-defense, or else according to the Code Duello, one has little to fear from prosecution. However, any slaying in which it can be demonstrated that the manslayer had committed the act to gain some form of economic advantage is a major offense. For, under League Articles, no one has the right or justification to take the life of a sentient commercial being and so deprive him of the opportunity to win honorable profit, except under the Code Duello or in defense of life and property from unlawful incursion.

ENGAGING A BODYGUARD: The visitor requiring personal protection is advised to engage any of the excellent companies specializing in security services. Such personnel are bonded under the Articles as official deputies of the law enforcement agency and may use reasonable force in the defense of their Patron-Employers in the sure knowledge of the League Articles and ordinances governing lawful violence. If a large force of armed men is required, one of the Mercenary Companies may be contacted, and units of squad, platoon, company, battalion, or even full regiment level can be engaged.

OBSERVED RIGHTS OF PROPERTY OWNERS: In the League, the rights of property owners or establishment owners are clearly set out in League Articles and ordinances. A man has the right to use his property in any manner he sees fit, so long as he does not infringe upon the rights of another under the Articles, nor in any way cause damage or loss to another. Given these rather specific qualifiers, the proprietor can impose standards of general conduct upon anyone entering his property- - such as checking weapons at the door, etc.- - and may require anyone adjudged offensive to leave. Failure to comply could lead to charges of trespass and restriction of rightful use of one's property through obstruction- - serious offenses in the League. Owners and proprietors also have the right of reasonable defense of their property in the face of unlawful intrusion, including the protection of the persons and the personal property of their guests and customer-patrons. Finally, if there is any damage done to property, whether by complete accident, negligence, or deliberate design, the owner is entitled to full

compensation plus punitive damages if the offender was in flagrant negligence or had deliberately set out to destroy the property. This rule applies even if a person damaged the property in the course of lawfully defending himself and his property (although the unlawful attacker would bear the brunt of the damages assessed). This rule of law was established to protect innocent by-standers and property owners from the ravages of corporate wars and impromptu duels under the Code Duello.

PRIVATE (CORPORATE) POLICE AND SECURITY AGENTS: Under the Articles of Trade, the right to use one's property includes the right to protect it. Thus most corporations employ private police and security forces to protect their property, employee-clients, and also the property and employees of companies associated with them as Clients of the Patron corporation. Smaller companies and private citizens may also engage the services of a security company to obtain similar protection. In all cases, such law enforcement officers should be treated as having the same authority as those of the Planetary Directorate or the League government, for they are fully deputized and sworn to uphold the Articles of Trade and planetary ordinances. Their powers are greatest on the property of their employers, but they also have the right of hot pursuit and can also intervene anytime they see the commission of an offense in a public place. Incapacitation weapons will likely be employed by them, but they also bear deadlier arms and will use them if given cause.

PLANETARY DESCRIPTIONS

The following planets are described in the Mercantile League Atlas. The planets are listed in alphabetical order. Note that some planets are closely related, and details in some of the descriptions will apply to related worlds.

STARSYSTEM	WORLD	TECH	STARNATION	RACE	NOTES
ACHAEA III	6	Indep.	Humanoid	League Trading Port
AGAMEMNON II	6-7	Indep.	Canines	League Trading Port
ALEXANDER III	1-3	Indep.	Humanoid	League Trading Port
ANTARES VII	9-10	League	Humans	League Colony World
ARCADIA III	1-5	League	Human (oid)	League Protectorate
ARION II	1-10	League	Human (oid)	League Protectorate
ARISTOTLE II	3-10	League	Human	League Protectorate
AUGUSTUS II	10	League	Human (oid)	League Capital
BASILISK V	9-10	Avann	Avian	Avann Member World
BELLEROPHON VII	9-10	League	Human	League Colony
BELISARIUS IV	10	Federation	Transhuman	UFP Member World
CARTHAGE V	10	MekPurr	MekPurr	MekPurr Member World
CYRUS VII	7	Indep.	Human	Lost Colony
DRACO IX	9	Hissss'ist	Hiss	Hiss Member World
FABIUS V	10	League	Human	League Member World
FLAMINIUS II	9-10	League	Human	League Colony World
GRIFFIN II	8-9	Trojan	Humanoid	Trojan Member World
HADRIAN IV	10	League	Human	League Member World
HALICARNASSUS IV	3-8	Indep.	Human (oid)	Independent World
HAMLICAR III	10	MekPurr	MekPurr	MekPurr Member World
HANNIBAL II	10	MekPurr	MekPurr	MekPurr Member World
HASDRUBAL V	10	MekPurr	MekPurr	MekPurr Member World
HYDRA V	8-9	Klackon	Klackon	Klackon Member World
JANUS V	6-10	Semi-Indep.	Human (oid)	League Associate
JASON II	9-10	League	Human	League Company World
LAOCOON VI	8	Hissss'ist	Hiss	Hiss Member World
LATIUM IV	10	League	Human	League Member World
LEVIATHAN V	8-9	Klackon	Klackon	Klackon Member World
MARTIUS III	9-10	League	Human	League Member World
MEDON III	10	Azuriach	Human	Azuriach Colony
MENELAUS III	10	Azuriach	Human (oid)	Azur. Subject World
MIDAS II	6-7	Indep.	Human	League Trading Port
MILETAS III	9-10	League	Human	League Colony
MITHRADATES VII	2-10	League	Human	League Colony
NESTOR IV	9-10	League	Human	League Company World
PALAMEDES II	9-10	Avann	Avian	Avann Member World
PEGASUS VI	6-7	Indep.	Humanoid	League Trading Port
PERGAMUM IV	6-7	Federation	Pithecine	UFP Protectorate
PERICLES III	9	Trojan	Humanoid	Trojan Member World
PERSEUS IV	8	Indep.	Human	Lost Colony
PHOENIX VI	10	Avann	Avian	Avann Member World
PLATO II	6-10	Indep.	Feline	MekPurr Protectorate
PONTUS VIII	9	Klackon	Klackon	Klackon Member World
PRIAM II	9	Trojan	Humanoid	Trojan Member World
PROMETHEUS V	9-10	Federation	Human	UFP Protectorate
PYRRHUS II	9-10	Indep.	Human	Lost Colony
RHODES II	10	League	Human	League Member World
SARGON IV	10	Azuriach	Human	Azuriach Colony
SARPEDON III	10	Azuriach	Human	Azuriach Colony
SATYR II	10	Azuriach	Human (oid)	Azur. Subject World
SCIPIO IV	9-10	League	Human	League Company World
SCORPIO II	8-9	Hissss'ist	Hiss	Hiss Member World
OLON IV	9-10	League	Human	League Company World
TAURUS VIII	8	Trojan	Humanoid	Trojan Member World
THEMISTOCLES II	8	Trojan	Humanoid	Trojan Member World
THESEUS V	9	Indep.	Human	Lost Colony
TRAJAN V	10	League	Human	League Member World
VALERIAN V	10	League	Human	League Member World

* +50 PALAMEDES K2v
 +20 * SARPEDON M3iv
 +10 * SARGON F3v
 -15 * MENELAUS G1v
 * -40 NESTOR M0v/M7v
 +00 PRIAM G8iv
 -25 * LAOCOÓN K6iii
 +85 * PYRRHUS G5v
 +10 * AGAMEMNON K1v/K4v
 * -60 HYDRA M5iv/M2v
 -65 * PHOENIX A2v/wd
 +60 * HAMLICAR F5v
 +35 * BASILISK A9v
 +40 * BELISARIUS G2v/K6v
 +55 * HANNIBAL G2v
 +10 * SCIPIO M0iv
 -30 * DRACO A3v/wd
 +70 * HASDRUBAL M7iii
 -30 * FABIUS F7v/wd
 -20 * FLAMINIUS K1v
 +90 * CARTHAGE K6iv
 -50 * RHODES G4v
 +35 * PONTUS M4iii/K7v
 * -35 MITHRADATES M8iii/K2v
 +25 * LATIUM F7v
 +45 * AUGUSTUS G1v
 +20 * GRIFFIN K0v
 -10 * SATYR G7v
 * ANTARES +000/00 M1ii/B0iv
 -30 * JANUS M6iv
 -45 * MILETUS M0v
 +30 * TRAJAN G8iv
 -60 * MARTIUS F3v
 +25 * HADRIAN F6iv
 -75 * PERSEUS G2v
 +40 * THESEUS K3iv/wd
 -25 * ARCADIA G3v
 -55 * BELLEROPHON M4iii/M0v
 -40 * JASON M0v/M4v
 * -50 PEGASUS M7iv
 +80 * PROMETHEUS F2v/wd
 +50 * PLATO G5v
 -40 * CYRUS K4iv
 -60 * SCORPIO G5v
 +35 * SOLON M0v
 +90 * VALERIAN K7iii
 +05 * PERICLES G8v
 -60 * LEVIATHAN G1iii
 -20 * THEMISTOCLES K0v/M7v
 -25 * TAURUS M5iv/M9v
 -40 * ALEXANDER F4v
 +55 * ACHAEA G3v
 +10 * ARISTOTLE K2v/K2v
 +80 * MIDAS K1v
 -30 * ARION G7v
 -15 * MEDON M5v
 -40 * PERGAMUM F6v
 +30 * HALICARNASSUS G4v

ACHAEA III (NURANTHU)

StarSystem Coord	9.FF.+55 Antares Sector GSC 16.HH.+000
Stellar Primary	G3v main sequence star
FTL Conversion	10,000 LS
Planets in System	8
NURANTHU	Type 1 Terran Planet: 2 small moons
Orbital Distance	0.70 AU (350 LS)
Length of Year	222 Terran days
Length of Day	23 hours 32 minutes
Planetary Diameter	13,500km
Surface Gravity	1.00G
Temperature Range	-71°C to +55°C
Atmosphere Type	Terran: 675mm; O ₂ 155mm; N ₂ 515mm. Generally Terran climatic conditions, except northern winters tend to be more severe.
Hydrosphere	73%: 4 large continents, 5 small continents.
StarNationality	Independent Planet
Sentient Race	Humanoid
Population	1,000,000,000 humanoids
Tech Level	Tech/6
StarPort Rating	A (Tech/10 Mercantile League Trading Port)
Sociological Data	Socialist/Communist/Caste/Open Societies
Societal Strength	4
Xeno Acceptance	41%
Government Type	Multi-Government
Government Support	Variable: range from 17% to 28%, with Vote range from 42% to 66%.
Loyalty Index	Variable, but generally around 75%, with Revolt range from 09% to 38%.
Repression Index	Variable: range from 12% to 70%
Corruption Level	15% (world average)
Economic Rating	Average Agricultural World, with some high level industrialization.
Gross Productivity	MCR 1,500,000
Per Capita Income	CR 1500
Tax%/Levy	30% = MCR 450,000
Military Spending	17% = MCR 255,000
Major Exports	Foodstuffs, industrial metals, petroleum, chemicals
Major Imports	High tech manufactured goods
Trade Restrictions	Mercantile Free Trade Policy
Trade Acceptance	57%
General Note	+15% premium per Tech Level of difference goods exceed Tech/6.

Discovered in 2466 by a League Free Trader out of Martius, Nuranthu (Achaea III) is a premium Terran planet with superb climatic conditions and very extensive deposits of natural resources. Nuranthu is currently at a stage in its development equivalent to that existing on Terra in the late 20th century, with two ideologically opposed superpowers locked in a Cold War, and almost 90 smaller nations caught between.

Nuranthu has recently become a issue of contention between the League, the Galactic Peoples Republic, and the Azuriach Imperium, with all three interstellar nations offering massive technical and especially military assistance to Toranal (capitalist), Savanthu (communist), and the Kresgani Alliance (a combination of smaller capitalist/socialist nations), respectively. It is rumored that the G. P. R. is constructing a large naval starport in Savanthu, and the Azuriach Imperium is doing the same in the Kresgani Alliance. Large numbers of advisors are also present in all three national groupings and Federation observers predict a major conflict is in the offing if the situation is not soon defused.

The Nuranthu are a handsome people with deep gold complexions, giving the impression of being very well tanned. Their eye and hair coloring is close to human norms. Indeed, the race appears strikingly human, but it sprang from genetically divergent roots. This has led Federation observers to suspect some very sinister Azuriach plot, for the Imperials are notoriously xenophobic and would not normally be assisting aliens but rather trying to annihilate them outright.

Visitors to the planet are advised to remain within Toranal territory, where there is little government regulation and repression. Savanthu is a thoroughgoing police state, while the Kresgani Alliance is taking on a distinctly Azuriach tone as well, and outsiders can expect to be given a poor reception.

AGAMEMNON II (KASALLA)

StarSystem Coord	3.AA.+10 Antares Sector GSC 16.HH.+000
Stellar Primary	Kiv/K6v sub-giant/main sequence binary system
FTL Conversion	20,000 LS
Planets in System	12
KASALLA	Type 1 Terran Steppe Planet: 1 moon
Orbital Distance	3.15 AU (1575 LS)
Length of Year	1.99 Terran years
Length of Day	23 hours 58 minutes
Planetary Diameter	11,000 km
Surface Gravity	0.77G
Temperature Range	-66°C to +42°C
Atmosphere	Terran: 600mm; O ₂ 100mm; N ₂ 496mm. Climatic conditions are Terran, but generally colder, as the planet is in the last stages of an ice age.
Hydrosphere	49%: 4 major continents; several large landlocked seas and two major oceans.
StarNationality	Independent Planet
Sentient Race	Canines
Population	125,000,000 Canines
Tech Level	Tech/6-7
StarPort Rating	A (Tech/7 SpacePort)
Sociological Data	Open Canine Society
Societal Strength	9
Xeno Acceptance	19%
Government Type	Canine Representative Republic
Government Support	59% (Vote = 58%)
Loyalty Index	96% (Revolt = 08%)
Repression Index	06%
Bureaucracy Level	Moderate to High
Economic Level	Rich Agricultural Planet: Some advanced industry
Gross Productivity	MCR 812,500
Per Capita Income	CR 6500
Tax%/Levy	25% = MCR 203,125
Military Spending	12% = MCR 97,500
Major Exports	Meat, grain, petroleum, industrial metals, luxury goods
Major Imports	High Tech manufactured goods, thorium, uranium, collapsium
Trade Restrictions	15% import duty
Trade Acceptance	52%
General Note	A +3 premium is available on preferred imports on the Trade & Commerce index.

Kasalla (Agamemnon II) is a quality planet settled by Rauwoof canines around 2036. The planet was cut off from the Home Worlds early in its history and only recently was rediscovered by a League Free Trader out of Augusta. The canines apparently thrived on Kasalla and, despite a brief regression to Tech/4-5 levels, have redeveloped spacetravel and were in the process of inventing the stardrive when first contacted in 2493. Since that time, they have regained interstellar capability and are rapidly advancing in all phases of technology at a rapid rate.

The League has placed Kasalla high on the client planets list and has maintained a naval force in the region to counter a possible Azuriach raid on this most profitable League trading partner. (Imperial hatred of the canines is, of course, notorious).

The canines of Kasalla are particularly friendly and hospitable, and their ties to the the League have grown very close in the last few decades. Currently, a military mission from Fabius has been assisting the canines to develop an advanced military and naval establishment, and the armed forces of that world are now able to field Tech/9 ground and aerospace forces - largely supported by League production, of course, as the planet is still not technologically capable of producing most of the arms and equipment required for such a state of preparedness.

ALEXANDER III (TRISKELON)

StarSystem Coord	9.DD.-40 Antares Sector GSC 16.HH.+000
Stellar Primary	F4v main sequence star
FTL Conversion	10,000 LS
Planets in System	10

TRISKELON	Type 1 Terran Jungle Planet: ringed; 2 moons
Orbital Distance	1.65 AU (825 LS)
Length of Year	1.87 Terran years
Length of Day	25 hours 13 minutes
Planetary Diameter	15,000km
Surface Gravity	1.20G
Temperature Range	-28°C to +57°C
Atmosphere Type	Terran: 1250mm: O ₂ 265mm; N ₂ 975mm. Climate is tropical over a major portion of the planet, with only the high elevations and the polar and sub-polar regions experiencing anything which approaches cold conditions.
Hydrosphere	86%: very extensive, shallow seas, with arms reaching far inland in the 5 major continents. There are also large swampy and jungle regions, numerous lakes, and several truly great river systems.
StarNationality	Independent Planet
Sentient Race	Humanoids
Population	250,000,000 humanoids
Tech Level	Tech/1-3
StarPort Rating	D (Tech/10 League Trading Port)
Sociological Data	Aristocratic & Tribal Societies
Societal Strength	3 (average)
Xeno Acceptance	69% (23% in trade region)
Government Type	Multinational Aristocracies and Tribes
Government Support	Variable, usually 55%-70% (Vote = 35%-65%)
Loyalty Index	Variable, usually 75%-90% (Revolt = 15%-35%)
Repression Index	Variable, usually 40%-70%
Bureaucracy Level	Minimal
Economic Level	Poor Agricultural Planet
Gross Productivity	MCR 56,250
Per Capita Income	CR 225
Tax%/Levy	20% = MCR 11,250
Military Spending	07% = MCR 3,960
Major Exports	Grain, meat, furs, textiles, silver, gold
Major Imports	Any manufactured goods
Trade Restrictions	05%-20% import duty
Trade Acceptance	45%
General Note	A +2 premium is available on preferred imports per Tech Level goods are above Tech/3 quality. A -2 discount is effective on exports on the Trade & Commerce index.

Triskelon (Alexander III) is a planet still in the primitive stages of cultural development. However, the natives are very independent and suspicious of strangers. Little is currently known about Triskelon other than that it is a jungle world with conditions approaching those encountered in a Terran rain forest region.

The humanoid aboriginals are humanlike in appearance, except that they are very dark in complexion and are heavyset in build. The facial features have a distinctly alien cast, with narrow eyes, aquiline nose, and thin lips. There is no evidence of facial or body hair.

Most of the planet is inhabited by primitive tribes engaged in hunting, fishing, and gathering activities. Several promising civilizations exist on the largest continent, with cultural and technological development approaching that of Terra's classical ancient period during 500-100 B. C.

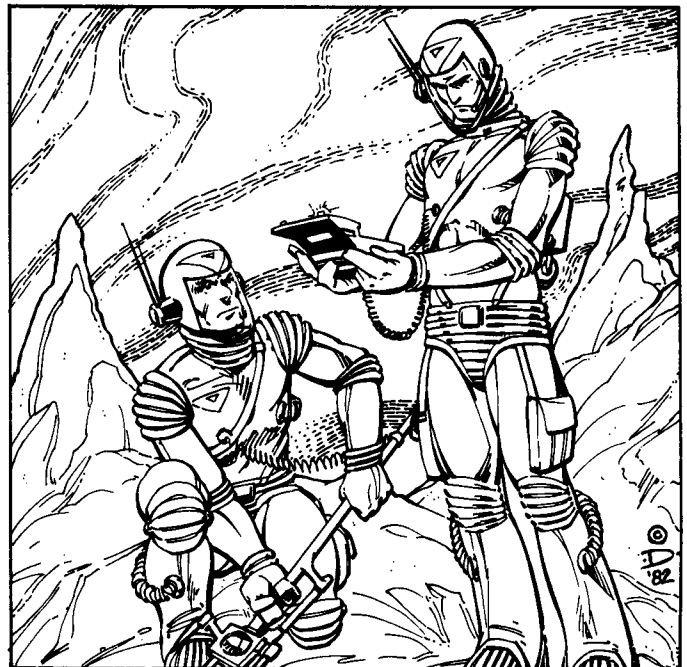
Except for occasional visits by Free Traders, there is little direct contact with Triskelon at present. Service to and from the planet is intermittent, and would-be visitors are advised to make arrangements prior to setting foot on the planet if they wish to leave at a definite time.

ANTARES VII

StarSystem Coord	5.FF.+00 Antares Sector GSC 16.HH.+000
Stellar Primary	M1iii/B0iv giant/sub-giant binary star system
FTL Conversion	50,000 LS
Planets in System	15
ANTARES VII	Type 13 Airless Planet: 2 moons
Orbital Distance	83 AU (41,500 LS)
Length of Year	169 Terran years
Length of Day	19 days 17 hours 51 minutes
Planetary Diameter	9000km

Surface Gravity	0.51G
Temperature Range	-165°C to +463°C
Atmosphere Type	Vacuum (actually 0.35mm trace gases): shielded vacuum suit is mandatory. Rad*3 to Rad*9 surface conditions prevail because of intense solar flares from B0iv sub-giant.
Hydrosphere	Non-existent, although subterranean ice deposits have been found in some regions.
StarNationality	Mercantile League Colony Planet
Sentient Race	Human Colonials
Population	2,500,000 humans: domed colonies
Tech Level	Tech/9-10
StarPort Rating	AAAAA (Tech/10 League Naval Base)
Sociological Data	Open Mercantile Society
Societal Strength	7
Xeno Acceptance	04%
Government Type	Colonial Governorship
Government Support	28% (Vote = 33%)
Loyalty Index	92% (Revolt = 08%)
Repression Index	09%
Bureaucracy Level	Moderate
Corruption Level	09%
Law Level	18+
Economic Rating	Very Rich Mining Planet
Gross Productivity	MCR 62,500,000
Per Capita Income	CR 25,000
Tax%/Levy	15% = MCR 9375
Military Spending	10% = MCR 6250
Major Exports	Industrial metals, precious metals.
Major Imports	Manufactured goods, foodstuffs.
Trade Restrictions	Mercantile Free Trade Policy: League vessels only, because of requirement for military security.
Trade Acceptance	90%
General Note	Imported mining equipment commands a +5 premium on the Trade & Commerce index.

Antares VII is a hostile world. Daytime radiation levels can reach high levels in periods of intense solar activity, and temperatures in the equatorial regions are hot enough to melt lead. There is also a considerable amount of seismic activity, with minor earthquakes and tremors occurring regularly. Severe shocks are rare, however. The lower latitudes of Brightside can be especially treacherous because molten magma flows very close to the surface and wells up through fissures to emerge as lava flows. The terrain is cut by numerous crevasses and canyons created by tectonic forces; there are many active volcanoes which spew ash in great fountains which finally settle back to the surface after rising 50,000 meters into the airless sky; and pools and lakes of molten metal are common in the lower latitudes, typically overlain by a thin crust of semi-solid metal or rocky debris.



The doomed mining settlements are located above latitude 65°, except three in the southern hemisphere. Outside the domes, full anti-rad protection is mandatory, and special vacuum suits able to take the extreme conditions can be obtained (at triple cost). Visitors and prospectors are advised to use only equipment acclimatized to the planetary conditions, as breakdowns of most standard equipment is doubled or even tripled. Colonization is welcomed, and mining claims are easy to obtain from the colonial administration for CR 1000 plus a 15% royalty for actual production.

A powerful contingent of the League BattleFleet is stationed at Solidus, the chief settlement at the southern pole (population 100,000).

ARCADIA III

StarSystem Coord	7.BB.-25 Antares Sector GSC 16.HH.+000
Stellar Primary	G3v main sequence star
FTL Conversion	10,000 LS
Planets in System	7
ARCADIA III	Type 1 Terran Planet
Orbital Distance	0.95 AU (475 LS)
Length of Year	350 Terran days
Length of Day	23 hours 40 minutes
Planetary Diameter	14,250km
Surface Gravity	1.10G
Temperature Range	-58°C to +61°C
Atmosphere Type	Terran: 775mm; O ₂ 155mm; N ₂ 618mm. General conditions are almost identical to Terra.
Hydrosphere	83%: 4 large continents and 3 small continents, with numerous islands.
StarNationality	Lost Colony: Mercantile League Protectorate
Sentient Race	Human Colonials
Population	5,000,000 humans
Tech Level	Tech/4-5
StarPort Rating	E Landing Ground
Sociological Data	Aristocracy
Societal Strength	6
Xeno Acceptance	15%
Government Type	Monarchy
Government Support	45% (Vote = 80%)
Loyalty Index	87% (Revolt = 17%)
Repression Index	40%
Bureaucracy Level	Moderate
Economic Level	Poor Agricultural
Gross Productivity	MCR 5625
Per Capita Income	CR 1125
Tax%/Levy	30% = MCR 1690
Military Spending	20% = MCR 1125
Major Exports	Grain, meat, wine, silver, gold, gems
Major Imports	Any manufactured goods available, especially armaments.
Trade Restrictions	10% import duty
Trade Acceptance	75%
General Note	A +3 premium is available on preferred imports per Tech Level goods are above Tech/4 quality. A -4 discount is effective on all exports on the Trade & Commerce index.

Sentient Race	Humanoid Sularr
Population	100,000,000 humanoids
Tech Level	Tech/1-3
Sociological Data	Aristocracies & Tribes
Societal Strength	3 (average)
Xeno Acceptance	80%
Government Type	Feudal & Tribal
Government Support	25% (Vote = 35%)
Loyalty Index	71% (Revolt = 26%)
Repression Index	60%
Bureaucracy Level	Minimal to Moderate
Economic Level	Poor Agricultural
Gross Productivity	MCR 12,500
Per Capita Income	CR 125
Tax%/Levy	15% = MCR 1875
Military Spending	07% = MCR 875
Trade Restrictions	10% import duty
Trade Acceptance	50%

Arcadia III is a congenial planet, with flora and fauna that often closely resembles those of Terra in the Pleistocene Era (the Ice Ages). Arcadia III was apparently terraformed over 30,000 years ago by an unknown starfaring race known throughout the Antares Worlds as the 'Precursors'. The motives which drove the Precursors to transplant Terran life forms throughout the StarSector are unknown and likely will never be discovered. But the effects of their work have had a profound effect upon the recent history of the region.

Arcadia III was colonized in 2092 by a group of religious pacifists who desired to escape what they called the violence and sinfulness of Terra. They founded a new life for themselves on Arcadia, based on agriculture and the strict and austere principles of their religion. Contact with Terra and the other OutWorld colonies was discouraged from the very beginning of the settlement. After the Rebellion of 2136, contact was lost entirely. The planet remained isolated from the mainstream of human galactic civilization until its rediscovery in 2486 by a League Free Trader out of Fabius.

The colonists believed that they were alone on the planet, but in 2139 they discovered that a race of tribal natives also dwelt on Arcadia. The warlike Sularr tribesmen were the descendants of humans transplanted from Terra by the Precursors, along with the many plant and animal forms which are now native to Arcadia.

The Sularr are somewhat mutated- - it is suspected that they were subjected to a modicum of genetic engineering. Nevertheless, they are still very human in appearance, with deep coppery-red complexions, black hair, and genetic compatability with humanity which makes inter-marriage possible.

Initially, relations between the colonists and the Sularr were friendly enough. Then missionaries attempted to spread their pacifistic faith among the Sularr, and several of the tribes took offense at the affront to their native spirits and customs. They took to the war-trail, and between 2145 and 2149, the majority of the colonists were massacred by the warlike tribesmen. The few survivors fled to the mountains, where they found sanctuary with a friendly uplands tribe that was the hereditary enemy of the plains tribes who had slain the colonists.

The religious sect itself collapsed as the human survivors realized their existence depended upon taking up arms and joining their Sularr allies, the Arvaul People. The colonists went native, adopting the lifestyle of the Arvaul and marrying into their clans. However, they retained something of their former technological skill, particularly in the areas of agriculture and the working of metals. Thus the mountain peoples were transformed, over a period of time, into an essentially feudal society. The tiny mountain settlements, protected by wooden stockades and their remoteness, were heavily fortified with stone. By 2285, the feudals were in full control of their mountain valleys, and few plains tribesmen dared to venture into the highlands. By 2351, the feudals had extended their control to include the other mountain tribes, either through war or alliance.

At this point, the mountain peoples began to issue forth into the plains and forests of the lowlands. The Arcadian Kingdom embarked on a policy of conquest of the Sularr tribesmen in the foothills regions. These tribes are organized along lines closely resembling those of Terra's North American Indians during the 18th and 19th centuries. Some of the more distant tribes are more advanced socially, technologically, and militarily, comparable to the Zulus of South Africa. But most are little more than nomadic hunters. Except for the advanced tribes, they are rarely able to bury inter-tribal rivalries long enough to combine in numbers to pose a serious threat to the steady expansion of the feudals.

Sularr civilizations do exist on several of the other continents, some of these at the level of the ancient Aztecs of Mexico. As yet, the feudals have not contacted these civilizations, but it is expected that they will enjoy an advantage because no other group of the Sularr has as yet discovered the working of metals beyond gold and silver.

Arcadia is notable for the beautiful castles which dot the landscape, typically perched on crags or hilltops overlooking the fertile fields and orchards of the feudal region. Visitors to the planet are advised not to venture into the hinterland unless well armed and guided by the locals. League policy forbids the importation or use of advanced weapons- - Tech/5 arms being the highest level permitted for personal protection. Trade of firearms beyond simple flintlocks is forbidden, and such trade can only be done with the feudals, who are favored by the League as the group to ultimately control and develop the planet.

A League Trade & Development Mission is based at the landing ground (Sharport, population 10,000) to assist League citizens on Arcadia and to aid the feudals in developing a high technology society. Colonization is permitted, upon approval of the planetary Governor. All visitors and colonists are enjoyed to observe all local customs and laws, which correspond closely to Terran notions of chivalry and feudal society in the period 1100-1450.

A reinforced battalion of League Marines and several light warships are stationed at Sharport to protect League nationals.

On a final note, it should be observed that the feudals, who are cross-breeds between the original Sularri mountainmen and the later human colonists, are accorded full human status in League law. The tribals are considered hostile to the principles of commerce and trade and have, in League law, no status as sentient commercial beings.

ARION II

StarSystem Coord	9.DD.—30 Antares Sector GSC 16.HH.+000
Stellar Primary	G7v main sequence star
FTL Conversion	10,000 LS
Planets in System	10
ARION II	Type 1 Terran Ocean Planet: 6 moonlets
Orbital Distance	0.78 AU (390 LS)
Length of Year	277 Terran days
Length of Day	22 hours 18 minutes
Planetary Diameter	11,750km
Surface Gravity	0.89G
Temperature Range	—30°C to +50°C
Atmosphere Type	Terran: 985mm; O ₂ 235mm; N ₂ 748mm. Climate and weather are generally Terran in nature, with largely marine climatic conditions prevailing over the whole planet.
Hydrosphere	89%: 3 small continents, numerous islands and archipelagoes.
StarNationality	Mercantile League Protectorate
Sentient Race	Human Colonials
Population	500,000 humans
Tech Level	Tech/9-10
StarPort Rating	A (Tech/10 Mercantile League StarPort)
Sociological Data	Open Merc. Society
Societal Strength	7
Xeno Acceptance	14%
Government Type	Colonial Governor
Government Support	48% (Vote = 55%)
Loyalty Index	96% (Revolt = 06%)
Repression Index	14%
Bureaucracy Level	Low
Economic Level	Rich Agricultural
Gross Productivity	MCR 4500
Per Capita Income	CR 9000
Tax%/Levy	20% = MCR 900
Military Spending	15% = MCR 675
Major Imports	Manufactured goods
Trade Restrictions	Mercantile Free Trade Policy: trade of advanced weapons to Arissi natives is forbidden.
Trade Acceptance	80%
General Note	A +3 premium is available on imported manufactured goods on the Trade & Commerce index. The Arissi will pay a +3 premium per Tech Level that arms are above Tech/3.

Sentient Race

Population	100,000,000 Arissi
Tech Level	Tech/2-3
Sociological Data	Aristocracy
Societal Strength	5
Xeno Acceptance	38%
Government Type	Monarchies
Government Support	32% (Vote = 49%)
Loyalty Index	84% (Revolt = 17%)
Repression Index	60%
Bureaucracy Level	Low
Economic Level	Poor Agricultural
Gross Productivity	MCR 31,250
Per Capita Income	CR 312.50
Tax%/Levy	20% = 6250
Military Spending	07% = 2175
Major Exports	Marine foodstuffs
Trade Acceptance	35%

Arion II was only recently colonized by the League in 2448. The planet is another world terraformed by the Precursors and is classified as a premium colony world, with superb climatic conditions and fertile land and marine environments.

The continents and islands are stocked with lifeforms apparently descended from Terran types, but genetically engineered to suit local conditions. The aquatic life includes a wide range of the usual fish types, some of which are regarded as of gourmet quality and command a good price offplanet. There are no large land animals, the largest predators being a type of wolf and a hunting cat, neither of which mass more than 50kg. There are innumerable game animals and birds, the largest being a type of deer massing 150kg and a condor-sized bird.

The seas contain a large predator, the Ghissa, an AA creature with C fangs, massing around 2500kg and capable of attaining swimming speeds up to 75kmh. The Ghissa closely resembles the Terran killer whale, is highly intelligent, and often lives in close relationship with the native Arissi Mermen, who use the beasts as mounts.

The Arissi Mermen are humanoid amphibians. A recent medical survey has revealed that the Mermen are descended from human stock transplanted to Arion by the Precursors. However, the Mermen are no longer recognizable as human in origin. They were subjected to massive genetic engineering by the Precursors and now constitute a new race.

The Mermen are slightly clumsy on land, but in the water they evidence grace and proficiency. Their hands and feet are webbed so that they can swim about 4 times as fast as a man. Their heads are hairless, and they possess no other body hair. The eyes are larger than human eyes, permitting them to see more efficiently in the dim depths of the sea. They also seem to have a form of sound-ranging which is effective to several hundred meters under water. Their complexions are pale and subject to sunburn, but Arissi skin otherwise resembles that of humans. An oily secretion lubricates the skin in the water and acts as an insulator against the cold of the deeps. The Arissi are still very human in overall appearance, standing about 2.10m to 2.65m in height, with very powerful arms and legs. They possess both lungs and gill systems.

Except for a few high-frequency whistles and chirps, the language of the Arissi is not understood. It is thought that the Mermen may be short-range telepaths, and that the vocal language is but the remnant of an old spoken tongue now largely forgotten. The oldest archeological evidence of their presence on the planet dates to 35,000 B.C. There are some ruins about 3000 years old which indicate that the Arissi once enjoyed a fairly high level of civilization and technology, but it was apparently destroyed in some planet-wide cataclysm.

The Arissi live in underwater caves, either natural or chiseled out of coral or rock. Their abodes are simple but, for the Arissi, probably quite comfortable. They apparently prefer shallow water, with most dwellings at the 25m to 75m level, though some have been found much deeper. The Mermen themselves seem able to dive to 500m without ill effects.

Arissi society is based upon the clan, with each member owing his allegiance directly to his clan Elders. The Elders are the oldest and wisest Arissi, often 100 years old or more. They are experienced and cunning, with phenomenal memories that can retain all important facts and events. (The Elders are apparently the repositories of the knowledge of their people, the undoubted authorities on all matters of custom and law). The Elders are assisted by their Shirr'l'rr'l (Talons?) or chieftains and sub-chieftains, who carry out the will of the council and lead the people from day to day.

The Arissi clearly resent the League colonials. In the first years of the colony, the mermen attempted to drive out the colonials. But they soon learned that trident and knife were no match for rocket-rifles and depth bombs. Now, an uneasy truce exists between the colonists and the Mermen. Because of their hostility, there is a ban on trade of any tools or weapons over Tech/3 levels. Until the Arissi evidence a willingness to enter into peaceful relations with the League, Arissi technological development is to be strongly discouraged.

The Arissi still mount occasional raids on outlying coastal settlements and individual fishing craft. There are isolated incidents, however, believed to arise from the desire of young warriors to blood their spears rather than a concerted effort of the leadership to renew their war with the colonials. Thus the League has not come to regard the raids as sufficient cause for a major punitive expedition against the Mermen. Visit-

ors to the planet are nevertheless warned to be on their guard when beyond the patrolled coastal enclaves.

The human colonists are largely involved in agriculture. The interiors of the continents are fertile and easily tilled. About 15% of the population is engaged in the fisheries; and with the discovery of large deposits of petroleum offshore, oil drilling promises to be a major industry in the near future.

Some trade is possible with the natives. They largely offer marine products - fish, several varieties of edible plants, and native handicrafts which are counted to be of some beauty and value. They also trade high-quality corals, amber, and pearls. The Arion pearls are regarded as amongst the most precious in the known galaxy, their color, luster, and size rarely equalled elsewhere. Such pearls may be acquired at remarkably low cost - the value of a few knives and spearpoints - and command up to CR 5000 apiece (range = CR 250-5000).

ARISTOTLE II

StarSystem Coord 9.II.+10 Antares Sector GSC 16.HH.+000
 Stellar Primary K2v/K2v main sequence binary system
 FTL Conversion 10,000 LS
 Planets in System 8
 ARISTOTLE II Type 7 Terran Desert Planet: 7 moons
 Orbital Distance 0.60 AU (300 LS)
 Length of Year 143 Terran days
 Length of Day 26 hours 48 minutes
 Planetary Diameter 15,000km
 Surface Gravity 1.15G
 Temperature Range -20°C to +73°C
 Atmosphere Type Terran: 900mm; O₂ 200mm; N₂ 697mm. Very high silica dust concentrations in deep desert areas necessitate the wearing of filter masks. Still-suits are recommended. Sandstorms can reach extreme levels of violence in equatorial regions.

Hydrosphere 11%: lakes and oases, particularly in higher latitudes. Equatorial regions are especially dry and hostile. There are small polar caps which advance/recede in the cold/warm seasons.

StarNationality Mercantile League Protectorate
 Sentient Race Human Colonials
 Population 100,000 humans
 Tech Level Tech/9-10
 StarPort Rating C (Tech/10 Mercantile League StarPort)
 Sociological Data Open Merc. Society
 Societal Strength 8
 Xeno Acceptance 12%
 Government Type Colonial Governor
 Government Support 41% (Vote = 68%)
 Loyalty Index 92% (Revolt = 05%)
 Repression Index 16%
 Bureaucracy Level Low
 Economic Level Exceedingly Rich Mining
 Gross Productivity MCR 7.5
 Per Capita Income CR 75,000
 Tax%/Levy 20% = MCR 1.5
 Military Spending 15% = MCR 1.125
 Major Exports Irridium, thorium, uranium, gems
 Major Imports Manufactured goods
 Trade Restrictions Mercantile Free Trade Policy: trade of advanced weapons to desert tribesmen is strictly forbidden.
 Trade Acceptance 65%
 General Note A +4 premium is available on imported manufactured goods and a -3 discount on exports on the Trade & Commerce index. The tribesmen will pay a 150% premium per Tech Level weapons are above Tech/4.

Sentient Race	Human Lost Colonials
Population	1,000,000 human tribals
Tech Level	Tech/3-4
Sociological Data	Tribal Anarchy
Societal Strength	3
Xeno Acceptance	74%
Government Type	Tribal Chieftains
Government Support	23% (Vote = 53%)
Loyalty Index	78% (Revolt = 32%)
Repression Index	50%
Bureaucracy Level	Non-existent
Economic Level	Very Poor Agricultural
Gross Productivity	MCR 25
Per Capita Income	CR 25
Tax%/Levy	20% = MCR 5
Military Spending	10% = MCR 2.5
Trade Acceptance	28%

Aristotle II is a hostile desert planet, and visitors are warned to take stringent survival precautions when venturing into the hinterland.

The planet possesses significant deposits of power metals, the main reason it has been colonized by the League. Rich finds of irridium have also been discovered in the last 50 years, along with some gold, platinum, and silver. There are also vast deposits of industrial metals, but these have not been substantially exploited as yet. Gems are another major export of Aristotle, the most valuable of these being the famous Aristian Opal. The opals are magnificent stones with a translucent, milky appearance, in which a shimmering bluish or reddish fire seems to gleam when the stone is seen even in a dim light. The opals also are warm and oily to the touch. The value of Aristian Opals is around CR 2500 to CR 5000 per caret, depending on the size and quality of the gem, with stones of 0.25 to 25 carats being found. On the retail market, the gems can command 150% to 200% of their assay value.

In addition to 100,000 League colonials, there are about a million humans present who are the descendants of a lost colony planted in 2107. Contact with the outside was lost in 2137 and not regained until rediscovered in 2474 by a League survey vessel.

The League colonists live in 23 settlements and a number of smaller mining camps. Almost the entire population is employed in the mining industry. A League Marine regiment is based at Aris Port and, along with corporate security forces, is largely engaged in protecting the property of the mining company from raids by the desert nomads.

The humans of the lost colony follow a nomadic existence, centered on the oases which dot the planet's surface. The nomads have a culture comparable to that of Arab tribesmen on Terra and apparently are descended from Saharan stock. They spend their lives moving from oasis to oasis in search of fodder and water for their herds of mutated sheep and goats. Visitors are warned to approach the tribesmen with caution, as they are not usually friendly toward strangers and would as soon slit throats and rob travellers as not. On the other hand, if hospitality is offered and accepted, the visitor can expect truly warm treatment and the protection of the entire band.

Because of their warlike culture and tendency to engage in banditry and raiding, trade with the desert nomads is restricted to low technology goods. Their principal currency is silver and gold, so fair value can be obtained for trade goods, which often can be sold for several times their value. Sale of weapons is strictly forbidden, and one might surmise that exceedingly high prices will be paid by the tribesmen for any Tech/5+ small arm. (The tribesmen do have some Tech/4 firearms).

AUGUSTUS II (AUGUSTA)

StarSystem Coord 5.GG.+45 Antares Sector GSC 16.HH.+000
 Stellar Primary G1v main sequence star
 FTL Conversion 10,000 LS
 Planets in System 11
 AUGUSTA Type 1 Terran Planet: 1 moon
 Orbital Distance 1.15 AU (575 LS)
 Length of Year 1.24 Terran years
 Length of Day 24 hours 11 minutes

Planetary Diameter	13,000km
Surface Gravity	1.00G
Temperature Range	-55°C to +53°C
Atmosphere Type	Terran: 825mm; O ₂ 170mm; N ₂ 651mm. Conditions are very Terran, although the seasons are moderated by a pleasant marine climate.
StarNationality	Capital World of the Mercantile League
Sentient Race	Human Colonials
Population	75,000,000 humans
Tech Level	Tech/10
StarPort Rating	x4 AAAAA (Tech/10 League StarPorts) x9 orbital fortresses
Sociological Data	Open Merc. Society
Societal Strength	10
Xeno Acceptance	03%
Government Type	Corporate State: Planetary Directorate
Government Support	41% (Vote = 78%)
Loyalty Index	96% (Revolt = 04%)
Repression Index	01%
Bureaucracy Level	Low
Economic Level	Exceedingly Rich Indust.
Gross Productivity	MCR 4,125,000
Per Capita Income	CR 55,000
Tax%/Levy	20% = MCR 825,000
Military Spending	15% = MCR 1,175,000
Major Exports	Manufactured goods
Major Imports	All metals, chemicals, luxury goods
Trade Restrictions	Mercantile Free Trade Policy
Trade Acceptance	95%
General Note	A +3 premium is available for all preferred imports, and a -3 discount for all exports on the Trade & Commerce index.

Sentient Race	Humanoid Aborigines (Abes)
Population	750,000,000 Abes
Tech Level	Tech/6-7 (Tech/10 elements)
Sociological Data	Open Merc. Society
Societal Strength	7
Xeno Acceptance	08%
Government Support	19% (Vote = 41%)
Loyalty Index	55% (Revolt = 32%)
Repression Index	40%
Bureaucracy Level	Moderate
Economic Level	Rich Agricultural
Gross Productivity	MCR 3,656,250
Per Capita Income	CR 4875
Tax%/Levy	30% = MCR 1,100,000
Major Exports	Foodstuffs, wines, liquor

Augusta is a Terran planet which underwent minor terraforming in the first century after its initial settlement in 2104. Most of the native life-forms were unable to compete with Terran species and have largely been replaced by Terran flora and fauna. Augusta thus appears today as a virtual mirror of Terra.

Augusta is the political capital of the League and is thus a showplace of League culture, wealth, and power. Perhaps the most striking feature of the planet is the capital city, Nova Roma Antares. Over the course of several centuries, the City has been turned into a literal replica of ancient Rome at the height of its power in the 1st century B.C. The great cost of this elaborate (offworlders might also say ostentatious, tasteless, and silly) reproduction of ancient Rome was financed by the donations of private citizens and corporations to glorify the majesty of the League. Of course, the Roman quality of the City is more apparent than real. Beneath the facade of Neo-Roman architecture is a thoroughly modern Tech/10 city.

Beyond the Capital District, a 100,000 sq. km reserve which is maintained as a meticulous parkland, Augusta is a highly industrialized world. A full range of manufactured products flows from the numerous factories, and the planet's appetite for raw resources is legendary. The manufacturing centers are far more functional than the capital, but the civic centers do evidence the Roman quality of official League culture.

There is an indigenous aboriginal people (the Abes), a humanoid race of startling beauty and gentleness. From the ruins found on Augusta, it is clear that the Abes were once a high technology people. However, some unknown catastrophe intervened about ten centuries ago to completely destroy the fabric of that culture, reducing the survivors to

stone age levels. With the arrival of the human colonists, the fortunes of the Abes turned for the better. They represented a significant source of cheap labor if they could be raised to higher levels of knowledge and expertise, and this the human colonists endeavored to do. So fragile was the Abe culture that it was fractured and eventually destroyed in detail by the human culture. Thus, today the Abes are indistinguishable from the human inhabitants of Augusta in their language, customs, and lifestyles. The bulk of the Abes are Plebians - the proletarian workers and the farmers of Augusta. The rural countryside is largely populated by the Abes, who are successful farmers with an average Tech/6-7 capability at the present time. Of course, fully advanced Tech/10 elements do exist in the Abe society, particularly amongst urban dwellers.



Despite the industrialization and a population slightly over three-quarters of a billion, much of Augusta is still untouched wilderness. The natural scenery has proved a powerful attraction to tourists from all over the League, and Augusta enjoys a booming tourist trade. The capital itself offers not only the pomp and ceremony and spectacle of a major capital, but also many exotic entertainments and diversions drawn from hundreds of planets. Indeed, Roma Antares has been called the most cosmopolitan city in the known galaxy. And, of course, there are the ever-popular gladiatorial games at the Coliseum and the chariot races at the Hippodrome. Beyond the Capital District are many fine resorts offering pleasurable interludes at the beauty spots of the planet. From the impressive 10,000m high Mountains of the Altai to the broad beaches of Caprium, there are a myriad of sights and activities for the tourist to enjoy - so long as his credits hold out. Hunters would enjoy a safari through the Imperial Game Preserve, only an hour's flight from Roma Antares - a vast 1.5 million square km wilderness area stocked with exotic game animals from a hundred planets, each group contained in enclaves terraformed to resemble their natural habitat.

Finally, for all of its attractions and economic capacity, Augustus is also the headquarters for the First BattleFleet and a major base of League naval power.

BASILISK V

StarSystem Coord	3.FF.+35 Antares Sector GSC 16.HH.+000
Stellar Primary	A9v main sequence star
FTL Conversion	10,000 LS
Planets in System	8
BASILISK V	Type 1 Terran Planet: 1 large moon
Orbital Distance	2.85 AU (1425 LS)
Length of Year	3.84 Terran years
Length of Day	30 hours 06 minutes
Planetary Diameter	12,000km

Surface Gravity	0.92G
Temperature Range	-56°C to +61°C
Atmosphere Type	Terran: 875mm: O ₂ 175mm; N ₂ 693mm. Terran climatic conditions.
Hydrosphere	83%: 6 large continents, 2 smaller continents, and several extensive island archipelagoes.
StarNationality	Member Avann Oligarchy ('Whistlers')
Sentient Race	Avians
Population	150,000,000 Avians
Tech Level	Tech/9-10
StarPort Rating	x2 AAAAA (Tech/10 StarPorts) x7 orbital fortresses
Sociological Data	Avian Aristocratic Society
Societal Strength	8
Xeno Acceptance	41%
Government Type	Avian Oligarchical Dictatorship
Government Support	29% (Vote = 59%)
Loyalty Index	72% (Revolt = 23%)
Repression Index	80%
Bureaucracy Level	Very High
Corruption Level	20%: Institutionalized bribery in that a 'present' is considered mandatory in order to facilitate routine matters. Actual bribery to obtain illegal assistance/co-operation is at 05% (Avians are really 'Lawful' creatures).
Law Level	18+
Economic Rating	Very Rich Agricultural Planet
Gross Productivity	MCR 2,625,000
Per Capita Income	CR 17,500
Tax%/Levy	40% = MCR 1,050,000
Military Spending	15% = MCR 787,500
Major Exports	Grain, meat, luxury-quality wines
Major Imports	Manufactured goods
Trade Restrictions	15% import duty
Trade Acceptance	62%
General Note	Manufactured goods bring a +6 premium on the Trade & Commerce index, while agricultural products bring a -4 discount on the T&C index

The Planet of Basilisk V (the Avann name is unpronounceable) is, like all Whistler worlds, barred to all visitors, except for the spaceport facilities and the foreign enclave adjacent. The avians are rather aloof and stuffy in demeanor, but they do show a high degree of manners when dealing with beings not of their own race and can be quite hospitable. (See the note on Palamedes II for further details).

Basilisk V is itself a fine Terran-type planet with congenial climate and many spots of beauty, if avian reports are correct. The world was evidently terraformed to correspond to avian requirements, and the life forms include no large predators. The plants all have a characteristic blue-green hue. Humans will find the brilliant sunlight a bit too intense for their eyes, requiring some form of filter or shade, while the UV levels can produce a fast sunburn for anyone not of dark complexion or otherwise protected.

The agricultural products of Basilisk V are of exceedingly high quality and can command a +4 premium on the T&C index when sold on League worlds, where Basiliski wines, fruits, and vegetables are in considerable demand. The Basiliski avians are eager to purchase Tech/9+ manufactured goods and pay top credit for almost anything that can be imported.

When approaching the StarSystem, visitors are warned to heave to at the 10,000 LS range from the stellar primary and open hailing frequencies to alert the avian system patrol. An avian pilot will be taken aboard for approach and departure from the system, and customs officials will also board for inspection. Foreign warships are strictly forbidden to enter the system except with prior arrangement through embassies.

BELISARIUS IV (ALAR)

StarSystem Coord	3.GG,+45 Antares Sector GSC 16.HH,+000
Stellar Primary	G2v/K6v main sequence binary stars
FTL Conversion	15,000 LS
Planets in System	11

ALAR	Type 13.7 Terran Steppe Planet: 4 moons
Orbital Distance	0.65 AU (325 LS)
Length of Year	153 Terran days
Length of Day	27 hours 52 minutes
Planetary Diameter	14,000km
Surface Gravity	1.85G
Temperature Range	-25°C to 72°C
Atmosphere Type	Terran Exotic at 1250mm, with O ₂ 225mm; N ₂ 1015mm. A range of atmospheric contaminants are present in some areas (D/4, D/7, and D/9) which have no effects on natives. Climatic conditions range from moderate marine to severe desert conditions. Winters are mild except in the highest latitudes, and summers tend to be hot.
Hydrosphere	42%: landlocked seas.
StarNationality	Member of United Federation of Planets
Sentient Race	Transhuman
Population	250,000,000 transhumans
Tech Level	Tech/10
StarPort Rating	x5 AAAAA (Tech/10 UFP StarPorts) x12 orbital forts
Sociological Data	Open Society
Societal Strength	10
Xeno Acceptance	01%
Government Type	(?) Apparent Intellectual Meritocracy
Government Support	92% (Vote = 92%)
Loyalty Index	92% (Revolt = 01%)
Repression Index	01%
Bureaucracy Level	Minimal
Corruption Level	Incorruptible!
Law Level	18+
Economic Rating	Exceedingly Rich High Tech Planet
Gross Productivity	MCR 31,250,000
Per Capita Income	CR 125,000
Tax%/Levy	25% = MCR 7,812,500
Military Spending	12% = MCR 3,750,000
Major Exports	Manufactured goods
Major Imports	All metals, petroleum, chemicals, foodstuffs, works of art
Trade Restrictions	10% import duty
Trade Acceptance	95%
General Note	Power metals (thorium, uranium) and thorium and collapsium command a +5 premium on the Trade & Commerce index.

The planet and inhabitants of Alar (Belisarius IV) are somewhat of an enigma. From the moment of discovery by League Free Traders early in the 23rd century, Alar remained aloof from all offworld attempts at trade and diplomacy. For almost three centuries, Alar was the Hermit World of the cluster. Then, in a sudden and quite inexplicable move, Alarian attitudes turned completely around and application was made for membership in the Federation in 2513, and admission was granted two years later after an investigation of the world and its culture by a Federation commission composed of trans-humans from Caph III.

The Alaran culture is apparently less than 2000 years old and is based upon a form of intellectual meritocracy. Development of one's reasoning faculties is most valued, and logic is the sole guide to all conduct. The emotional and irrational are seen as grave weaknesses in character and ethical make-up. The Federation commission has reported that Alar motivations in this matter closely resemble their own: According to Alaran history and legend, the pre-logical period was marked by violent emotion, savagery, and cruelty, the entire race prey to a tendency to settle all differences in a bloodbath of starkly frightening intensity. Only the emergence of Tuvaal, the patron saint of Alar, averted what would have been a fatal nuclear war that would have devastated the world and left it a lifeless radioactive cinder.

Tuvaal preached the doctrine of reason and non-violence. So powerful was his personality that he appeared to have won over all who heard him in a manner described as miraculous. The culture that emerged from his teachings is essentially philosophical in its orientation, with all pursuits of the mind encouraged. The society itself is characterized by superlative development in all fields of science and technology, usually equalling and sometimes surpassing Terran expertise. The Alar are particularly notable for their mastery in medical science, psionics, and engineering.

Despite their adherence to logic and non-violence as the correct way of

life, the Alar are not to be regarded as pacifists easy to dominate. Logic, they point out, demands that a thinking people defend itself against attack from irrational beasts unable or unwilling to submit to the logic of peace and cooperation to meet worthwhile goals. Thus they have always maintained a powerful battlefleet and ground forces, now constituted on the Terran model. Like the Caphari, they spare little in the defense of logic and truth. Though hard to force into a warlike posture, once committed the Alar will devote up to 75% of their planet's industrial capacity to the waging of war, so that peace may be quick to return, and logic can once more prevail. In war, the Alaran ruthlessness and ferocity, so deeply repressed by their logical conditioning, is unleashed against the foe - with devastating consequences for those who have disturbed the qu'inra or contemplative inwardness of the Alar.

The planet itself is a totally managed ecology. The Alar possess full weather control; and though conditions in many areas of the planet seem to be severe to most offworlders, it is apparent that the Alar thrive in all environments found on their planet. What is remarkable is that the Alar can exercise such precise control over local climate and weather that one often finds a desert side by side with a rainforest or swamp, or merely lush farmland, with a dividing zone of perhaps no more than a few hundred meters wide!

Alar has few cities, these being magnificent tower complexes several thousand meters in height and possessed of extraordinary architectural beauty and grace. The populace is generally dispersed over the whole surface of the planet, living in a semi-hermitlike existence in individual villa retreats, or else in small villages. Their factories are all deeply underground and are fully automated. Pollution of the environment is virtually unknown: desecration of the environment with any form of wastes is regarded as quite illogical.

The Alar are an exceedingly handsome people, closely resembling Terrans and able to interbreed with mankind. However, marriages outside their race are rare, as humans are too emotional, if well-intentioned, for harmony to ensue. The Alar clearly possess psionic talents, but the range and extent of their powers are, as yet, unclear. Their leaders do seem to possess high level capability, far above the racial norm. The Alar are also a very strong people, physically, because of the very high planetary gravitational field.

The quasi-neutral aspect of Alaran society and culture has not deterred a number of this mysterious race from taking service with the Federation, most tending to gravitate toward the Sciences Branch of the Star-Forces.

Law Level	14-15
Economic Rating	Exceedingly Rich Mining-Industrial Planet
Gross Productivity	MCR 225,000
Per Capita Income	CR 90,000
Tax%/Levy	20% = MCR 45,000
Military Spending	12% = MCR 22,500
Major Exports	Industrial metals, precious metals, thorium, uranium, some gems.
Major Imports	All parts, vehicles, foodstuffs, wines, liquors, luxury goods, arms.
Trade Restrictions	Mercantile Free Trade Policy, but preferential treatment to Ulpia Felix associates/clients
Trade Acceptance	35%, but 90% to Ulpia Felix associates/clients Premiums are paid on all manufactured goods as if planet were a poor agricultural planet importing such goods.

Bellerophon VII is a typical League Company Planet. Dominated by the Tetragammetron Corporation, the world is a magnificent storehouse of minerals, vital to the industries of the league. The planet itself has little else to recommend it, being an airless world circling a red giant star.

Life in the domed cities is relatively tame, in keeping with the staid image of Tetragammetron Corporation, whose corporate police maintain law and order with efficiency. The many mining camps in the hinterland offer an exciting, almost no-holds-barred quality of life, however, quite in keeping with most boom areas.

Prospectors are flocking to Bellerophon to strike it rich in the as yet largely unclaimed mineral fields of this barren world. Those desiring to do some prospecting are cautioned to bring adequate equipment and survival gear. Often exorbitant premiums may have to be paid for even the most insignificant items, while food and lodging may cost double or more than normal levels. Claim jumping is beginning to reach epidemic proportions in some areas, despite the efforts of Tetragammetron company police to end the practice.

Free Traders should also note that Ulpia Felix has an almost solid monopoly on smelting and shipping operations in areas not controlled directly by Tetragammetron, not to mention on much of the wholesale trade. Connections with this important company should be opened early to maximize profits and speed up transaction times. (Ulpia Felix is a subsidiary of Optimax Corporation of Traianus, which often enters into joint ventures with Tetragammetron Vitrix of Augusta).

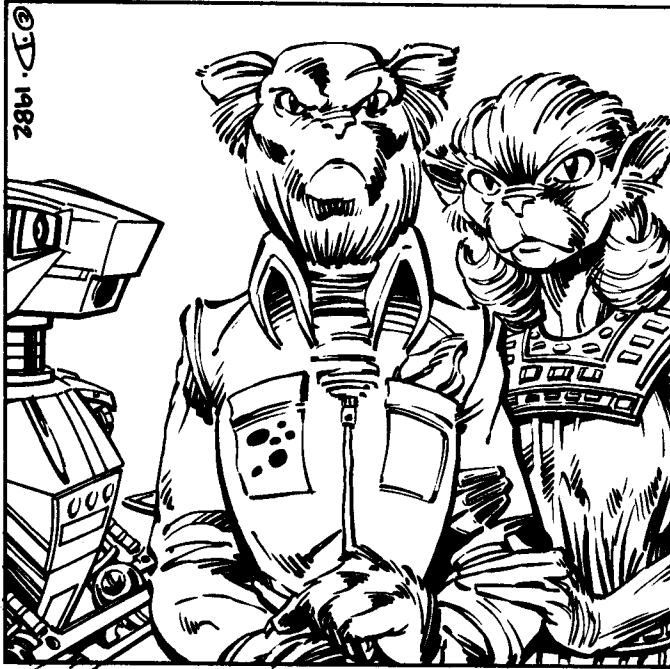
BELLEROPHON VII

StarSystem Coord	7.GG.—55 Antares Sector GSC 16.HH.+000
Stellar Primary	M4iii/M0v binary star
FTL Conversion	35,000 LS
Planets in System	12
BELLEROPHON VII	Type 13 Airless Planet: 5 small moonlets
Orbital Distance	21.5 AU (10,750 LS)
Length of Year	22.29 Terran years
Length of Day	78 days 16 hours 44 minutes
Planetary Diameter	8000km
Surface Gravity	0.35G
Temperature Range	-125°C to +150°C
Atmosphere Type	Vacuum
Hydrosphere	Non-existent, but large deposits of sub-terranean ice underly the surface.
Special Notes	General Rad*3 to Rad*5 surface conditions: shielded vacuum suit is mandatory.
StarNationality	Mercantile League Colony: Company Planet
Sentient Race	Human Colonials
Population	2,500,000 humans in domed colonies
Tech Level	Tech/9-10
StarPort Rating	x2 C (Tech/10 League Ports)
Sociological Data	Open Mercantile Society
Societal Strength	7
Xeno-Acceptance	06%
Government Type	Mercantile Corporate State: Planetary Directorate
Government Support	83% (Vote = 64%)
Loyalty Index	68% (Revolt = 14%)
Bureaucracy Level	Moderate (due to dome colony discipline)
Repression Index	38%

CARTHAGE V

StarSystem Coord	5.AA.+90 Antares Sector GSC 16.HH.+000
Stellar Primary	K6iv sub-giant star
FTL Conversion	20,000 LS
Planets in System	14
CARTHAGE V	Type 1 Terran Steppe Planet
Orbital Distance	1.95 AU (975 LS)
Length of Year	1.34 Terran years
Length of Day	28 hours 09 minutes
Planetary Diameter	13,000km
Surface Gravity	1.05G
Temperature Range	-54°C to +61°C
Atmosphere Type	Terran: 855mm: O ₂ 190mm; N ₂ 662mm. Climatic conditions approximate those of Terra, but the planet has large expanses of steppelands and several large deserts.
Hydrosphere	43%: 4 large continents and 1 small continent.
StarNationality	Member of the MekPurr Confederacy
Sentient Race	MekPurr Felines
Population	7,500,00 MekPurrs; 112,500,000 Meks
Tech Level	Tech/10
StarPort Rating	x2 AAAAA (Tech/10 MekPurr StarPorts) x5 orbital fortresses
Sociological Data	MekPurr Aristocratic Society
Societal Strength	6
Xeno Acceptance	24%
Government Type	MekPurr Constitutional Feudalism
Government Support	47% (Vote = 68%)
Loyalty Index	92% (Revolt = 13%)
Repression Index	20%
Bureaucracy Level	Moderate to High
Corruption Level	11%

Law Level	1-5 (18+ for offworlder non-MekPurrs)
Economic Rating	Exceedingly Rich Automated Industrial Planet
Gross Productivity	MCR 1,968,750
Per Capita Income	CR 262,500 (CR 17,500/Mek Robot worker)
Tax%/Levy	30% = MCR 590,625
Military Spending	18% = MCR 355,000
Major Exports	High Tech industrial products
Major Imports	Industrial metals, chemicals, petroleum products, thorium, uranium, collapsium.
Trade Restrictions	15% import duty on non-MekPurr shipping.
Trade Acceptance	65%



Carthage V is the central planet for an enclave of the MekPurr in the Antares sector. This group of MekPurrs split off from the main body of the MekPurr Confederacy in the Rigel SwordWorlds about 150 years ago because of a major difference which occurred over a point of honor. Thus the Carthaginian planets might be considered quite separate and isolated from the rest of the MekPurr.

Carthage V is a typical MekPurr world, terraformed to conform to MekPurr preferences. All of the lifeforms of Carthage V and its sister worlds, Hamlicar III and Hannibal II, are identical. Thus the descriptions given for Carthaginian flora and fauna also apply to the other two worlds.

Carthage appears to be a golden-orange globe when viewed from space. It has a fully managed environment, with climatic and weather control capable of producing precisely desired conditions anywhere on the planet. Most of Carthage is wilderness - a carefully maintained natural environment in which wild game abounds. The planet is divided into 15 Fsss'taar (duchies), each ruled by feudal lord or Fsss'taa'h (duke). Each Fsss'taar is subdivided into a number of Meor'raar (baronies), held by tenants-in-chief to the duke of the region. These, in turn, are again subdivided into Meor'ts'awru (manors) held by individual T'awru (clans or prides), each with a hereditary lord or Is'wan'awru.

The social structure of Carthaginian MekPurr worlds is characteristically complex, with very involved lord-vassal relationships existing between members of each pride, and between pride-leaders and their overlords. Competition between the groups for social status is intense. All behavior is governed by a code of such precise and strict nature that it cannot be described in detail here. Suffice it to say that the MekPurr have a form of address to suit all ranks and specific gestures and behaviors which always denote who is of superior and inferior social status. Personal honor is of paramount importance to the MekPurrs, and they are quick to take offense at the merest slight of individual prerogatives and rights. Foreigners should note that the felines have exceeding long memories, never forget and insult, and rarely forgive offense except when it is wiped out in blood.

The planet is characterized by the manor system. Each manor is largely self-sufficient, consisting of a fortified settlement in which the industrial capacity of the manor is situated - fully automated and usually far underground for both purposes of protection from attack and to maintain the aesthetic beauty of the surface. In the region surrounding the manor proper are farms, ranches, mines, etc., all of which are serviced by robotic Meks. A significant portion of each manor is set aside as a natural habitat area which is used as the clan hunting preserve - for the felines are avid hunters. Indeed, almost 95% of the planetary surface is wilderland set aside for this purpose.

Indigenous animals on the planet have all been introduced by the MekPurrs, all life forms on the planet prior to the colonization having been meticulously culled and exterminated so that a proper and traditional world would be available for the enjoyment and amusement of the MekPurrs. The result has been a superb collection of game animals:

Mrr't'saah: Most prized as big game is the Plains Cat, a panther-like feline with a tawny coat that blends in magnificently with the natural coloration of the tall grasses of the steppelands. It is a large beast of class G, with D fangs and F claws. It is a very fast stalker/ambusher which preys on the herds of F'aas'al and F'san'ara that roam the vast grasslands. The Mrr't'saah is especially hardy and cannot be readily brought down with a projectile weapon except by a killing shot to the head or heart.

Mrr't'skeen: The Plains Boar is an I class creature with a very nasty disposition and F tusks, capable of slow movement, with short sprints up to 48kmh. The beasts roam in packs of 7-12 and tend to be found in areas with scrub brush. They are treacherous to hunt, as they will lurk in the undergrowth, then charge their pursuers at the last minute - giving the hunter rarely more than one or two shots before the boar is upon him. The flesh of the beast is much prized by the MekPurrs and is one of the traditional dishes served up at a feast.

Mrr't'skara: A smaller version of the Mrr't'saah, the Little Hunter is a cheetah-like creature of class K, massing about 65kg and capable of fleet sprints over distances up to 1000m, after which it is virtually exhausted for several minutes until it catches its breath. It preys upon the small antelope-like grazers of the plains and also upon several species of primates resembling Terran baboons. Its natural armaments are E fangs and G claws. The spotted coats of the Little Hunter are much prized by the MekPurr females and fetch a handsome CR 5000 apiece. However, the creature is so agile that a hunter has a -25% hit probability, in addition to other factors, and a low-calibre projectile weapon or needler is essential if the coat is not to be ruined.

F'aas'al: A large grazer that runs in herds up to 500 strong, the F'aas'al is an F class beast of about 550kg mass, fast of foot, and armed with G horns that it will use against an attacker if cornered or frightened into defending itself. It can also do considerable damage by trampling its tormenter. The flesh of the F'aas'al is close to venison in flavor and is highly appreciated by food lovers everywhere.

F'san'ara: A small grazer that runs in herds up to 1000 strong, the F'san'ara is an antelope-like creature of about K class, massing 75kg at best. It has I horns but rarely employs them against a foe unless cornered - the creatures preferring flight to fighting. The flesh of the F'san'ara is exceedingly delicate in taste and can be compared to Terran veal of the highest quality. The F'san'ara is very fast and agile, making it a hard target to hit when in full flight.

There are, of course, many other fine game animals, but the ones noted above are the most commonly pursued. In addition, the great lords maintain private preserves which are weather-conditioned to recreate the environments of exotic types from scores of worlds.

The enclaves of the MekPurrs are as ordered and patterned as the hinterlands are wild. Their dwellings are fully cyberneticized, with every possible convenience provided for the hedonistic felines. The sumptuousness of MekPurr life can scarcely be appreciated by beings accustomed to earning only a fraction of the income of even the poorest MekPurr until it is experienced for oneself. Yet when on the hunt, the MekPurr reverts to his primaevial toughness and eschews all luxury. Often armed with a primitive firearm and a knife, he takes on his animal adversaries on equal terms, denying himself the massive advantages of his ultra-high technology to pit his own courage and prowess against that of his prey. This avatar quality in the MekPurr has made them amongst the most fearsome of foes on the battlefield.

The average MekPurr can be described as amongst the best educated of beings in the galaxy. All are equivalent at least to Computer/5 and Cybernetics/5 technicians, for no MekPurr could afford not to be proficient in the operation and maintenance of robotic systems. Many are highly accomplished scientists and engineers.

The MekPurr female enjoys a position of great respect in the feline society. Indeed, it is suspected that the females are the real powers behind the throne in the MekPurr world, although this has not been confirmed. They are maintained in the highest luxury their mates can afford, bedecked with jewels and other finery which advertises the success of their mates. Curiously, few evidence much interest in matters scientific or technological. Rather, they have a proclivity towards the fine arts and are accomplished artists and musicians. Their love of all things with beauty and grace make MekPurr planets prime markets for works of art from all over the galaxy, and premium prices can be had from these rich patrons of the arts. Indeed, MekPurr homes have been described as containing treasures worthy of the greatest museums!

The MekPurr armed forces deserve a note. Except for the relatively small officer corps formed by the MekPurr themselves, the entire body of the military is composed of anderoid infantry (in the image of the MekPurrs), robot infantry, and cyberneticized fighting vehicles. In the early stages of MekPurr history (see **Space Marines**), much of this equipment was subject to jamming by APROBDIF weapons. Now, in the most advanced worlds, powerful APROBDIF screens protect many of the robotic units. The anderoids themselves are genetic constructs, images of the MekPurr, and capable of volitional decision on levels previously impossible in the early forms. Anderoid troops are the rough equivalent of human soldiers as a result. Moreover, they are genetically programmed to be absolutely loyal to their pride and cannot be subverted by bribes or other inducements.

It must be observed that the MekPurrs are a race cursed by a low birth-rate. Thus they have augmented their numbers with robotic and android personnel - usually on a 1 to 1 ratio, not including heavy installations which are fully cyberneticized and self-maintaining. Even their spacecraft are automated, with crews rarely exceeding 10% of the total living personnel aboard the vessels of other nations.

For this reason, children are especially prized by the MekPurr. If one wishes to curry favor with one of these highly advanced felines, simply praise his offspring or wish him many stalwart and intelligent sons and beautiful and talented daughters! 'May your clan increase' is the standard greeting amongst these proud people.

CYRUS VII

StarSystem Coord	8.CC.—60 Antares Sector GSC 16.HH.+000
Stellar Primary	K4iv sub-giant star
FTL Conversion	20,000 LS
Planets in System	12
CYRUS VII	Type 1 Terran Planet: 3 moons
Orbital Distance	2.30 AU (1150 LS)
Length of Year	1.60 Terran years
Length of Day	23 hours 28 minutes
Planetary Diameter	11,000km
Surface Gravity	0.76G
Temperature Range	—62°C to +51°C
Atmosphere Type	Terran: 540mm: 115mm O ₂ ; 422mm N ₂ . Climatic conditions resemble Terra's, except that temperatures tend to be cooler. Polar and sub-polar regions experience severe winters. The rather thin atmosphere (2/3 Terran normal) admits enough UV to present a serious risk of sunburn to careless human-like beings.
Hydrosphere	82%: 3 large continents, 2 small continents, numerous islands.
StarNationality	Independent Lost Colony
Sentient Race	Human Colonials
Population	50,000,000 humans
Tech Level	Tech/7
StarPort Rating	A (Tech/7 National StarPort)
Sociological Data	Oligarchy
Societal Strength	5
Xeno Acceptance	74%
Government Type	Fascist Dictatorship

Government Support	28% (Vote = 52%)
Loyalty Index	70% (Revolt = 23%)
Repression Index	50%
Corruption Level	16%
Law Level	18+
Economic Rating	Average Agricultural Planet
Gross Productivity	MCR 137,500
Per Capita Income	CR 2750
Tax%/Levy	40% = MCR 55,000
Military Spending	25% = MCR 34,375
Major Exports	Grain, meat, textiles, industrial metals, thorium, uranium.
Major Imports	High Tech manufactured goods
Trade Restrictions	15% import duty.
Trade Acceptance	47%

Cyrus VII was apparently settled in 2283. Contact was lost in 2297 and was not regained until the late part of the 25th century. During that time, the society on Cyrus VII evolved into a particularly nasty form of dictatorship resembling that on Terra during the Nazi regime in Germany (1933-1945). Visitors are definitely not welcome, but a modicum of trade can be done if high technology goods are offered.

Cyrus VII has recently fallen under the influence of Azuriach authorities in the starsector and should be regarded as a probable ally of the Imperium. The Cyrans have, with Imperial assistance, developed FTL capability in recent years and are organizing their armed forces on the Azuriach model, with Azuriach equipment and arms being provided by the Imperial planets in the sector.

Visitors should be prepared to experience considerable regulation and restriction of their movements on the planet. Above all else, be sure to obey the orders of government officials without question, as a number of offworlders have simply 'disappeared' after running afoul of local authorities.

It is suspected by Federation observers that there is a significant resistance movement on Cyrus VII, opposed both to the present regime and to the Azuriach interference in planetary affairs. But Cyran repressive measures and security have made verification of this difficult at the present time.

DRACO IX

StarSystem Coord	4.II.—30 Antares Sector GSC 16.HH.+000
Stellar Primary	A9v/wd binary star system
FTL Conversion	10,000 LS
Planets in System	15
DRACO IX	Type 1 Terran Steppe Planet: 1 moon
Orbital Distance	3.05 AU (1525 LS)
Length of Year	4.21 Terran years
Length of Day	26 hours 05 minutes
Planetary Diameter	13,000km
Surface Gravity	1.20G
Temperature Range	—47°C to +59°C
Atmosphere Type	Terran: 995mm: O ₂ 215mm; N ₂ 777mm. Climatic conditions tend to be somewhat warmer than on Terra, especially in tropical regions. There are extensive steppelands and five large deserts.
Hydrosphere	38%: 4 very large continents and several island archipelagoes
StarNationality	Hissss'ist Hegemony Planet
Sentient Race	Reptilian (Hiss)
Population	1,000,000,000 Hiss
Tech Level	Tech/9
StarPort Rating	x1 AAAAA (Tech/9 Naval Base)
Sociological Data	Military Dictatorship/Caste Society
Societal Strength	5
Xeno Acceptance	90%
Government Type	Military Junta
Government Support	32% (Vote = 65%)
Loyalty Index	81% (Revolt = 19%)
Repression Index	45%
Bureaucracy Level	High
Corruption Level	20%
Law Level	18+

Economic Rating	Poor Industrial Planet
Gross Productivity	MCR 2,250,000
Per Capita Income	CR 2250
Tax%/Levy	40% = MCR 900,000
Military Spending	35% = MCR 787,500
Major Imports	Foodstuffs, industrial metals, power metals, high tech, arms.
Major Exports	Manufactured goods
Trade Restrictions	Friends of the Hissss'ist
Trade Acceptance	37%

The Hiss of the StarSector are not currently in a belligerent posture, but they are characteristically unfriendly toward strangers and strongly discourage contact, unless one is a known 'Friend of the Hissss'ist' (translation: collaborator who will provide any service required).

Little is known about Draco IX, except that it has broad steppe regions and extensive arid lands. The animal life tends to be largely reptilian in nature. Vegetation is largely grasses and ferns, some of which achieve the size of trees. Every available bit of arable land is under farming, but the planet clearly cannot meet the food requirements of the large population. Imported foodstuffs can sometimes command a premium as high as +4 on the T&C index.

FABIUS V

StarSystem Coord	4.DD.-30 Antares Sector GSC 16.HH.+000
Stellar Primary	F7v/wd binary star system
FTL Conversion	10,000 LS
Planets in System	11
FABIUS V	Type 1 Terran Steppe Planet: 2 moonlets
Orbital Distance	1.25 AU (625 LS)
Length of Year	1.31 Terran years
Length of Day	29 hours 10 minutes
Planetary Diameter	14,000km
Surface Gravity	1.10G
Temperature Range	-48°C to +56°C
Atmosphere Type	Terran: 850mm; O ₂ 160mm; N ₂ 688mm. Climate is very similar to Terra.
Hydrosphere	33%: 4 moderate-sized inland seas.
StarNationality	Mercantile League Member Planet
Sentient Race	Human Colonials
Population	75,000,000 humans
Tech Level	Tech/10
StarPort Rating	x1 AAAAA (Tech/10 League StarPort)
Sociological Data	Mercantile Open Society
Societal Strength	8
Xeno Acceptance	12%
Government Type	Corporate State: Planetary Directorate
Government Support	57% (Vote = 62%)
Loyalty Index	88% (Revolt = 12%)
Repression Index	05%
Bureaucracy Level	Low
Corruption Level	06%
Law Level	6-9
Economic Rating	Very Rich Agricultural Planet
Gross Productivity	MCR 1,312,500
Per Capita Income	CR 17,500
Tax%/Levy	20% = MCR 262,500
Military Spending	12% = MCR 157,500
Major Exports	Foodstuffs, liquor, wines, textiles, gold, silver, irridium, thorium, uranium
Major Imports	Manufactured goods
Trade Restrictions	Mercantile Free Trade Policy
Trade Acceptance	90%

Fabius V is a terraformed planet first settled in 2168. The world was in an early phase of evolution when the colonists arrived, the lifeforms corresponding to that on Terra during the Age of Amphibians. However, some quasi-mammalian animals had also developed. Conditions have been managed to produce a Terran quality planet, with imported Terran flora and fauna flourishing in the areas heavily engineered by the colonists.

The capital is Colonia Maximus (formerly New Los Angeles), a city of about 1,000,000 with a major starport. Colonia Maximus is an industrial center, the only one of note on the planet, which tends to special-

ize in the outfitting of colonial expeditions heading for the League out-worlds. It is also the headquarters for the League Survey Service. The rest of the planet is essentially engaged in agriculture.

Fabius is one of the more successful products of terraforming what had once been an almost worthless wasteland. Though it was settled early in the Mercantile Dispersion, Fabius received little attention at first because there were other more promising worlds in the starsector to settle and exploit. But, owing to its favorable location, Fabius finally underwent development and terraforming in 2310, the project being an on-going planetary engineering effort up to the present.

Except for the settled areas, which appear green or greenish brown from space, the majority of the planetary surface is an orange colored desert and steppeland. The polar caps are seasonal and shrink visibly in the summer months. A great canal system carries water from the ice-caps to the settled regions (the inland seas are brackish and tend to be unsuited to irrigation without desalination). The irrigation network is growing constantly as the population rises, and viewed from space it appears as a dark green series of bands criss-crossing the planetary surface.

The vegetation in the irrigated areas is entirely Terran, transplanted from previously reclaimed areas to take over each new section as it is opened up. In the hinterland, the steppes are covered by native bunch grasses which can be consumed by Terran grazing animals, and large ranches exist in the middle latitudes.

One enclave of native plants is carefully maintained and guarded by Fabian Pharmaceuticals near a swampy region in the equatorial belt. There the famous Maquist bush grows, the source of a number of exotic and specialized drugs.

The only native animal of note is the Great Northern Stinker (there is a smaller version, the Great Southern Stinker). The creature is an M class animal which lives in the swampy regions around the shallow inland seas. Feeding on the dense reed growths of the swamps, the Stinker builds a dome-like lodge in the shallows. It gets its rather unusual name from its disgusting habit of vomiting up partially digested food and leaving the rotting mass near its lair for eventual consumption during the winter months. The pelts are quite valuable, the silvery furs commanding CR 100-250 per hide, and a fairly profitable fur trade is conducted by independent trappers, who sell the hides to the Fabia Buteo Corporation trading posts. The trappers run risks, however, for the swamps are leech-ridden, and there is a constant threat of contracting Fabian Swamp Fever from the bites of blood-sucking insects.

The steppelands are in transition, with Terran plants and animals co-existing alongside native forms. There are no large predators other than a type of lupine pack animal, the Fabian Wolf, which is an I beast with D or E fangs, massing around 150kg to 250kg and capable of attaining speeds up to 90kmh for short periods.

The still vast deserts are populated entirely with native Fabian life forms, most being small insects. There are some snake-like creatures, often poisonous. The Baccus Adder is especially dangerous, for it has a coloration that blends perfectly with the rocky places it frequents and has one of the most virulent poisons in the known galaxy (CON CR-10 to survive if the specialized antidote is not immediately available).

Mineral deposits of some promise have been found in the ancient mountain ranges in the desert heartland. Some of these have been exploited by Fabian mining interests, but grizzled prospectors continue to haunt the worn hills, hoping to strike a mother lode.

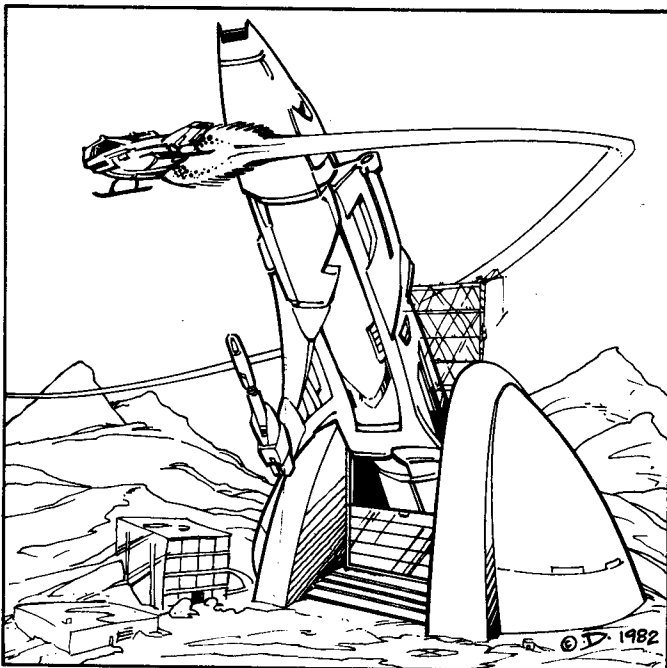
FLAMINIUS II

StarSystem Coord	4.GG.-20 Antares Sector GSC 16.HH.+000
Stellar Primary	K1v main sequence star
FTL Conversion	10,000 LS
Planets in System	8
FLAMINIUS II	Type 14 Terran Ice Planet: 1 moon
Orbital Distance	0.80 AU (400 LS)
Length of Year	306 Terran days
Length of Day	24 hours 19 minutes
Planetary Diameter	15,500km
Surface Gravity	1.35G

Temperature Range	+10°C to -90°C
Atmosphere Type	Terran: 425mm: O ₂ 110mm; N ₂ 313mm. Climatic conditions are glacial, as the planet is gripped by a perpetual ice age.
Hydrosphere	88%, but only 14% is open water; the rest is frozen over or covers the land as an ice cap.
StarNationality	Mercantile League Colony Planet
Sentient Race	Human Colonials
Population	1,000,000 humans in domed cities
Tech Level	Tech/9-10
StarPort Rating	D (Tech/10 Mercantile Landing Ground)
Sociological Data	Mercantile Open Society
Societal Strength	5
Xeno Acceptance	10%
Government Type	Colonial Governorship
Government Support	39% (Vote = 55%)
Loyalty Index	80% (Revolt = 18%)
Repression Index	10%
Bureaucracy Level	Moderate
Corruption Level	17%
Law Level	6-9
Economic Rating	Rich Industrial Planet
Gross Productivity	MCR 14,250
Per Capita Income	CR 14,250
Tax%/Levy	20% = MCR 2850
Military Spending	10% = MCR 1425
Major Exports	Industrial metals, power metals, precious metals, gems.
Major Imports	Manufactured goods, foodstuffs, liquor.
Trade Restrictions	Mercantile Free Trade Policy
Trade Acceptance	58%

Flaminus II is a League Colony but is, in every sense, an open planet dominated by Vulcan Mining, Draco Corporation, and Vita Industries.

Vita Industries is attempting to gain a secure foothold on the planet, but it is finding competition with Vulcan Mining to be particularly intense and more than a little dirty. Corporate war is clearly in the near future if tensions do not ease. Vita and Draco have so far concerned themselves with mining operations, but Vulcan's affiliation with the great Flavius Chilo Corporation (of Hadrian IV) has led it to also establish a promising electronics manufacturing industry on Flaminus. The Flavius Chilo armaments conglomerate has also built an experimental weapons plant and firing range. Of particular interest is Goliath, a monster Nova*5000 planetary defense gun capable of firing through an atmosphere to engage attacking spacecraft up to 2500 LS distant. The weapon system is still under R&D and, according to intelligence sources, has a long way to go before it can be made operational and production at reasonable costs and be begun.



Flaminus itself is a frozen iceball covered by great icecaps up to 1500m thick. The only features of note are the mountain peaks that rise above the glacial mass and provide solid foundations for the settlements and mineheads. Draco Corporation has lately perfected a method of piercing directly through the ice to exploit mineral deposits under the ice, but most mines bore downward through the mountains to ore deposits.

Flaminus never had a chance to develop significant life forms. The only native life are lichens and a few small rodent-types with dense fur. Limited trapping of the fur-bearing animals occurs, with several varieties having moderately valuable pelts.

GRIFFIN II (THERAI)

StarSystem Coord	6.AA.+20 Antares Sector GSC 16.HH.+000
Stellar Primary	K0v main sequence star
FTL Conversion	10,000 LS
Planets in System	7
THERAI	Type 2 Terran No Seasons Planet: 2 moons
Orbital Distance	0.65 AU (325 LS)
Length of Year	221 Terran days
Length of Day	29 hours 50 minutes
Planetary Diameter	12,000km
Surface Gravity	0.87G
Temperature Range	-52°C to +47°C
Atmosphere Type	Terran: 800mm: O ₂ 125mm; N ₂ 673mm. Standard no-seasons planetary climate, slightly cooler than on Terra.
Hydrosphere	76%: 2 very large continents, 3 small continents, several extensive island archipelagoes.
StarNationality	Member Trojan Empire
Sentient Race	Humanoids
Population	1,000,000,000 Humanoids
Tech Level	Tech/8-9
StarPort Rating	x1 AAAAA (Tech/9 Trojan Imperial StarPort)
Sociological Data	Totalitarian Society
Societal Strength	6
Xeno Acceptance	82%
Government Type	Imperial
Government Support	52% (Vote = 73%)
Loyalty Index	95% (Revolt = 03%)
Repression Index	07%
Bureaucracy Level	High
Corruption Level	18%
Law Level	18+
Economic Rating	Average Industrial Planet
Gross Productivity	MCR 7,900,000
Per Capita Income	CR 7900
Tax%/Levy	30% = MCR 2,370,000
Military Spending	16% = MCR 1,265,000
Major Exports	Vehicles, aircraft, machine tools, chemicals, luxury items.
Major Imports	Industrial metals, power metals, high tech manufactured goods.
Trade Restrictions	20% import duty.
Trade Acceptance	40%

Griffin II or Therai is a heavily industrialized world. It is typical of Trojan planets (see Priam II). Visitors are forbidden to leave the spaceport area. Trade possibilities are fair, but be prepared to deal with corrupt officials. Xeno acceptance on Therai is at more reasonable levels than on most other Trojan planets, although visitors will still find that almost insufferable Trojan air of superiority is prevalent.

Therai appears to produce significant amounts of armaments for the Trojan armed forces, although these are not available to foreign traders.

HADRIAN IV

StarSystem Coord	6.FF.+25 Antares Sector 16.HH.+000
Stellar Primary	F6iv sub-giant star
FTL Conversion	20,000 LS
Planets in System	12
HADRIAN IV	Type 2 Terran 'No Seasons' Planet: ringed; 4 moons
Orbital Distance	4.50 AU (2250 LS)
Length of Year	5.18 Terran years

Length of Day	25 hours 25 minutes
Planetary Diameter	16,500km
Surface Gravity	1.30G
Temperature Range	-60°C to +60°C
Atmosphere Type	Terran: 1150mm: O ₂ 225mm; N ₂ 912mm. Climatic conditions are typical of a Type 2 world, with broad desert and semi-arid steppes in the equatorial region. Middle and higher latitudes have more moderate temperatures and good levels of precipitation. Polar regions are locked in a permanent ice age, with often severe conditions.
Hydrosphere	73%: 3 large continents, 2 small continents, and numerous islands. The seas are not overly deep because the polar caps have a significant amount of water locked up in them. Humidity and precipitation levels are quite congenial in middle latitudes, where the bulk of the population resides.
StarNationality	Mercantile League Member Planet
Sentient Race	Human Colonials
Population	50,000,000 Humans
Tech Level	Tech/10
StarPort Rating	x2 AAAAA (Tech/10 League StarPorts) x9 orbital fortresses
Sociological Data	Mercantile Open Society
Societal Strength	7
Xeno Acceptance	26%
Government Type	Corporate State: Planetary Directorate
Government Support	32% (Vote = 59%)
Loyalty Index	92% (Revolt = 03%)
Repression Index	13%
Bureaucracy Level	Moderate
Corruption Level	15%
Law Level	6-9
Economic Rating	Rich Industrial Planet
Gross Productivity	MCR 1,000,000
Per Capita Income	CR 20,000
Tax%/Levy	30% = MCR 300,000
Military Spending	15% = MCR 150,000
Major Exports	Manufactured goods, especially machine tools, vehicles, factory equipment, and general tools.
Major Imports	Industrial metals, chemicals, foodstuffs, and luxury goods.
Trade Restrictions	Mercantile Free Trade Policy
Trade Acceptance	85%
General Note	All goods on the preferred imports list have a +2 premium on the Trade & Commerce index; all goods on the exports list have a -4 discount on the T&C index.

Hadrian IV is a terraformed planet, the product of Precursor planetary engineering. The lifeforms native to the planet are Terran in origin, but there is no sign of sentient life. Several Precursor artifacts discovered recently are dated to around 20,000 B.C., about the time that the Precursors seem to have disappeared. It is believed that they had not completed their terraforming project sufficiently to transport intelligent life to the planet when their own civilization collapsed (?) or was destroyed (?).

Hadrian IV was settled in 2163, originally as an agricultural colony. However, a number of major industries have sprung up on Hadrian since that time, although agriculture remains a very important part of the economy.

Hadrian is the headquarters of the great Flavius Chilo Corporation, along with a score of other important companies. Industrialization is heavy, and some of the planet's mineral deposits are in danger of being mined out entirely. Indeed, Hadrian is developing a growing dependence upon imported raw materials, for which a good price can generally be had. The planet is noted for its large heavy armaments complex - the Chilo Weapons Corporation - just outside the capital of Colonia Marsalla (formerly New Chicago). A good portion of the armored fighting vehicles, artillery, and missiles produced for the League armed forces are manufactured here. In addition, there are a number of specialty weapons firms and small arms factories.

Hadrian agriculture is famous for its exotic fruits and superb wines, for which there is a considerable demand - especially on Augustus and

Fabius (+5 premium on imports of foodstuffs of this type, rated on the Trade & Commerce index).

Hadrian is itself a beautiful planet. The great rings of Hadrian are a major attraction. Equally popular are the gambling casinos of Fortuna and the hot springs of Thermae, believed by many League citizens to have miraculous curative powers.

HALICARNASSUS IV (ATTICA)

StarSystem Coord	10.HH.+30 Antares Sector GSC 16.HH.+000
Stellar Primary	G4v main sequence star
FTL Conversion	10,000 LS
Planets in System	10
ATTICA	Type 1 Terran Planet: 1 moon
Orbital Distance	0.85 AU (425 LS)
Length of Year	302 Terran days
Length of Day	23 hours 41 minutes
Planetary Diameter	12,000km
Surface Gravity	0.90G
Temperature Range	-45°C to +48°C
Atmosphere Type	Terran: 845mm: O ₂ 150mm; N ₂ 693mm. Climatic conditions very similar to Terra, with milder temperatures.
Hydrosphere	76%: 2 very large continents, numerous islands.
StarNationality	Independent Lost Colony
Sentient Race	Human Colonials
Population	10,000,000 humans
Tech Level	Tech/9
StarPort Rating	A (Tech/9 National Port)
Sociological Data	Open Society
Societal Strength	7
Xeno Acceptance	15%
Government Type	Athenian Democracy
Government Support	36% (Vote = 59%)
Loyalty Index	78% (Revolt = 22%)
Repression Index	02%
Bureaucracy Level	Low
Corruption Level	08%
Law Level	16-17
Economic Rating	Rich Industrial
Gross Productivity	MCR 120,000
Per Capita Income	CR 12,000
Tax%/Levy	20% = MCR 24,000
Military Spending	15% = MCR 50,000
Trade Restrictions	20% import duty: all trade through Human Colonials
Trade Acceptance	38%

Sentient Race	Attican Humanoids
Population	500,000,000 humanoids
Tech Level	Tech/3-4
Sociological Data	Aristocratic Society
Societal Strength	4
Xeno Acceptance	27%
Government Type	Feudalism
Government Support	28% (Vote = 47%)
Loyalty Index	62% (Revolt = 45%)
Repression Index	70%
Bureaucracy Level	Low
Corruption Level	18%
Law Level	18+
Economic Rating	Poor Agricultural
Gross Productivity	MCR 218,500
Per Capita Income	CR 437.50
Tax%/Levy	30% = MCR 65,625
Trade Acceptance	28% (smuggling)

Attica (Halicarnassus IV) was settled in 2348 by a group of technocratic elitists who believed in the right of superior thinkers to be in charge of government and the general affairs of society. They found a planet inhabited by a humanoid race apparently related to the Sularr of Arcadia III - likely descendants of humans transplanted to the planet by the mysterious Precursors. The colonists employed their considerable superiority in technology to subjugate the world, aided by some of the young nation states then just rising out of nomadic barbarism. Today, the colonists are the dominant group on the planet and live at a



very high standard. They alone have political power, which they exercise through the use of Tri-Vee and computer to register their votes on important issues. They are assisted by an aristocratic class of privileged 'lords', warriors, and overseers to maintain control over the now very large population of humanoid subjects. In effect, the colonials and their native collaborators enjoy their luxuries and privileges at the expense of hundreds of millions of virtual slaves, who have few rights and no real freedom.

The government is very loathe to admit offworlders, for fear that they will introduce elements which will upset the status quo. Visitors are rarely allowed to leave the starport region and, when they are permitted to enter the hinterland they usually do so as the supervised guests of a citizen. That there is considerable unrest and occasional revolt is obvious from the presence of a large body of native troops to keep order. Some Free Traders report that there is a substantial market for smuggled goods - especially weapons - and that a widespread if still largely ineffective slave underground exists on Attica.

HAMLICAR III

StarSystem Coord 3.BB.+70 Antares Sector GSC 16.HH.+000
 Stellar Primary F5v main sequence star
 FTL Conversion 10,000 LS
 Planets in System 10
 HANLIBAL II Type 1 Terran Steppe Planet: 1 small moon
 Orbital Distance 1.65 AU (825 LS)
 Length of Year 1.90 Terran years
 Length of Day 20 hours 55 minutes
 Planetary Diameter 13,000km
 Surface Gravity 1.05G
 Temperature Range -43°C to +51°C
 Atmosphere Type Terran: 850mm; O₂ 175mm; N₂ 674mm. Climatic conditions are very similar to Terra's, with very extensive steppelands and semi-arid regions. The rather large areas of uplands and mountains are heavily wooded and well watered

Hydrosphere

44%: 4 large continents, 5 major islands, and several broad archipelagoes.
 StarNationality Member of the MekPurr Confederacy.
 Sentient Race MekPurr Felines
 Population 2,500,000 MekPurrs/37,500,000 Meks
 Tech Level Tech/10
 StarPort Rating x2 AAAAAA (Tech/10 MekPurr Starports)
 Sociological Data MekPurr Aristocratic Society
 Societal Strength 6
 Xeno Acceptance 31%
 Government Type MekPurr Constitutional Feudalism
 Government Support 43% (Vote = 74%)

Loyalty Index 84% (Revolt = 12%)
 Repression Index 11%
 Bureaucracy Level Moderate
 Corruption Level 05%
 Law Level 1-5 (+18 for offworlder non-MekPurrs)
 Economic Rating Exceedingly Rich Automated Industrial Planet
 Gross Productivity MCR 581,250
 Per Capita Income CR 232,500 (CR 15,500/Mek Robot worker)
 Tax%/Levy 30% = MCR 175,000
 Military Spending 20% = MCR 115,000
 Major Exports High Tech industrial products, advanced cybernetic systems, spacecraft.
 Major Imports Industrial metals, chemicals, collapsium, thorium, uranium, luxury goods.
 Trade Restrictions 15% import duty on non MekPurr shipping.
 Trade Acceptance 70%

Hamlicar III is a terraformed planet, modified to MekPurr requirements. It is very similar to Carthage V in most respects.

Hamlicar III is a major industrial planet and produces almost 60% of the spacecraft for the MekPurrs in the sector. It has twice been attacked by the forces of the Azurich Imperium but, in both instances, the invasions have been beaten off with very heavy losses to the Imperials.

HANNIBAL II

StarSystem Coord 4.AA.+65 Antares Sector GSC 16.HH.+000
 Stellar Primary G2v main sequence star
 FTL Conversion 10,000 LS
 Planets in System 8
 HANNIBAL II Type 1 Terran Desert Planet: 4 moonlets
 Orbital Distance 0.82 AU (410 LS)
 Length of Year 277 Terran days
 Length of Day 28 hours 17 minutes
 Planetary Diameter 15,000km
 Surface Gravity 1.28G
 Temperature Range -38°C to +66°C
 Atmosphere Type Terran: 975mm; O₂ 215mm; N₂ 758mm. Significant quantities of dust are encountered in some regions, but silica content is rarely at dangerous levels. Sandstorms are intense in the deep deserts. The climate is generally arid and hot, but temperate and high latitude zones have cooler, moister conditions.

Hydrosphere

24%: several landlocked seas and large lakes, especially at higher latitudes. Oases are not uncommon in desert regions. Vast areas of the planet are steppelands (20-40cm precipitation per year), but over half the surface is desert.

Member of the MekPurr Confederacy
 StarNationality MekPurr Felines
 Sentient Race 1,000,000 MekPurrs/15,000,000 Meks
 Population Tech/10
 Tech Level x1 AAAAAA (Tech/10 MekPurr Starport)
 StarPort Rating MekPurr Aristocratic Society
 Sociological Data 7
 Societal Strength 28%
 Xeno Acceptance MekPurr Constitutional Feudalism
 Government Type 42% (Vote = 63%)
 Government Support 90% (Revolt = 07%)
 Loyalty Index 07%
 Repression Index Moderate
 Bureaucracy Level 03%
 Corruption Level 1-5 (18+ for offworlder non-MekPurrs)
 Law Level Exceedingly Rich Automated Mining Planet
 Economic Rating MCR 190,000
 Gross Productivity CR 190,000 (CR 12,667/Mek Robot worker)
 Per Capita Income 30% = MCR 57,000
 Tax%/Levy 25% = MCR 47,500
 Military Spending Industrial metals, power metals, precious metals
 Major Exports Foodstuffs, high tech manufactured goods, luxury goods.
 Major Imports 15% import duty on non-MekPurr shipping.
 Trade Restrictions 55%
 Trade Acceptance

Hannibal II was incorporated into the MekPurr Confederacy of the Antares sector in 2432. The planet was hotly contested by the MekPurr and the Azuriach Imperium, and the felines finally managed to establish a permanent base there in 2416. A massive colonization program was then initiated to secure the planet and to develop the vast natural resources with which the planet is blessed. It has since become a major supplier of vital industrial materials to Carthage and Hamlicar.

The planet has been partially terraformed to conform with MekPurr requirements, but there still remain large regions of unproductive desert which should be reclaimed by the end of the century. A powerful naval and ground force is maintained on Hannibal, as it is regarded a prime target of any Azuriach offensive. For both its natural resources and generally attractive features as a colony planet are tempting to the Imperials, while its loss would seriously cripple MekPurr productivity.

HASDRUBAL V

StarSystem Coord	4.BB,+70 Antares Sector GSC 16.HH.+000
Stellar Primary	M7iii red giant star
FTL Conversion	35,000 LS
Planets in System	15
HASDRUBAL V	Type 15 Airless 'Hot' Planet
Orbital Distance	6.65 AU (3325 LS)
Length of Year	3.83 Terran years
Length of Day	nil: no rotation on axis
Planetary Diameter	9000km
Surface Gravity	1.15G (very dense)
Temperature Range	-255°C (NightSide); +50°C to +525°C ('BrightSide')
Atmosphere Type	Vacuum
Hydrosphere	Non-existent
StarNationality	Member of the MekPurr Confederacy
Sentient Race	MekPurr Felines
Population	100,000 MekPurrs/1,500,000 Meks
Tech Level	Tech/10
StarPort Rating	x2 AAAAA (Tech/10 MekPurr StarPorts)
Sociological Data	MekPurr Aristocratic Society
Societal Strength	6
Xeno Acceptance	39%
Government Type	MekPurr Constitutional Feudalism
Government Support	41% (Vote = 81%)
Loyalty Index	87% (Revolt = 03%)
Repression Index	02%
Bureaucracy Level	Moderate
Corruption Level	02%
Law Level	1-5 (18+ for offworlder non-MekPurrs)
Economic Rating	Unbelievably Rich Automated Mining Planet
Gross Productivity	MCR 1,125,000
Per Capita Income	CR 1,125,000 (CR 75,500/Mek Robot worker)
Tax%/Levy	30% = MCR 337,500
Military Spending	26% = MCR 292,500
Major Exports	Collapsium, industrial metals, power metals, precious metals, gems.
Major Imports	High tech industrial products, foodstuffs, luxury goods, cybernetic equipment.
Trade Restrictions	15% import duty on non-MekPurr Shipping.
Trade Acceptance	65%

Hasdrubal V is a fairly typical hot planet, similar to Mercury in the Solarian System. The planet does not rotate on its axis, so one side eternally faces the giant red primary, and the other is never illuminated. Except for occasional solar flare periods, when radiation levels may reach Rad*7, radiation in Brightside is usually Rad*1. Solar flares are generally predictable 3 or 4 days before their onset, so adequate precautions can be taken well in advance. As one advances deeper into the Brightside region, the temperature levels increase, eventually reaching levels hot enough to melt lead and a number of other metals. Brightside terrain is even more treacherous than that of Antares VII. Open pools of molten metal lie on the surface, and subterranean flows just beneath a thin surface crust are common. Volcanic activity is often considerable, particularly in the hotter regions of Brightside, and sudden and savage earth tremors occur with distressing frequency. Darksides is, comparatively speaking, a much quieter place. Except for starlight, there is little illumination. The temperatures approach absolute zero (-273°C); and visitors are warned to be careful of equipment, which tends to break down easily in such conditions unless specially prepared for ultra-cold conditions.

The MekPurr mining settlements are all located in the Terminator Zone, a twilight region lying between Brightside and Darksides. The colony is engaged in mining high grade metallic ores and pools in the border regions of Brightside. The planet is also rich in Collapsium, which is found in several large deposits on Darksides where three huge meteors struck the planet and gouged craters many kilometers across. Most of the production is reserved for the heavy industries of Carthage and Hamlicar, but a Free Trader can usually obtain a load.

HYDRA V

StarSystem Coord	3.EE.-60 Antares Sector GSC 16.HH.+000
Stellar Primary	M5iv/M2v red sub-giant binary system
FTL Conversion	20,000 LS
Planets in System	11
HYDRA V	Type 1 Terran Ocean Planet: 4 moons
Orbital Distance	6.75 AU (3375 LS)
Length of Year	6.16 Terran years
Length of Day	22 hours 48 minutes
Planetary Diameter	16,000km
Surface Gravity	1.18G
Temperature Range	-43°C to +41°C
Atmosphere Type	Terran: 880mm: O ₂ 195mm; N ₂ 681mm. Planetary climate is entirely marine, with generally moderate temperatures and significant levels of precipitation.
Hydrosphere	98%: several island archipelagoes and many small islands and atolls; no large landmasses. Oceans very in depth from 100m to over 12,000m.
StarNationality	Member of the Klackon Empire
Sentient Race	Klackons
Population	1,000,000,000 Klackons
Tech Level	Tech/8-9
StarPort Rating	x2 AAAAA (Tech/9 Klackon StarPorts)
Sociological Data	x4 orbital fortresses (moons also fortified)
Societal Strength	Klackon Imperial Governorship: Caste Society
Xeno Acceptance	5
Government Type	90% (exceedingly hostile)
Government Support	Oligarchical Military Tribunal
Loyalty Index	27% (Vote = 50%)
Repression Index	72% (Revolt = 21%)
Bureaucracy Level	60%
Corruption Level	(?) Probably High
Law Level	20%
Economic Rating	(?)
	Poor Agricultural Planet



Gross Productivity	MCR 1,250,000
Per Capita Income	CR 1250
Tax%/Levy	40% = MCR 500,000
Military Spending	20% = MCR 250,000
Major Exports	Foodstuffs, petroleum, some industrial metals.
Major Imports	Manufactured products, power metals.
Trade Restrictions	10% import duty.
Trade Acceptance	48%

Hydra V is a very large ocean planet, with extensive shallow seas in which the majority of the Klackon population seems to be concentrated. The world, like all Klackon planets, has largely been unexplored by offworlders, as the Klackon populace does not welcome strangers and, indeed, have been known to capture and eat offworlders who stray out of the StarPort regions.

Klackon society and culture is almost totally incomprehensible, and even the language is very difficult to translate, there being few human equivalents to many Klackon concepts and values. There is some form of complex caste system, and important Klackons can be identified from the insignia painted on their carapaces. These personages are the ones a visitor must deal with, and visitors should be prepared to receive arrogant treatment from them.

JANUS V

StarSystem Coord	6.II.—20 Antares Sector GSC 16.HH.+000
Stellar Primary	M6iv red sub-giant
Planets in System	10
JANUS V	Type 1 Terran Planet: 7 moons
Orbital Distance	5.65 AU (2825 LS)
Length of Year	4.81 Terran years
Length of Day	22 hours 11 minutes
Planetary Diameter	12,000km
Surface Gravity	0.95G
Temperature Range	−44°C to +48°C
Atmosphere Type	Terran: 995mm; O ₂ 200mm; N ₂ 791mm. Climatic conditions are quite Terran, with moderate conditions because of marine influences.
Hydrosphere	83%: 1 large and 5 small continents.
StarNationality	League Associate: Semi-independent Ally
Sentient Race	Human Colonials
Population	1,000,000 humans
Tech Level	Tech/9-10
StarPort Rating	x1 AAAAA (Tech/10 League StarPort)
Sociological Data	Open Mercantile Society
Societal Strength	8
Xeno Acceptance	08%
Government Type	Colonial Governorship
Government Support	34% (Vote = 61%)
Loyalty Index	92% (Revolt = 04%)
Repression Index	14%
Bureaucracy Level	Low
Corruption Level	03%
Economic Rating	Rich Agricultural
Gross Productivity	MCR 12,500
Per Capita Income	CR 12,500
Tax%/Levy	20% = MCR 2500
Military Spending	10% = MCR 123,125
Major Exports	Foodstuffs, textiles, petroleum, some industrial metals, wines.
Major Imports	Manufactured products.
Trade Restrictions	Mercantile Free Trade Policy
Trade Acceptance	70%

Sentient Race	Janiform Humanoids
Population	750,000,000 humanoids
Tech Level	Tech/6-7
Sociological Data	Open Merc. Society
Societal Strength	5
Xeno Acceptance	14%
Government Type	Corporate Directorate
Government Support	30% (Vote = 53%)
Loyalty Index	71% (Revolt = 18%)
Repression Index	22%
Bureaucracy Level	Moderate
Corruption Level	16%
Economic Rating	Poor Agricultural
Gross Productivity	MCR 1,218,750
Per Capita Income	CR 1625
Tax%/Levy	20% = MCR 243,750

Janus V was discovered in 2408 by a Free Trader out of Hadrian.

The planet is exceedingly pleasant and bears the marks of terra-forming in the very distant past. Ancient ruins still dot the surface of the planet, many of which are more than 16,000 years old. From what little remains, archeologists have deduced that the Janians once were a highly advanced spacefaring people. It is also certain that the Janian civilization was suddenly smashed by a terrible catastrophe - likely a devastating strike by a large asteroid which cast so much material into the upper atmosphere that an ice age was caused by the blockage of heat and light from the sun. The ice age apparently ended less than 1000 years ago.

The Janians are humanoids with golden complexions, somewhat thinner and taller than humans but closely resembling men. When contacted, the Janians were Tech/1-2 tribals in the process of rediscovering animal husbandry and agriculture. The Janians proved friendly and most eager to learn from the StarMen. Their legends, though much distorted by scores of centuries, retain memories of their space-travelling days. One legend speaks of men who roamed the stars and who would one day return to help the Janians in their difficulty. This legend seems to embody the hope of the survivors of the original catastrophe that their cousins in their colonies would come back to the mother planet.

In a way, then, the Janians were culturally prepared for contact with the humans of the League. Thus the League re-education and development program has been so successful that Janian culture today is essentially that of the League itself. Technological levels have attained Tech/6-7 category and, by 2600, it is estimated the Janians will have attained sufficient levels to warrant serious consideration for admission to the League.

There is a small but rapidly growing League colony on Janus V. In addition to a large contingent devoted to increasing Janian technological and industrial levels, the colonists are primarily engaged in high technology agriculture. The planet also has some rich petroleum and mineral deposits which are being exploited to establish the new Janian industrial complexes. However, many areas were heavily mined out in the distant past by the original Janian civilization and Janus will undoubtedly require extensive importation of some raw materials once its industries hit their stride.

JASON II

StarSystem Coord	7.II.—40 Antares Sector GSC 16.HH.+000
Stellar Primary	M0v/M4v red dwarf binary system
FTL Conversion	10,000 LS
Planets in System	8
JASON II	Type 14 Airless Planet: 1 small moon
Orbital Distance	2.15 AU (1075 LS)
Length of Year	2.78 Terran years
Length of Day	82 Terran days
Planetary Diameter	9000km
Surface Gravity	0.62G
Temperature Range	−175°C to −50°C
Atmosphere Type	Vacuum
Hydrosphere Type	0%: some deposits of subterranean ice.
StarNationality	League Colony
Sentient Race	Human Colonials
Population	100,000 humans in domed cities
Tech Level	Tech/9-10
StarPort Rating	C (Tech/10 League StarPort)
Sociological Data	Mercantile Open Society
Societal Strength	5
Xeno Acceptance	14%
Government Type	Company Planet: Planetary Directorate
Government Support	18% (Vote = 55%)
Loyalty Index	77% (Revolt = 15%)
Repression Index	28%
Bureaucracy Level	Moderate
Corruption Level	20% (much graft and payoff of company officials)
Law Level	1-5
Economic Rating	Very Rich Mining Planet
Gross Productivity	MCR 2375
Per Capita Income	CR 23,750
Tax%/Levy	20% = MCR 475
Military Spending	05% = MCR 120

Major Exports	Uranium, thorium, irridium, collapsium, gold, silver, industrial metals, gems.
Major Imports	Manufactured goods, especial factor/mining equipment.
Trade Restrictions	Mercantile Free Trade Policy
Trade Acceptance	55%

Jason II is a typical wide-open mining colony. The League Governor and his administrative staff have been powerless to exert firm and even-handed control over the colony's affairs since it was founded in 2440. Indeed, graft and general corruption seems to exist up to the highest offices in the colonial administration, as the various mining concerns on the planet will spare no effort to gain control of what are becoming ever more valuable deposits of valuable ores.

There are currently only 100,000 people on Jason, but as the sheer magnitude of the strikes being made is becoming common knowledge, the influx of new prospectors and mining firms is starting to reach deluge proportions. Indeed, it is estimated that in the next decade the population of the colony will increase by about 10% per year, if not more.

LAOCOON VI

StarSystem Coord	2.GG.-25 Antares Sector GSC 16.HH.+000
Stellar Primary	K6iii giant star
FTL Conversion	35,000 LS
Planets in System	12
LAOCOON VI	Type 1 Terran Jungle Planet: 3 moons
Orbital Distance	5.50 AU (2750 LS)
Length of Year	4.12 Terran years
Length of Day	26 hours, 21 minutes
Planetary Diameter	17,500km
Surface Gravity	1.28G
Temperature Range	-28°C to +50°C
Atmosphere Type	Terran: 1285mm; O ₂ 210mm; N ₂ 1070mm. Climate is tropical over most of the planetary surface, with heavy precipitation and high humidity. A small icecap can be found at each of the poles.
Hydrosphere	84%: 5 continents in shallow seas dotted by innumerable islands. Swampy conditions exist in many low-lying regions, and river systems are numerous and extensive.
StarNationality	Hissss'ist Hegemony
Sentient Race	Reptilian (Hiss)
Population	2,500,000,000 Hiss (est.)
Tech Level	Tech/8
StarPort Rating	x2 AAAAA (Tech/8 Hiss StarPorts) x5 orbital fortresses
Sociological Data	Military Dictatorship/Caste Society
Societal Strength	6
Xeno Acceptance	88%
Government Type	Military Junta
Government Support	27% (Vote = 55%)
Loyalty Index	81% (Revolt = 23%)
Repression Index	65%
Bureaucracy Level	Very High
Corruption Level	17%
Law Level	18+
Economic Rating	Average Agricultural Planet, but with a significant industrial component
Gross Productivity	MCR 10,000,000
Per Capita Income	CR 4000
Tax%/Levy	40% = MCR 4,000,000
Military Spending	25% = MCR 2,500,000
Major Exports	Foodstuffs, petroleum, industrial metals.
Major Imports	Factory equipment, vehicles, aircraft, arms, power metals.
Trade Restrictions	15% import duty.
Trade Acceptance	35% (100% to 'Friends of the Hiss')
General Note	'Friends of the Hiss' receive +25% on the price of preferred imports and a -15% discount on the price of major exports. No duty is charged on imports, either.

The Hiss of the StarSector are not currently in a belligerent posture, but they are characteristically unfriendly toward strangers and strongly discourage contact, unless one is a known 'Friend of the Hissss'ist'.

Laocoon VI is a jungle planet which bears the marks of Precursor Manipulation and has flora and fauna similar to that of Regulus VI. However, large areas have been pacified by the Hissss'ist. The jungles have been cleared, swamps drained, and extensive agriculture established. The population is currently 2.5 billions and increasing rapidly. The world currently has a modest food surplus, a good deal of which is exported to Draco IX, in return for manufactured products not produced on Laocoon VI.

LATIUM IV

StarSystem Coord	5.DD.+25 Antares Sector GSC 16.HH.+000
Stellar Primary	F7v main sequence star
FTL Conversion	10,000 LS
Planets in System	11
LATIUM IV	Type 2 Terran No Seasons Planet: ringed; 2 moons
Orbital Distance	1.45 AU (725 LS)
Length of Year	1.64 Terran years
Length of Day	27 hours 28 minutes
Planetary Diameter	13,750km
Surface Gravity	1.03G
Temperature Range	-61°C to +59°C
Atmosphere Type	Terran: 800mm; O ₂ 150mm; N ₂ 664mm. Standard 'No Seasons' planetary climate, with distinct belts of climate and weather across the planetary surface. Equatorial regions are very hot, while high latitudes are cold. The temperate zones are quite congenial.
Hydrosphere	85%: 9 small continents and 5 major archipelagoes. Most of the planet is moderate by marine climate and weather, with generally good humidity and precipitation patterns. Only a few small deserts exist.
StarNationality	Mercantile League Member Planet
Sentient Race	Human Colonials
Population	50,000,000 humans
Tech Level	Tech/10
StarPort Rating	x1 AAAAA (Tech/10 League StarPort)
Sociological Data	Mercantile Open Society
Societal Strength	7
Xeno Acceptance	06%
Government Type	Corporate State: Planetary Directorate
Government Support	39% (Vote = 58%)
Loyalty Index	90% (Revolt = 07%)
Repression Index	04%
Bureaucracy Level	Low
Corruption Level	09%
Law Level	6-9
Economic Rating	Very Rich Agricultural Planet
Gross Productivity	MCR 750,000
Per Capita Income	CR 15,000
Tax%/Levy	20% = MCR 150,000
Military Spending	10% = MCR 75,000
Major Exports	Foodstuffs, luxury goods, wines, petroleum, chemicals.
Major Imports	Manufactured goods, power metals.
Trade Restrictions	Mercantile Free Trade Policy
Trade Acceptance	90%

Latium IV is often called the Breadbasket of the League, for its agricultural production is immense. Settled in 2278, Latium was subjected to major terraforming for almost a century before the conditions approached optimum levels. It is now a typical Terran no seasons planet.

Vast colonies of migratory birds once dominated the planet, their droppings forming huge fields of guano rich in nitrates. Most of the birds were exterminated during the terraforming project, as they were voracious fruit and seed eaters that could destroy a field like a swarm of locusts. The vast guano deposits remain, an almost inexhaustible supply of high-concentrate fertilizer for the colonists' farms.

In addition to the production of huge quantities of grain, meat, and fruit, Latium is famous for its superb vintage wines. The soil in the subtropical regions is particularly suited to the cultivation of the Terran grape. Latian wines thus closely resemble many Terran vintages and are highly prized throughout the starsector. Most valued of all are the vintages of Caecianus & Sons. A hundred-year old bottle of Caecian Falern-

ian recently commanded CR 9300 at an auction on Augusta. Of course, most vintages are far more reasonable in price and are certain to find favor with the true connoisseur.

Latium is also extraordinarily rich in petroleum, and a very profitable petrochemical industry has been established. There are also rich mineral deposits, but as yet the Latians have not been prepared to approve development because they fear negative impact on their superb countryside.

Of all the League planets, Latium has a spirit characterized by the ancient virtues of pietas and gravitas of the old Romans. The population is highly conservative and quick to show disapproval of a proper lack of manners and decorum. The Latians are also the most patriotic of the League worlds and eagerly volunteer for military service in times of war. (It is estimated that almost 65% of the regular forces are Latian-born, for the Latians do not regard military service as a dead-end career at all, but rather as one to be commended and honored).

LEVIATHAN V

StarSystem Coord	8.FF.-60 Antares Sector GSC 16.HH.+000
Stellar Primary	G1iii giant star
FTL Conversion	35,000 LS
Planets in System	15
LEVIATHAN V	Type 7 Terran Ocean Planet: ringed; 7 moons
Orbital Distance	8.90 AU (4450 LS)
Length of Year	7.10 Terran years
Length of Day	30 hours 16 minutes
Planetary Diameter	26,000km
Surface Gravity	1.65G
Temperature Range	+08°C to +65°C
Atmosphere Type	Terran: 1650mm: O ₂ 285mm; N ₂ 1358mm. Climatic conditions are dominated by the oceans, with generally warm to hot temperatures, high humidity, and heavy precipitation in most regions. Storms can be very severe.
Hydrosphere	96%: several large islands, many archipelagos and atolls.
StarNationality	Member of the Klackon Empire
Sentient Race	Klackons
Population	2,500,000,000 Klackons
Tech Level	Tech/8-9
StarPort Rating	x3 AAAAA (Tech/9 Klackon StarPorts) x9 orbital fortresses
Sociological Data	Klackon Imperial Governorship: Caste Society
Societal Strength	5
Xeno Acceptance	92% (exceedingly hostile)
Government Type	Oligarchical Military Tribunal
Government Support	24% (Vote = 53%)
Loyalty Index	81% (Revolt = 16%)
Repression Index	70%
Bureaucracy Level	(?) Probably High
Corruption Level	20%
Law Level	(?)
Economic Rating	Poor Agricultural Planet with a significant industrial component.
Gross Productivity	MCR 4,125,000
Per Capita Income	CR 1650
Tax%/Levy	40% = MCR 1,650,000
Military Spending	20% = MCR 825,000
Major Exports	Foodstuffs, industrial metals, some arms and manufactured goods.
Major Imports	Power metals, industrial chemicals, collapsium, high tech computer products.
Trade Restrictions	10% import duty.
Trade Acceptance	51%

Leviathan V is a planet of truly monstrous proportions, with very extensive shallow seas in which the majority of the Klackon population is concentrated. It is estimated that there are 2.5 billion Klackons on Leviathan V, but the figure could be larger. The world, like all Klackon planets, has been unexplored by offworlders, and the Klackons themselves admit that the world is so vast that they themselves have not penetrated many regions. The Klackon populace is exceedingly hostile to any offworlders who leave the spaceport region, and visitors are forewarned that attack is very likely should they stray.

Leviathan appears to be the principal Klackon planet in the Antares sector, and the main body of its StarForces are based here.

See Hydra V for a brief note on Klackon society.

MARTIUS III

StarSystem Coord	6.EE.-60 Antares Sector GSC 16.HH.+000
Stellar Primary	F3v main sequence star
FTL Conversion	10,000 LS
Planets in System	9
MARTIUS III	Type 1 Terran Planet: 1 moon
Orbital Distance	2.00 AU (1000 LS)
Length of Year	2.39 Terran years
Length of Day	23 hours 21 minutes
Planetary Diameter	12,000km
Surface Gravity	0.91G
Temperature Range	-56°C to +51°C
Atmosphere Type	Terran: 775mm: O ₂ 150mm; N ₂ 620mm. Climatic conditions are Terran, except that the seasons are significantly longer. The planet's axial tilt is fairly minimal, however, so only the high latitudes experience winter for a truly long period.
Hydrosphere	78%: 4 large continents, 2 small continents, and 11 large islands, plus many small islands. There are few deserts, and general humidity and precipitation is moderate over most of the planet.
StarNationality	Mercantile League Member Planet
Sentient Race	Human Colonials
Population	50,000,000 humans
Tech Level	Tech/9-10
StarPort Rating	x2 AAAAA
Sociological Data	Mercantile Open Society
Societal Strength	7
Xeno Acceptance	11%
Government Type	Corporate State: Planetary Directorate
Government Support	41% (Vote = 59%)
Loyalty Index	92% (Revolt = 06%)
Repression Index	10%
Bureaucracy Level	Low
Corruption Level	08%
Law Level	6-9
Economic Rating	Very Rich Industrial Planet
Gross Productivity	MCR 3,250,000
Per Capita Income	CR 65,000
Tax%/Levy	20% = MCR 650,000
Military Spending	15% = MCR 487,500
Major Exports	Computer equipment, vehicles, aircraft, armaments, mercenaries.
Major Imports	Industrial metals, chemicals.
Trade Restrictions	Mercantile Free Trade Policy
Trade Acceptance	78%

Martius III is another one of those planets terraformed by the mysterious Precursor some 27,000 years ago. It is stocked with Terran flora and fauna, somewhat mutated by what appears to have been a nuclear war fought on the planet around 18,000 B.C. There are some ruins as well, blasted and fused by nuclear bombardment. Of any transplanted humans, there is no trace. However, artifacts found by archeologists give every indication that a people similar to those on Arcadia III once lived here.

Martius III is a heavily industrialized world. Martius is the major arsenal planet of the League, surpassing even the output of Hadrian. It is also a major producer of high tech computers, vehicles, and aircraft for civilian use. There is also a strong agricultural component to the economy, but it is eclipsed by the magnitude of the industrial complexes.

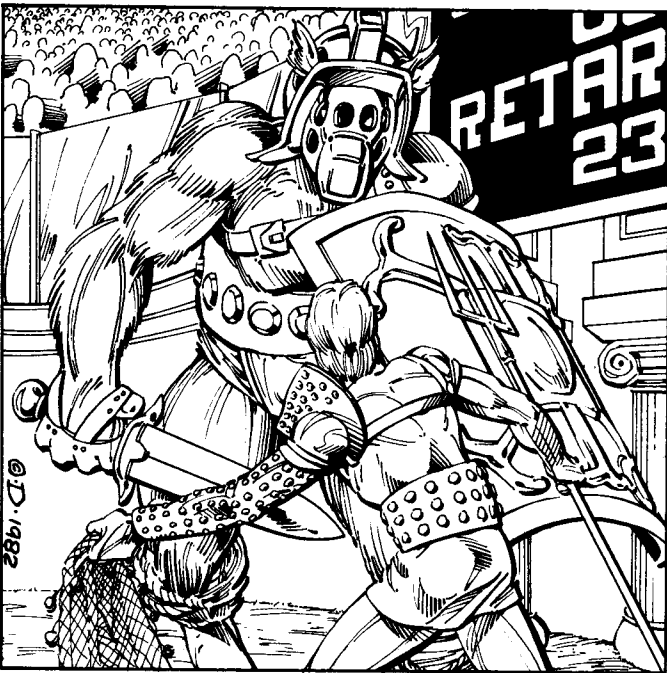
Martius is novel in that the capital, Colonia Flamma, is the headquarters of the League's mercenary companies. A substantial portion of the League's military strength is maintained in the form of private corporate armies. These are often in cadre strength but, in times of need, they are augmented by the Martian mercenary companies. The corporate wars are usually staged on the famous Fields of Campagnia - an entire continent in the northern hemisphere of Martius which serves as a theatre of war for the resolution of corporate disputes. In addition, mercenary companies are retained to act as security forces on Company

Planets and may also be found in the service of League allies and trading associates.

Gladiatorial combat is the passion of millions of League citizens. Martius is the training center, with more than a dozen gladiatorial schools located on the planet. These schools provide the candidates needed for the arenas on virtually every major planet of the League.

There is considerable profit to be made in the arena, and many seek fame and fortune by following such a vocation. These are joined by young men from cultures who require, as a condition of passage to manhood, the slaying of an enemy. Unfortunately for them, in the Federation, the Imperium, and many other civilized regions of the galaxy, such a matter is regarded as plain murder. But in the League, they have an opportunity of proving their manhood in the arena. Finally, there are condemned criminals sentenced to death who choose the opportunity of winning their freedom in the arena.

The vast majority of gladiatorial combats are public contests. For a modest fee, the local populace can watch the action at the arena. Gladiators are matched in the classic Roman style - a few pairs at a time. Occasionally, major actions are staged with several hundred fighters on a side. For variety, naval actions are presented, using the classical oared biremes and triremes in a flooded arena. The weapons used are usually Tech/1-3 level.



Tyros are almost never matched against experienced gladiators, unless at odds of several to one. Gladiatorial training is so rigorous that it greatly increases one's hand-to-hand capacity with the weapons chosen for specialization. After an intensive three to four month training period, a gladiator can attain 200% HTH level with his favored weapons (usually 3 in number), with a 3D20 random factor for initiative. As noted, arms and armor are restricted to Tech/1-3 types. Untoward advantages, such as claws or fangs, are suppressed by the wearing of appropriate gear to neutralize such natural weapons (non-humans are allowed in the arena). Combat is theoretically to the death, although a good fight will sometimes result in the vanquished being spared by the crowds about 2/3 of the time.

It should be noted that reputation plays a significant part in gladiatorial contests. Each victory in the arena bestows a +1 initiative bonus, so the number of one's victories becomes an excellent measure of prowess levels.

The typical League citizen is an arena buff and can readily rehearse the statistics concerning his favorite gladiators, as well as those of all the 'greats'. Betting on gladiatorial combats is a fierce passion, often with large sums being wagered on a favorite. A victor in the arena can expect to receive gifts from grateful backers, who are quite superstitious about such matters and often religiously send 10% of their winnings or more

to their chosen fighters. Some successful champions have become millionaires in the space of a single year because of this practice.

MEDON III

StarSystem Coord	9.GG.-15 Antares Sector GSC 16.HH.+000
Stellar Primary	M5v red dwarf star
FTL Conversion	10,000 LS
Planets in System	6
MEDON III	Type 16 Airless Planet
Orbital Distance	1.65 AU (825 LS)
Length of Year	9.92 Terran years
Length of Day	19 days 11 hours
Planetary Diameter	7500km
Surface Gravity	0.28G
Temperature Range	-80°C to -197°C
Atmosphere Type	Vacuum
Hydrosphere	Non-existent: limited deposits of subterranean ice.
StarNationality	Azuriach Colony
Sentient Race	Human Colonials
Population	5,000,000 Humans in domed cities
Tech Level	Tech/10
StarPort Rating	x1 AAAAA (Tech/10 Naval StarPort)
Sociological Data	Imperial Dictatorship
Societal Strength	4
Xeno Acceptance	93%
Government Type	Military Governor
Government Support	50% (Vote = 69%)
Loyalty Index	93% (Revolt = 04%)
Repression Index	40%
Bureaucracy Level	High
Corruption Level	05%
Law Level	18+
Economic Rating	Fantastically Rich Mining Planet
Gross Productivity	MCR 300,000
Per Capita Income	CR 60,000
Tax%/Levy	40% = MCR 120,000
Military Spending	30% = MCR 90,000
Major Exports	Industrial metals, power metals, collapsium, gems.
Major Imports	Foodstuffs, manufactured goods (especially factory equipment for mining), luxury goods.
Trade Restrictions	20% import duty on all non-Imperial shipping.
Trade Acceptance	45%

Medon III was first discovered in 2238 by Toller Enterprises, a small League mining concern. The planet was seized by an Azuriach expeditionary force in 2289 and has remained in Imperial hands ever since. Medon III is notable for its considerable abundance of natural resources, including several large deposits of collapsium. However, the Imperium did little to exploit the mineral wealth of the planet for more than a century, as Medon was regarded as valuable only as an advanced naval base. It was not until 2397 that the first shipload of Azuriach colonists was landed. At that time, the true value of Medon became apparent to the Imperium, and determined efforts were made thereafter to establish a productive mining and smelting industry. Today, Medon III is a most profitable supplier of raw materials to the industrial complexes of Menelaus and Sarpedon.

Medon is administered by a military governor, as is usual for most Azuriach colonies. It is a closed planet, in that foreign nationals are regarded with deep suspicion and are allowed little freedom of movement or association with the general populace. Visitors are cautioned that they will probably be under constant surveillance, so they should take great care in what they say and do. Visitors are warned to obey all planetary regulations, particularly those regarding the bearing of arms. The population will also appear quite hostile, understandable because the vast majority are fanatic adherents of the Supremacy Faction of the Azuriach Human Supremacy Party, infamous for its racist prejudices and rampant xenophobia.

Medon is a major Azuriach military base in the sector and is known to be heavily defended by Imperial Fleet and ground forces, but the precise strengths are not known.

MENELAUS III

StarSystem Coord	2.BB.-15 Antares Sector GSC 16.HH.+000
Stellar Primary	G1v main sequence star
FTL Conversion	10,000 LS
Planets in System	8
MENELAUS III	Type 1 Terran Planet: 3 moons.
Orbital Distance	1.00 AU
Length of Year	361 Terran days
Length of Day	25 hours 20 minutes
Planetary Diameter	13,500km
Surface Gravity	1.05G
Temperature Range	-53°C to +55°C
Atmosphere Type	Terran: 900mm: O ₂ 175mm; N ₂ 719mm. Conditions are virtually identical to Terran climate and weather.
Hydrosphere	81%: 3 large continents, 2 small continents, 7 large islands. Precipitation patterns are such that there are few dry regions on the planet, most of which is forested or else well-watered plains.
StarNationality	Azuriach Subjugated Colony
Sentient Race	Human Colonials
Population	30,000,000 Humans
Tech Level	Tech/10
StarPort Rating	x2 AAAAA (Tech/10 Azuriach StarPorts) x6 orbital fortresses
Sociological Data	Imperial Dictatorship
Societal Strength	8
Xeno Acceptance	91%
Government Type	Military Governor
Government Support	65% (Vote = 85%)
Loyalty Index	96% (Revolt = 02%)
Repression Index	30%
Bureaucracy Level	High
Corruption Level	02%
Law Level	1-5
Economic Rating	Very Rich Industrial
Gross Productivity	MCR 600,000
Per Capita Income	CR 20,000
Tax%/Levy	40% = MCR 240,000
Military Spending	35% = MCR 340,000
Major Exports	Industrial metals, power metals, chemicals, foodstuffs.
Major Imports	Manufactured goods, factory equipment, arms.
Trade Restrictions	20% import duty on all non-Imperial shipping.
Trade Acceptance	55%

Sentient Race

Humanoids	
Population	500,000,000 humanoids
Tech Level	Tech/6
Sociological Data	Subjugated Culture
Societal Strength	2
Xeno Acceptance	85%
Government Type	Puppet 'Quislings'
Government Support	15% (Vote = 15%)
Loyalty Index	15% (Revolt = 32%)
Repression Index	90%
Bureaucracy Level	Very High
Corruption Level	20%
Law Level	18+
Economic Rating	Poor Agricultural
Gross Productivity	MCR 375,000
Per Capita Income	CR 750
Tax%/Levy	40% = MCR 150,000

Menelaus III is a premium planet, with conditions ideal for human life. Indeed, the world belongs to that group terraformed by some unknown interstellar race more than 30,000 years ago, and the flora and fauna are essentially Terran. The indigenous race is basically human, somewhat mutated by local conditions, but with the same general characteristics as described for the Sularr of Arcadia III and the Janians of Janus V.

Menelaus was discovered by the Azuriach Imperium in 2295 and was conquered in the following year. There are currently 30 million Azuriach colonists on Menelaus, most being members of the extremist Supremacist Faction of the infamous Azuriach Human Supremacy Party.

The Azuriach colonists are intensely loyal to the Imperium and enjoy a

'master' status over the conquered Menelaians. To be blunt, Menelaus is an occupied planet, and the most repressive police state atmosphere imaginable pervades all aspects of daily life. The average Azuriach has virtual power of life and death over the Menelaians. Most Azuriachs are scientists, engineers, and technologists in the high tech industries established on the planet to maintain the Imperial forces in the StarSector. The world is one of the most important naval and military bases of the Imperial Armed Forces, and therefore is superbly defended by powerful contingents of the BattleFleet and the ground forces. In addition, the Azuriach militia is quite strong as well, with a goodly proportion of the colonists being retired veterans.

The Menelaians are, as noted, a distinctly human race, with deep coppery complexions and very handsome features. They were on the verge of space-flight when discovered by the Azuriachs. The Menelaians resisted the invasion bravely, inflicting very heavy casualties on the Imperial Storm Troops. But their Tech/6 weapons were no match for the vastly superior armaments of the Imperials, and they were finally forced to capitulate when the Azuriachs began nuclear bombardment of their population centers.

The Azuriachs chose not to exterminate the Menelaians outright, as they tend to do with all indigenous non-human races. Applying their warped race science to the matter, the Azuriachs came up with the finding that the Menelaians were indeed nominally human, but degenerate and fit only to serve the Master Race as slave laborers. In the following centuries, the Imperials ruthlessly crushed all outward signs of the once vibrant Menelaian culture and imposed upon that helpless people the discipline of the forced labor battalion and the concentration camp. Education of the native population was restricted to Tech/6 levels, on a 'need-to-know' basis so that workers could perform their jobs efficiently. Otherwise, no education of any worth is available, and a very professional propaganda program is in place in all aspects of society to convince the Menelaians of the superiority of the Azuriachs and their own abject inferiority.

The Menelaians, however, are a strong spirited people and have largely resisted all Imperial attempts to break their love of freedom. Their culture they have managed to preserve, passing on their history and traditions by word of mouth from generation to generation. Nor are they dismayed by Imperial force of arms. On eleven separate occasions, mass uprisings have been attempted to throw off the Imperial yoke. In each instance, the overwhelming superiority of the Imperial forces has crushed the rebellions, but the will to revolt still smolders in millions of Menelaian hearts.

To increase the effectiveness of their domination of the restive Menelaian people, the Imperials have enlisted the aid of collaborators. For there are a considerable number of Menelaians who have chosen to turn traitor to their race and accepted the rewards of cooperation with their masters. These collaborators, officially termed 'Loyalists' by the Imperials, have many privileges. They are the foremen and the overseers in



direct charge of the Menelaian slave laborers, and it is clear that they are even more hated by the populace than are the Azuriachs themselves. (The Menelaians refer to them, out of hearing of course, as Ta'chaal or cannibals, for they feed on the misery of their people). The Loyalists are exceedingly brutal and have the authority to kill any Menelaian laborer on the spot for the slightest infraction of regulations. The Loyalists are diligent in the performance of their duties. For they know that their very lives depend upon the continued good will and domination of their Azuriach masters. This whole situation, needless to say, is exactly as the Imperials would have it.

Menelaus is clearly ripe for revolt. It is though that Federation operatives are at work on the planet, organizing a new underground movement which will likely be unleashed in conjunction with a full-scale military campaign to liberate the planet. Agents of the Galactic Peoples Republic are also suspected to be active on Menelaus. Since the threat of rebellion is high in any case, the Imperial authorities maintain strict security measures, including heavy documentation requirements and a system of passes which greatly restricts free movement between districts. Visitors are strictly warned to obey all planetary regulations to the letter, as infraction may have the gravest consequences. Extreme caution should be exercised, as the 'Loyalist' informer and spy system is pervasive, and any seditious utterances (any critical comment about conditions on the planet is tantamount to incitement to rebellion) are punishable by severe penalties.

MIDAS II

StarSystem Coord	9.BB.+80 Antares Sector GSC 16.HH.+000
Stellar Primary	K1v main sequence star
FTL Conversion	10,000 LS
Planets in System	9
MIDAS II	Type 1 Terran Planet: 3 small moons
Orbital Distance	0.60 AU (300 LS)
Length of Year	108 Terran days
Length of Day	21 hours 50 minutes
Planetary Diameter	14,000km
Surface Gravity	1.10G
Temperature Range	-55°C to +44°C
Atmosphere Type	Terran: 775mm; O ₂ 145mm; N ₂ 624mm. Climatic conditions are Terran, but the shortness of the year has led to settlement predominantly in the subtropical and tropical regions, where the climate is mild and the growing season is longer.
Hydrosphere	77%: 2 very large continents and 5 small continents. Continental interiors of the large land masses and 2 of the small land masses are steppe-lands and desert. The remaining regions are well-watered and forested, except for the rather severe polar regions, which have fairly substantial ice caps and tundra.
StarNationality	Independent Lost Colony
Sentient Race	Human Colonials
Population	75,000,000 humans
Tech Level	Tech/6-7
StarPort Rating	B (Tech/10 League StarPort)
Sociological Data	Religious Oligarchy: Socialist
Societal Strength	5
Xeno Acceptance	29%
Government Type	Religious Oligarchy: Quasi-Dictatorial
Government Support	26% (Vote = 59%)
Loyalty Index	88% (Revolt = 10%)
Repression Index	60%
Bureaucracy Level	Moderate to High
Corruption Level	01%
Law Level	18+
Economic Rating	Very Rich Agricultural Planet
Gross Productivity	MCR 307,500
Per Capita Income	CR 4100
Tax%/Levy	50% = MCR 153,750
Military Spending	15% = MCR 46,125
Major Exports	Foodstuffs, exotic fruits, wines, gold, platinum, silver, some exotic gems.
Major Imports	Manufactured products.
Trade Restrictions	15% import duty.
Trade Acceptance	18%
General Note	Manufactured goods may command a +20% premium per Tech Level above Tech/7.

Midas II was settled in 2198 by a group of adherents to an obscure religious sect on Terra. The sect apparently desired to sever all contact with Terran culture and, even today, the colonists are most reluctant to even trade with offworlders. All offworlders are not permitted to leave the spaceport facility, all fraternization with the populace being strictly forbidden.

From what little is known of Midian society and culture, it is clear that every aspect of life is dominated and influenced by the Most High Church of the One True Faith. The Elders of the Church have virtually absolute authority, depending upon their Proctors and Ministers to maintain their authority and to put the fear of God in the people. The economy is nominally socialist, with all means of production under the ownership and control of the Church. Many facilities are communal in nature, with sharing and cooperation with one's brothers and sisters being emphasized. In fact, family and friendship ties have been carefully and deliberately weakened in order to command the loyalty of the people and place it squarely behind their faith and, by extension, the men who are at the head of the Church-Government. As one Free Trader put it, 'that pesthole is rottener than even the Azuriach Imperium and the G. P. R. when it comes to crushing individual liberty and freedom'. The regime is vicious and intolerant of any heresy, meaning any thinking not specifically approved by the Elders. Visitors are warned to hold their tongues and refrain from all unnecessary comment and conversation, as the regime has spies everywhere.

MILETUS III

StarSystem Coord	6.BB.-45 Antares Sector GSC 16.HH.+000
Stellar Primary	M0v red dwarf star
FTL Conversion	10,000 LS
Planets in System	6
MILETUS III	Type 17 Airless Planet
Orbital Distance	6.75 AU (3375 LS)
Length of Year	21.65 Terran years
Length of Day	nil: no axial rotation
Planetary Diameter	5500km
Surface Gravity	0.26G
Temperature Range	-185°C to -225°C
Atmosphere Type	Vacuum
Hydrosphere	Nil
StarNationality	Mercantile League Colony Planet
Sentient Race	Human Colonials
Population	100,000 humans in domed cities
Tech Level	Tech/9-10
StarPort Rating	D (Tech/10 Mercantile League Landing Ground)
Sociological Data	Mercantile Open Society
Societal Strength	7
Xeno Acceptance	28%
Government Type	Company Planet: Planetary Directorate
Government Support	24% (Vote = 59%)
Loyalty Index	84% (Revolt = 05%)
Repression Index	13%
Bureaucracy Level	Moderate
Corruption Level	12%
Law Level	1-5
Economic Rating	Exceedingly Rich Mining Planet
Gross Productivity	MCR 10,000
Per Capita Income	CR 100,000
Tax%/Levy	20% = MCR 2000
Military Spending	10% = MCR 500
Major Exports	Power metals, irridium, gold, platinum, silver.
Major Imports	Manufactured goods (especially mining equipment), foodstuffs, luxury goods, wines, liquor.
Trade Restrictions	Mercantile Free Trade Policy
Trade Acceptance	50%

Miletus III is famous for two things: its fabulously rich ore deposits and its almost featureless surface. Indeed, the surface of the planet is so regular that it is locally known as the Billiard Ball. Astrophysicists are at a loss to explain the total lack of meteor infall and cratering, so typical of airless worlds. Nor are there any known geological reasons why the planet is devoid of hills, valleys, crevasses, etc. One theory recently advanced is that the planet bears evidence of having been moved from an orbit much nearer to its red dwarf primary, perhaps by some terrible ForeRunner weapons system. Clearly, the planet's atmosphere was ripped away, as was its entire rocky crust. This has exposed its metal-rich interior.

Until recently, Miletus III was hotly contested by the Vita Corporation and Ulpia Felix Corporation, both of whom discovered the planet at the same time and claimed sole proprietorship. After four costly and inconclusive corporate wars over the issue, a Senate consultiio awarded joint ownership to the two companies. With some grumbling, Vita and Ulpia Felix have managed to work out an arrangement that has split Miletus exactly in two along the equator, with Vita in the south and Ulpia Felix in the north.

There are currently six mining centers on Miletus, three for each company. Each mining center contains smelting facilities and major mines. Mining leases have also been granted to small independents (at a 10% royalty fee), and there are currently about 3000 small mining camps dotting the planet. The lessees are required to bring their ore concentrates to the company smelters for final processing and sale.

Sentient Race	Human Lost Colonials
Population	5,000,000 humans
Tech Level	Tech/2-3
Sociological Data	Tribal Anarchy
Societal Strength	3
Xeno Acceptance	78%
Government Type	Tribal Anarchy: Chieftains
Government Support	25% (Vote = 50%)
Loyalty Index	86% (Revolt = 26%)
Repression Index	55%
Bureaucracy Level	Non-existent
Law Level	1-5
Economic Rating	Poor Agricultural
Gross Productivity	MCR 875
Per Capita Income	CR 175
Tax%/Levy	—
Military Spending	MCR 125
Major Exports	—
Major Imports	Arms
Trade Restrictions	No restrictions
Trade Acceptance	25%

MITHRADATES VII (BARAKA)

StarSystem Coord	5.BB.—35 Antares Sector GSC 16.HH.+000
Stellar Primary	M8iii/K2v red giant binary system
FTL Conversion	35,000 LS
Planets in System	12
BARAKA	Type 1 Terran Desert Planet: 1 large moon
Orbital Distance	2.25 AU (1125 LS)
Length of Year	1.49 Terran years
Length of Day	26 hours 25 minutes
Planetary Diameter	15,000km
Surface Gravity	1.15G
Temperature Range	—50°C to +68°C
Atmosphere Type	Terran: 1000mm: O ₂ 200mm; N ₂ 793mm. Climatic conditions are desert and steppe almost everywhere on the planetary surface, except for some moderately well-watered uplands which are forested. Polar and sub-polar regions are arctic tundra and icecaps.
Hydrosphere	21%: several landlocked seas and not a few large lakes in temperate and higher latitudes, but few open bodies of water in the low latitudes - where oases predominate.
StarNationality	Mercantile League Colony Planet
Sentient Race	Human Colonials
Population	250,000 humans
Tech Level	Tech/9-10
StarPort Rating	D (Tech/9-10 Mercantile League Landing Ground)
Sociological Data	Mercantile Open Society
Societal Strength	9
Xeno Acceptance	02%
Government Type	Company Planet: Planetary Directorate
Government Support	41% (Vote = 60%)
Loyalty Index	90% (Revolt = 06%)
Repression Index	12%
Bureaucracy Level	Low
Law Level	1-5, but 18+ when arms-trading to the Barakans
Economic Rating	Very Rich Agricultural
Gross Productivity	MCR 3750
Per Capita Income	CR 15,000
Tax%/Levy	20% = 750
Military Spending	15% = 565
Major Exports	Agricultural products
Major Imports	Manufactured products
Trade Restrictions	Mercantile Free Trade Policy except no arms trading to Barakans (Lost Colonials)
Trade Acceptance	50%
General Note	The ban on armaments sales to the Barakans is an exception to usual League free trading policy but is approved by the League Government. The Barakans are bandits who raid the farms of the League colonials and cannot be allowed to obtain advanced armaments. The Barakans will pay, in gold, +25% bonus to the price of any arms over Tech/3 levels.

Mithradates VII or Baraka, as it is called by the lost colonials found on this desolate world in 2479, is a desert world of generally savage hostility. There are huge sand seas in some regions, while others are nothing but windswept rock or alien wastelands of volcanic debris. The planet also has several mountain ranges and numerous volcanic cones, most of which are presently dormant. Some of the landforms have been shaped by the winds into eerie and awesome wind sculptures. The higher latitudes are cooler than the furnace-hot equatorial and tropical regions, and here can be found several inland seas and freshwater lakes, forested uplands, and even a few rivers.

As might be expected, the plant and animal life of Baraka is highly adapted to the arid conditions that prevail over most of the planetary surface. The fiercely hot and dry equatorial belt is devoid of most life, generally restricted to the Makisst bush. The Makisst resembles, if anything, greenish-grey rock and is actually not a bush at all, but rather a colony of small plants bonded together with a glue-like mass. The fibres of the Makisst are quite useful in the manufacture of some very tough synthetic cloths, while the glue can be made into an excellent industrial bonding compound. Farther away from the equator, one finds the more conventional cactii forms of vegetation, several varieties of tenacious bunch grasses, and numerous insect types, plus a few desert lizards. The higher latitudes have some steppelands with tall grasses suitable for grazing. Here can be found mammalian creatures, the largest of which is a carnivorous beast about the size of a very large rat. Terran animals also live in the plains, these being wild goats, sheep, and donkeys. The waters, of course, contain a variety of aquatic plants and fish.

In 2479 the planet was discovered by Tempo StarLines & Trading Corporation, a small Free Trader firm out of Martius III. The company opened up a number of trading posts to trade with the Barakans. In return for the usual low tech trade items (metal tools, knives, hatchets, etc.), the traders received nuggets of gold and native silver as well as Makisst gums and fibres. In 2506, the planet was opened up for limited colonization under company Charter.

The League colonials have found that the plateau regions of the northern hemisphere are amenable to terraforming, and extensive irrigation and tree-planting has transformed the area. Crop yields are excellent, as the soil is quite fertile once water can be had in abundance. Very recently, deposits of precious metals and industrial ores have been discovered in the heart of the Barakan territories, and several mining ventures have begun in the region.

The Barakans resent the invasion of their steppelands and have raided the mining camps on several occasions. They have also taken to raiding the outlying farms. The nomads are descendants of what appears to have been a shipwrecked G. P. R. colonization expedition forced to make planetfall on Mithradates in 2245 because of powerplant failure. The survivors at first tried to maintain a modicum of civilization. This proved impossible because most of their equipment and supplies were destroyed in the crash, and the environment was simply too harsh. Over the next two centuries, their culture degenerated into a simple and primitive form of communistic tribalism. Their lives centered around herding the sheep, goats, and donkeys that were the only domestic animals aboard that adapted successfully to the planetary conditions.

Barakan raids on the settlements has recently reached levels that forced a virtual ban on trade with the nomads. The League has stepped in to establish a colonial administration over the broad external affairs of the world; for the G. P. R. has advanced a claim on Mithradates based upon prior settlement by its nationals. A Marine regiment reinforced by armor and air units has been stationed at MithraPort. Punitive action is expected against the nomads any day now, as it is apparent that G.P.R. gun runners have been active, while it is suspected that G. P. R. comandos may have been landed in the back country to organize the natives.

NESTOR IV

StarSystem Coord	2.CC.—40 Antares Sector GSC 16.HH.+000
Stellar Primary	M0v/M4v red dwarf binary system
FTL Conversion	10,000 LS
Planets in System	6
NESTOR IV	Type 17 Airless Planet
Orbital Distance	7.85 AU (3925 LS)
Length of Year	20.66 Terran years
Length of Day	42 days 11 hours
Planetary Diameter	6800km
Surface Gravity	0.31G
Temperature Range	−160°C to −210°C
Atmosphere Type	Nil
Hydrosphere	Nil
StarNationality	Mercantile League Colony Planet
Sentient Race	Human Colonials
Population	250,000 humans in domed cities
Tech Level	Tech/9-10
StarPort Rating	D(Tech/10 Mercantile League Landing Ground)
Sociological Data	Mercantile Open Society
Societal Strength	6
Xeno Acceptance	17%
Government Type	Company Planet: Planetary Directorate
Government Support	22% (Vote = 61%)
Loyalty Index	79% (Revolt = 11%)
Repression Index	18%
Bureaucracy Level	Moderate
Corruption Level	18%
Law Level	1-5
Economic Rating	Rich Mining Planet
Gross Productivity	MCR 6250
Per Capita Income	CR 25,000
Tax%/Levy	20% = MCR 1250
Military Spending	10% = MCR 625
Major Exports	Industrial metals, power metals.
Major Imports	Manufactured goods (especially mining equipment), foodstuffs, luxury goods, liquor.
Trade Restrictions	Mercantile Free Trade Policy
Trade Acceptance	62%

There is nothing remarkable about Nestor IV. It is a typical airless planet circling a pair of dwarf red stars in their final stages of existence. The world is heavily cratered by meteor infall, although activity in this area is currently almost non-existent.

Nestor is controlled by the great Sampson Corporation of Rhodes, and there are seven mining centers on the tiny world, all Sampson operations. The planet was discovered in 2493 and awarded to Sampson as a corporate monopoly in 2498. Although several rich strikes have been discovered, Sampson is redoubling its efforts to complete a comprehensive planetary survey. Early indications are that some exceedingly rich finds have been made, including a meteor hit that contains a core of collapsium, and corporate production and profits are expected to increase dramatically in the next few years.

PALAMEDES II

StarSystem Coord	1.AA.+50 Antares Sector GSC 16.HH.+000
Stellar Primary	K2v main sequence star
FTL Conversion	10,000 LS
Planets in System	8
PALAMEDES II	Type 1 Terran Forest Planet: 9 small moons
Orbital Distance	0.55 AU (275 LS)
Length of Year	177 Terran days
Length of Day	27 hours 55 minutes
Planetary Diameter	12,000km

Surface Gravity	0.75G
Temperature Range	−40°C to +45°C
Atmosphere Type	Terran: 800mm: O ₂ 170mm; N ₂ 623mm. Conditions are very Terran, except that the seasons are much shorter in higher latitudes.
Hydrosphere	83%: 2 large continents, 3 small continents, numerous islands. The major portion of the planetary surface is well watered and heavily forested.
StarNationality	Member Avann Oligarchy (Whistlers)
Sentient Race	Avians
Population	500,000,000 Avians
Tech Level	Tech/9-10
StarPort Rating	x3 AAAAA (Tech/10 Avann StarPorts) x10 orbital fortresses
Sociological Data	Avian Aristocratic Society
Societal Strength	8
Xeno Acceptance	48%
Government Type	Avian Oligarchical Dictatorship
Government Support	30% (Vote = 68%)
Loyalty Index	83% (Revolt = 10%)
Repression Index	45%
Bureaucracy Level	Very High
Corruption Level	20%: Institutionalized bribery in that a gift is considered mandatory in order to facilitate routine matters. Actual bribery to obtain illegal assistance/cooperation is at 04% (Avians are really lawful creatures).
Law Level	18+
Economic Rating	Rich Industrial World
Gross Productivity	MCR 11,250,000
Per Capita Income	CR 22,500
Tax%/Levy	40% = MCR 4,500,000
Military Spending	20% = MCR 2,250,000
Major Exports	Manufactured products.
Major Imports	Industrial metals, power metals, collapsium, foodstuffs.
Trade Restrictions	15% import duty.
Trade Acceptance	67%
General Note	Preferred imports bring a +3 premium on the Trade & Commerce index.

Palamedes II is the principal avian planet in the Antares starsector (the avian name is unpronounceable). The planet is, in the opinion of some avian residents, not the best because the sun is a bit too dim and cool for their liking. But conditions are generally acceptable. Humans would find Palamedes II to be a premium planet for colonization. The world bears considerable evidence of terraforming to avian requirements. The animal life is characteristically rich in bird and small mammalian types, with no predators larger than the Terran eagle and wolf. As a whole, the world seems 'untouched' by industry, with many regions of natural splendor. The vegetation has the typical blue-green tint common on all avian worlds. Most remarkable of all are the huge Terrill'lalulu trees, which can reach a height of 125 meters and have a diameter of close to 20 meters at the base. Many of these great trees are partially hollowed out and serve as homes for the avians.

When approaching the StarSystem, visitors are warned to heave to at the 10,000 LS range from the stellar primary and open hailing frequencies to alert the avian system patrol. An avian pilot will be taken aboard for approach and departure from the system, and customs officials will also board for inspection. Foreign warships are strictly forbidden to enter the system except with prior arrangement through embassies.

Like on all avian worlds, visitors are generally barred from entering the hinterland and are restricted to the spaceport and the adjacent foreign enclave. However, visitors may be lucky enough to obtain entry visas if they are important personages and have highly placed avian friends to arrange matters. Those few who succeeded in gaining entry to the interior have reported that the planet is a truly magnificent world and deplore the Whistlers reluctance to permit tourism.

The great industrial centers are all located on the largest continent, about the size of Asia on Terra. Visitors are forbidden entry to the region, but long-range observation from space has revealed that large areas of the continent have been extensively mined. There are also 23 huge industrial complexes, covering hundreds of square kilometers each.

The Avann maintain a social structure and political system based upon



precedence in the pecking order - superficially, not unlike the natural social structure of birdlife. Lower ranking members of society must show respect and deference to their betters or risk the grave displeasure and chastisement of superiors. At the same time, the oligarchical ruling class evidences a sense of noblesse oblige and looks after inferiors with a devotion and pride that cannot be adequately described. One's rank seems to be based upon a curious mixture of genuine merit and competence, circumstances of birth, and the ability to strike an imposing stature and intimidate others.

Visitors are advised to refrain from disrespectful conduct, particularly when dealing with government authorities and high ranking members of avian business firms. Lack of good manners and disregard of their prerogatives can lead the offended avian official to turn down any request out of hand. At the same time, the authoritarian structure of avian society is such that even an alien can treat a person of clearly inferior status with relative disregard, as he/she is expected to be suitably servile and can be handled with customary bluntness or rudeness. The trick is knowing where one stands in the avian view of social precedence. No one can commit a serious breach of etiquette if a modicum of politeness is shown to anyone who appears an equal or even an inferior, but any avian clearly below one in social status (such as a waiter or a hotel servant) must be treated with firmness and authority if the visitor does not wish to lose face.

Visitors should also note that avian society is seemingly quite corrupt in that heavy tips and bribes are the order of business. In fact, this is far from the case. Amongst birds, the dominant individual proves his importance and superior status by 'giving' to inferiors who do him a service. Thus a tip is required, and the more important the personage, the larger the remuneration. This leads, however, to a rather contradictory situation. Anyone purchasing goods or services is, in effect, in a dominant position. Yet one often has to deal with one's actual social superiors. In avian society, it is a mortal insult to give a present to one who stands above you, and yet the specific situation has reversed the normal order of things. Thus, to mollify the irritation felt by an important avian that a true inferior has offered him anything when, by custom and instinct the reverse should occur, a suitably large present is required. In return, the avian will attempt to assert his dominance and importance by providing the goods or service in a manner that clearly demonstrates his power and control of the situation. Put bluntly, he is obligated to show his superiority by doing what he can to satisfy the needs of his perceived inferior. It is all part of the pecking order game, and an accomplished visitor can actually use the avians' own prejudices to manipulate things to his own advantage.

At the same time, it should be noted that the avians are very law-abiding individuals. The bribe system is really not that at all. Consequently, visitors are warned not to attempt to actually bribe an avian to do anything illegal. Failure in an illegal bribery attempt can bring serious consequences.

On a final note, the Avann do not seem to enjoy a family life except between mated pairs. As soon as the young are old enough, they leave the family and neither parents nor offspring maintain a further connection unless it is based upon a genuine liking for each other or upon a business relationship.

PEGASUS VI (MINDANAR)

StarSystem Coord	7.DD.—50 Antares Sector GSC 16.HH.+000
Stellar Primary	M7iv red sub-giant star
FTL Conversion	20,000 LS
Planets in System	12
MINDANAR	Type 2 Terran No seasons Planet
Orbital Distance	2.45 AU (1225 LS)
Length of Year	1.57 Terran years
Length of Day	31 hours 17 minutes
Planetary Diameter	15,000km
Surface Gravity	1.15G
Temperature Range	—35°C to +50°C
Atmosphere Type	Terran: 1350mm: O ₂ 285mm; N ₂ 1057mm. Climatic conditions are typical for a 'no seasons' planet, with temperatures moderated by the considerable expanse of ocean.
Hydrosphere	84%: 8 modest continents and 3 great archipelagoes. Precipitation patterns are such that only one of the continents has desert conditions; the others are well-watered and support extensive forests and fertile steppelands.
StarNationality	Member Trojan Empire
Sentient Race	Humanoids
Population	250,000,000 Humanoids
Tech Level	Tech/8-9
StarPort Rating	x1 AAAAA (Tech/9 Trojan Imperial StarPort)
Sociological Data	Totalitarian Society
Societal Strength	6
Xeno Acceptance	83%
Government Type	Imperial
Government Support	39% (Vote = 52%)
Loyalty Index	84% (Revolt = 12%)
Repression Index	10%
Bureaucracy Level	High
Corruption Level	13%
Law Level	18+
Economic Rating	Average Agricultural Planet
Gross Productivity	MCR 7,312,500
Per Capita Income	CR 4875
Tax%/Levy	30% = MCR 2,190,000
Military Spending	12% = MCR 877,500
Major Exports	Foodstuffs, wine, luxury goods, some petroleum and industrial metals.
Major Imports	High Tech manufactured products.
Trade Restrictions	20% import duty.
Trade Acceptance	55%

Pegasus VI or Mindanar is a fairly typical Trojan planet (see Priam II). Visitors are forbidden to leave the spaceport area. Trade possibilities are fair, but the local authorities are particularly intolerant of foreigners. Visitors are advised not to go ashore unless on pressing business.

Foodstuffs available for purchase on the planet are compatible only with the Trojan metabolism. However, the Trojans will grant a free-trade permit to any carrier contracting to deliver food to Vekkan or Therai.

PERGAMUM IV (KORAG)

StarSystem Coord	10.EE.—40 Antares Sector GSC 16.HH.+000
Stellar Primary	F6v main sequence star
FTL Conversion	10,000 LS
Planets in System	9
KORAG	Type 1 Terran Planet: 5 small moons
Orbital Distance	1.40 AU (700 LS)
Length of Year	1.52 Terran years
Length of Day	23 hours 40 minutes
Planetary Diameter	19,500km
Surface Gravity	1.75G
Temperature Range	—40°C to +55°C

Atmosphere Type	Terran: 1000mm: O ₂ 240mm; N ₂ 760mm. Climatic conditions are almost identical to Terra.
Hydrosphere	80%: 5 large continents, 2 small continents, 11 large islands.
StarNationality	United Federation Protectorate
Sentient Race	Pithecinies
Population	750,000,000 Pithecinies
Tech Level	Tech/6-7
StarPort Rating	x1 AAAAA (UFP Naval Base) x6 orbital fortresses (moons also fortified)
Sociological Data	Open Society
Societal Strength	9
Xeno Acceptance	68% (05% if UFP nationals)
Government Type	Representative Democracy
Government Support	38% (Vote = 67%)
Loyalty Index	88% (Revolt = 10%)
Repression Index	14%
Bureaucracy Level	Moderate
Corruption Level	13%
Law Level	10-13
Economic Rating	Average Agricultural Planet
Gross Productivity	MCR 2,625,000
Per Capita Income	CR 3500
Tax%/Levy	30% = MCR 787,500
Military Spending	18% = MCR 472,500
Major Exports	Foodstuffs, petroleum, chemicals, uranium.
Major Imports	High Tech manufactured goods.
Trade Restrictions	10% import duty.
Trade Acceptance	63%

Korag (Pergamum V) is a high-gravity planet with extensive forests, jungles, and tropical savannas and steppelands, in many respects quite like Terra except for the punishing 1.75 G gravitational field. The world is truly vast, with a land area several times that of Terra.

Korag was discovered by Terran Union contacts personnel in 2386 and was instantly placed under Terran protection when an aboriginal race of Tech/2 pithecinies was found there. Over the following two centuries, the Ragal of Korag were encouraged to develop a culture and technology which would prepare them for eventual entry into the galactic culture surrounding them. Currently, the planet is at a general Tech/6-7 level, with some high-technology industry at the Tech/10 level to support Federation/Koragan military and naval establishments. Koragan society now evidences Federation attitudes and lifestyles.

The Ragal of Korag closely resemble Terran gorillas, except that their bodies and legs are much more refined and human in shape. Their hands have efficient, opposed thumb and finger configuration which permits dextrous manipulation of objects. In general size, strength, etc., the Ragal are quite comparable to the ursinoid Blarads. They are covered with body hair which can range from black and dark brown to reddish-brown and even blonde, and eye colors can be black, brown, green, or blue, as in humans. The native tongue sounds, to the untrained ear, to be a monkey-like mixture of guttural and high-pitched grunts, growls, squeaks, and howls which can easily be misinterpreted as brutish and 'lacking intelligence'. In fact, it is a most expressive language with considerable sophistication and flexibility. About 25% of the population now speaks Anglic Basic, and a concerted education program has been instituted planet-wide to teach young Koragans in Basic.

Koragan society is still largely rural, with 81% of the population engaged in agriculture or crafts, living on farms and in small rural towns and villages. The Ragal themselves live in extended families, several generations being in the family Karag'h or clan and led by the dominant male and female in the group. Family loyalties are intense, and much affection can be noted between the members. The Ragal of the countryside are conservative in attitude but can be most hospitable and solicitous of the needs of visitors once strangers are seen to be trustworthy and polite. Manners are of prime importance amongst all the Ragal, somewhat understandable considering the ability of these large, immensely powerful beings to tear an enemy limb from limb when angered. Good manners and concern for the welfare of others is a notable and most commendable feature of this worthy race.

The rich natural resources of Korag are now under development, and a number of large industrial and mining complexes dot the planetary surface. Korag is immensely rich in petroleum and uranium, and there are also large deposits of industrial metals. A flourishing consumer industry is also developing on Korag, but many high technology products still have to be imported.

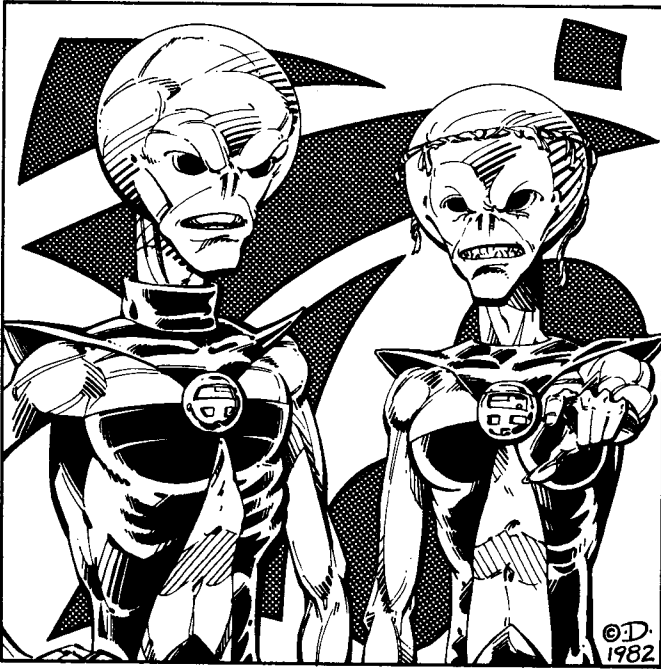
The Koragans are very loyal to the Federation, out of gratitude for the long and sensitive assistance rendered by Contact Service personnel, and many young Ragal have sought to join the StarForces, especially in the Marine Light Infantry, where Ragal strength and Terran body armor combine to turn them, like Blarads, into power armor troops without the powered assist.

Korag is heavily fortified, with six great orbital fortresses and a major Federation StarBase to protect it. For the Azuriach Imperium has long regarded Korag as a planet slated for total purification (an Imperial euphemism for mass extermination of the entire population). The Imperials regard the Korag as a travesty of nature, a Beast parody of the perfection of the human form which to Imperial thinking, is the greatest of mortal insults. That the 'apes' of Korag could attain human levels of thought and development is unbearable to the Imperials, who reject totally the theory that mankind evolved from a lower primate. As for the Koragans, their attitude towards Azuriachs should be obvious, for they have suffered terribly from several Imperial raids on their world and clearly understand who the real enemy is. To put a Ragal close to an Imperial is to invite immediate and reflexive violence, regardless of the consequences or the situation. No quarter is given nor asked.

PERICLES III (LAANTHU)

StarSystem Coord	8.CC.+05 Antares Sector GSC 16.HH.+000
Stellar Primary	G8v main sequence star
FTL Conversion	10,000 LS
Planets in System	8
LAANTHU	Type 1 Terran Steppe Planet: 1 moon
Orbital Distance	0.730 AU (365 LS)
Length of Year	255 Terran days
Length of Day	22 hours 55 minutes
Planetary Diameter	11,750km
Surface Gravity	0.90G
Temperature Range	-47°C to +58°C
Atmosphere Type	Terran: 675mm: O ₂ 120mm; N ₂ 548mm. Climatic conditions are generally Terran, but large expanses of fertile steppelands and barren desert are found on the major continents.
Hydrosphere	58%: 3 large continents, 2 small continents, and 8 very large islands. The interiors of the large continents have vast areas of steppeland and desert.
StarNationality	Member Trojan Empire
Sentient Race	Humanoids
Population	500,000,000 Humanoids
Tech Level	Tech/8-9
StarPort Rating	x2 AAAAA (Tech/9 Trojan)
Sociological Data	Totalitarian Society
Societal Strength	8
Xeno Acceptance	98%
Government Type	Imperial
Government Support	43% (Vote = 72%)
Loyalty Index	82% (Revolt = 16%)
Repression Index	15%
Bureaucracy Level	Moderately High
Corruption Level	14%
Law Level	18+
Economic Rating	Average Agricultural Planet
Gross Productivity	MCR 2,750,000
Per Capita Income	CR 5500
Tax%/Levy	30% = MCR 825,000
Military Spending	15% = MCR 412,500
Major Exports	Foodstuffs, wines, industrial metals.
Major Imports	Manufactured goods.
Trade Restrictions	20% import duty.
Trade Acceptance	75%

Pericles III or Laanthu is a standard Trojan planet (see Priam III). Visitors are forbidden to leave the spaceport area. Trade possibilities are good, and the local authorities are most efficient at arranging trade and customs clearance - if 'tribute' (bribes) are rendered. The civilians in the spaceport enclave are often openly hostile towards foreigners, however, and visitors are advised to avoid incidents whenever possible.



Foodstuffs available on Laanthu are compatible with only the Trojan metabolism. However, Laanthuvian wines can be safely consumed by non-Trojans and are much prized for their high quality. The Trojans will grant a free-trade permit to any carrier contracting to deliver food to Vekkan or Therai.

PERSEUS IV

StarSystem Coord 6.HH.-75 Antares Sector GSC 16.HH.+000
 Stellar Primary G2v main sequence star
 FTL Conversion 10,000 LS
 Planets in System 10
PERSEUS IV Type 1 Terran Jungle Planet: 2 moonlets
 Orbital Distance 0.95 AU (475 LS)
 Length of Year 346 Terran days
 Length of Day 25 hours 35 minutes
 Planetary Diameter 15,000km
 Surface Gravity 1.45G
 Temperature Range -28°C to +55°C
 Atmosphere Type Terran: 1275mm: O₂ 310mm; N₂ 955mm. Climatic conditions are hot and humid in most of the low-lying areas, except in the high latitudes. The uplands are cooler and more temperate.

Hydrosphere

79%: 6 large continents, with arms of the seas extending inland. Vast regions are jungle or swamp. Humidity and precipitation levels are very high in low-lying areas, and the cloud cover is rarely under 6/10. Tropical storms can produce sudden, very heavy rainfall.

Independent Planet
 Sentient Race Human Colonials
 Population 50,000,000 Humans
 Tech Level Tech/8
 StarPort Rating x1 AAAAA (Tech/8 National StarPort)
 Sociological Data Communist Society
 Societal Strength 7
 Xenon Acceptance 16%
 Government Type Restricted Democracy
 Government Support 72% (Vote = 51%)
 Loyalty Index 77% (Revolt = 17%)
 Repression Index 38%
 Bureaucracy Level Very High
 Corruption Level 12%
 Law Level 18+
 Economic Rating Rich Industrial Planet
 Gross Productivity MCR 512,500
 Per Capita Income CR 10,250
 Tax%/Levy 40% = MCR 205,000
 Military Spending 22% = MCR 112,750

Major Exports Industrial metals, chemicals, petroleum, vehicles, aircraft, factory equipment.
 Major Imports Power metals, luxury items.
 Trade Restrictions 25% import duty, except 10% for G. P. R. shipping and products.
 Trade Acceptance 75%

Perseus IV was settled in 2283 by a small group of socialist dissidents from Italy. In 2493 a communist revolution was engineered by agents of the Galactic Peoples Republic and the planet has been under a totalitarian regime ever since. Visitors must obtain a landing visa at the spaceport in order to venture into the interior, and their movements will be restricted. Visitors are obliged to accept a government guide and should understand that the guide is probably reporting regularly to the Department of State Security.

The G. P. R. maintains a strong presence on Perseus IV, using the planet as its only real foothold in the entire StarSector. The exact numbers of G. P. R. personnel on the planet is unknown, but recently, a large naval force has been operating in the region, and indications are that one of the moonlets of Perseus IV is being fortified and turned into a major naval installation.

PHOENIX VI

StarSystem Coord 3.II.-65 Antares Sector GSC 16.HH.+000
 Stellar Primary A2v/wd main sequence binary system
 FTL Conversion 10,000 LS
 Planets in System 12
PHOENIX VI Type 1 Terran Planet: 2 large moons
 Orbital Distance 2.60 AU (1300 LS)
 Length of Year 3.32 Terran years
 Length of Day 25 hours 46 minutes
 Planetary Diameter 13,000km
 Surface Gravity 0.95G
 Temperature Range -46°C to +50°C
 Atmosphere Type Terran: 750mm: O₂ 160mm; N₂ 583mm. Terran climatic conditions, but seasons are very long in higher latitudes.

Hydrosphere

74%: 1 very large continent, 4 average continents. The interior of the largest continent has large expansions of steppeland and desert. large expanses of steppeland and desert.

Member Avann Oligarchy (Whistlers)
 Avians
 Population 250,000,000 Avians
 Tech Level Tech/9-10
 StarPort Rating x3 AAAAA (Tech/10 StarPorts)
 x6 orbital fortresses

Sociological Data Avian Aristocratic Society
 Societal Strength 10
 Xenon Acceptance 38%
 Government Type Avian Oligarchical Dictatorship
 Government Support 27% (Vote = 54%)
 Loyalty Index 80% (Revolt = 15%)
 Repression Index 60%
 Bureaucracy Level Very High

Corruption Level 20%: Institutionalized bribery in that a gift is considered mandatory in order to facilitate routine matters. Actual bribery to obtain illegal assistance/cooperation is at 05% (Avians are really 'lawful' creatures).

Law Level 18+
 Economic Rating Rich Industrial Planet
 Gross Productivity MCR 4,375,000
 Per Capita Income CR 17,500
 Tax%/Levy 40% = 1,750,000
 Military Spending 20% = 875,000
 Major Exports Manufactured goods.
 Major Imports Industrial metals, chemicals, petroleum, power metals, and foodstuffs.

Trade Restrictions 15% import duty from non-Avians
 Trade Acceptance 80%
 General Note Goods on the preferred imports list bring a +3 premium on the Trade & Commerce index.

Phoenix VI (the Avann name is unpronounceable) is barred to all visitors except for the starport facilities and the foreign enclave adjacent. (See the note on Palamedes II for details).

Phoenix VI has been terraformed to correspond to avian requirements. Humans will find the sunlight too intense, requiring some kind of filter or shade, while the UV can produce a fast sunburn for anyone not of dark complexion or otherwise protected.

Phoenix VI produces a wide range of manufactured products. It is also the primary produce of starships and aircraft for the Avann navy and military in the starsector.

When approaching the StarSystem, visitors are warned to heave to at the 10,000 LS range from the stellar primary and open hailing frequencies to alert the avian system patrol. An avian pilot will be taken aboard for approach and departure from the system, and customs officials will also board for inspection. Foreign warships are strictly forbidden to enter the system except with prior arrangement through embassies.

PLATO II

StarSystem Coord	7.II.+50 Antares Sector GSC 16.HH.+000
Stellar Primary	G5v main sequence star
FTL Conversion	10,000 LS
Planets in System	8
PLATO II	Type 6 Terran Ice Planet: 4 small moons.
Orbital Distance	1.00 AU (500 LS)
Length of Year	1.07 Terran years (391 days)
Length of Day	25 hours 05 minutes
Planetary Diameter	15,000km
Surface Gravity	1.45G
Temperature Range	-95°C to +25°C
Atmosphere	Terran: 900mm: O ₂ 150mm; N ₂ 741mm. Climatic conditions are typical of a Type 6 world, with polar conditions prevailing over much of the planet. Tropical regions reach temperatures to +25°C.
Hydrosphere	84%: most of the seas are frozen or else locked up in vast icecaps which often reach 1500m to 2000m thickness.
StarNationality	Independent Planet: MekPurr Protectorate
Sentient Race	Avatar Felines
Population	5,000,000 Felines (est.)
Tech Level	Tech/6-10 (MekPurr equipment present)
StarPort Rating	B (Tech/10 MekPurr Trading Port)
Sociological Data	Aristocratic Society
Societal Strength	8
Xeno Acceptance	80%
Government Type	Feudalism
Government Support	40% (Vote = 60%)
Loyalty Index	95% (Revolt = 15%)
Repression Index	14%
Bureaucracy Level	Low
Corruption Level	01%
Law Level	1-5
Economic Rating	Very Rich Proto-Industrial
Gross Productivity	MCR 137,500
Per Capita Income	CR 27,500
Tax%/Levy	30% = 41,250
Military Spending	15% = 20,625
Major Exports	Furs, industrial metals, power metals.
Major Imports	Manufactured goods, foodstuffs.
Trade Restrictions	MekPurrs only.
Trade Acceptance	55%

Plato II is in the middle of an ice age which has already lasted some 22,000 years. The equatorial belt has a temperate climate, but the higher latitudes are progressively colder. Huge glacial fields and ice caps cover most of the planet north of lat. 20° N and lat. 17° S, with few life forms present on the actual ice caps. The equatorial region is heavily forested and has a remarkable abundance of game.

The indigenous feline natives of Plato are generically very close to the MekPurr (interbreeding is possible). After several centuries of bitter resistance to the advanced technology of the MekPurr civilization, the avatars began to accept the notion of change. Now, their lifestyle is a curious mixture of barbarism and high technology.

The MekPurrs maintain a starport on the planet and their cultural development mission assists the avatars in managing and improving their affairs. However, there is little overt interference with the daily lives of the natives. Recognizing that the avatars of Plato will, in time, be a valuable addition to their star grouping, the MekPurrs have evidenced a

most uncharacteristic patience and willingness to let matters develop gradually and naturally. For their part, the avatars have accepted certain elements of MekPurr life - especially weapons technology. This suits the MekPurrs, who have found many willing volunteers for their military from the ranks of the avatars. With the growing threat from the Azuriach Imperium, the MekPurrs need all the troops they can get.

The population is highly dispersed, with few communities reaching over 1000. Only the MekPurr starport area has any kind of concentration of population, with about 25,000 living in the vicinity. About 50,000 MekPurrs and 750,000 robotic Meks are on the planet, largely engaged in mining and limited manufacturing operations. A growing number of the avatars are coming to work in the MekPurr industries, but most still are engaged in trapping, hunting, and raising of livestock.

PONTUS VIII

StarSystem Coord	5.II.+35 Antares Sector GSC 16.HH.+000
Stellar Primary	M4iii/K7v red giant binary system
FTL Conversion	35,000 LS
Planets in System	16
PONTUS VIII	Type 2 Terran Ocean Planet: 1 very large moon
Orbital Distance	36.25 AU (18,125 LS)
Length of Year	48.8 Terran years
Length of Day	31 hours 10 minutes
Planetary Diameter	20,000km
Surface Gravity	1.55G
Temperature Range	-33°C to +52°C
Atmosphere	Terran: 1500mm: O ₂ 325mm; N ₂ 1160mm. Climatic conditions are greatly moderated by the vast oceans of Pontus.
Hydrosphere	97%: no large land masses: islands only. Since there are no land areas of any size to break the power of storms, oceanic storms can build to great intensity and are among the most savage in the known universe. The closeness of the 8000km diameter moon (56,000km) also leads to tides that rise as high as 125m.
StarNationality	Member of the Klackon Empire
Sentient Race	Klackons
Population	500,000,000 Klackons
Tech Level	Tech/9
StarPort Rating	x1 AAAAA (Tech/9 Klackon StarPort) x3 orbital fortresses (moon also fortified)
Sociological Data	Klackon Imperial Governorship: Caste Society
Societal Strength	6
Xeno Acceptance	88% (exceedingly hostile)
Government Type	Oligarchical Military Tribunal
Government Support	22% (Vote = 58%)
Loyalty Index	86% (Revolt = 12%)
Repression Level	50%
Bureaucracy Level	(?) Probably High
Corruption Level	20%
Law Level	(?)
Economic Rating	Rich Industrial Planet
Gross Productivity	MCR 3,375,000
Per Capita Income	CR 6750
Tax%/Levy	40% = MCR 1,350,000
Military Spending	25% = MCR 845,000
Major Exports	Manufactured products.
Major Imports	Industrial metals, power metals, some foodstuffs and chemicals.
Trade Restrictions	10% import duty.
Trade Acceptance	48%

Leviathan V sent out a colonizing expedition in 2312, when Klackon explorers discovered Pontus VIII. The planet is even larger than Leviathan V and is still unexplored over most of its area. Still, conditions are apparently very favorable to Klackons, as the population has expanded rapidly despite the presence of a number of large predators in the oceans and seas of this great world. (Klackons are notoriously reticent about any of the conditions existing on their worlds, but it is also suspected that an aquatic sentient race like the Arissi of Arion II may exist on Pontus VIII and are locked in a war of survival with the Klackons).

See Hydra V for a brief note on Klackon society. It should be noted that the Klackons are especially sensitive about visits by offworlders and may refuse landing rights to anyone without apparent reason. If the

rumors about native aboriginal mermen are correct, the Klackons may be attempting to suppress the fact of their existence because they fear intervention by the Terran Federation, which is notorious for its involvement whenever genocidal war is waged against sentient beings.

PRIAM II (VEKKAN)

StarSystem Coord	2.EE.+00 Antares Sector GSC 16.HH.+000
Stellar Primary	G8Iv sub-giant star
FTL Conversion	20,000 LS
Planets in System	13
VEKKAN	Type 1 Terran Planet: 2 small moons
Orbital Distance	2.25 AU (1250 LS)
Length of Year	1.83 Terran years
Length of Day	26 hours 17 minutes
Planetary Diameter	13,500km
Surface Gravity	1.10G
Temperature Range	-52°C to +58°C
Atmosphere Type	Terran; 1000mm: O ₂ 185mm; N ₂ 804mm. Climatic conditions closely resemble Terra's, but the seasons in high latitudes are significantly longer in duration.
Hydrosphere	83%: 5 continents and 3 giant archipelagos. Humidity and rainfall levels are generally adequate over most of the planetary surface: steppe-lands and deserts are relatively small in extent, and much of the planet is forested.
StarNationality	Capital Trojan Empire
Sentient Race	Humanoids
Population	2,250,000,000 Humanoids
Tech Level	Tech/9
StarPort Rating	x3 AAAAA (Tech/9 Trojan Imperial Starports)
Sociological Data	Totalitarian Society
Societal Strength	8
Xeno Acceptance	91%
Government Type	Imperial
Government Support	39% (Vote = 68%)
Loyalty Index	91% (Revolt = 06%)
Repression Index	16%
Bureaucracy Level	High
Corruption Level	12%
Economic Rating	Average Industrial Planet
Gross Productivity	MCR 19,125,000
Per Capita Income	CR 8500
Tax%/Levy	30% = MCR 5,737,500
Military Spending	18% = MCR 3,450,000
Major Exports	Manufactured products.
Major Imports	Industrial metals, power metals.
Trade Restrictions	20% import duty.
Trade Acceptance	85%

Priam II or Vekkan is the mother world of the Trojan race and the capital of the small but powerful Trojan Empire. In every respect, Vekkan is a model for all of the Trojan planets - with a fully managed ecology and climate.

There are no animal forms of any size left on Vekkan or its sister worlds, only small and rather innocuous predators, birds, etc. The vegetation has a characteristic bluish-green color and is biologically not compatible with Terran-type organisms. In short, Terran animal forms cannot digest the plant matter: the chemical structures are simply too alien. Visitors to this and other Trojan worlds are therefore advised not to eat the food. Violent nausea and stomach cramps may result. Some forms of edible foodstuffs can be obtained in spaceport restaurants, but it is little better than ration quality. Visitors are advised to bring an adequate stock of desired foods with them if they expect an extended stay.

The Rulanthu (known as Trojans to mankind because human star catalogs list the primary star as Priam, the legendary king of Troy) are a humanoid race. However, the Trojans have a very decidedly alien cast to their features and often fill members of other races with a curious revulsion.

The typical Trojan stands well over two meters in height and has a deceptively skinny appearance which belies strength equal to that of a human. Their complexions are a faintly bluish hue, and the skin itself has a smooth, almost waxy sheen. Their heads are marked by a pronounced, bone-like cranium which denotes considerably large brains. The ears are simply two small holes at either side of the head. The eyes

are large and coal-black, with no whites showing, and they seem to glitter snakelike whenever a Trojan is looking directly at one. The nose is conspicuously absent, with two small vertical slits for nostrils. The lips are thin and 'cruel-looking, the teeth yellowish and slightly pointed.

The Trojans are a bit of an enigma. There is little question that their race is very old. Their own legends trace their history back to the time when the IRSOL home planets were destroyed, and beyond - at least 60,000 years! The Trojans themselves claim to have once ruled a million worlds and thousands of races. They have been described by almost everyone who has had dealings with them as 'the most arrogant bunch of (many expletives deleted) in the entire galaxy!' Indeed, few interstellar races evidence a more irritating and overbearing sense of their pre-eminent importance and superiority over all others - not even the hyper-racist humans of the Azuriach Imperium!

IRSOL scholars smile grimly when questioned about the Trojans. They confirm that Trojan history is very ancient, that the Trojans were indeed contemporaries of the IRSOL before they took to the starways as nomads, and that the Trojans are a most difficult race. Beyond that, the IRSOL will say very little.

Once pressed by his chief biographer, Acadamarian N.B. Stewart, Tal Maleena himself observed that, whatever the Trojans are today, they definitely were not the mysterious Precursors whose works are found throughout the Antares sector. 'Who do you think', the IRSOL historian said cryptically, 'bombed the Arrogant Ones back into a barbarism that lasted over 5000 centuries and planted colonies of their own people on many worlds to watch over the Rulanthu? Ask why the IRSOL call no world their home. Ask why so many worlds are airless ruins covered by radioactive slag. No, trust not the Rulanthu, not if you value your freedom and your destiny among the stars'.

Contained in this statement are enormous implications. Are the Trojans descendants of one of the ancient Star Empires? Was Maleena's reference to Precursor colony worlds an indication of the true origins of humanity? Why is it that the Trojans only recently attained space travel? These and many other questions have met with a determined IRSOL silence. 'Seek the end of the Galaxy if you would have an answer', is their only reply. 'At Stars End is the truth, and all will be revealed'.

In any event, there is no doubt that the Trojans once had colonies on dozens of worlds in the Antares sector, and there are indications that they held worlds as much as 1000 light-years from Antares. All such worlds as have been found are now only charred and fused cinders, dead worlds, their atmospheres riven from them, their tortured crusts gouged by giant craters that still glow hot radiation. And each time one is discovered and catalogued, an IRSOL message arrives to provide a postscript: 'Here was another of the Rulanthu worlds'. (The destruction of the planets is often so complete that no artifacts remain; only the historical documents of the IRSOL themselves provide information as to the identity of the corpse worlds). Similarly, when other shattered worlds are discovered, the IRSOL provide the gloss, 'This once fruitful planet, inhabited by a peaceful race, the Rulanthu destroyed'.

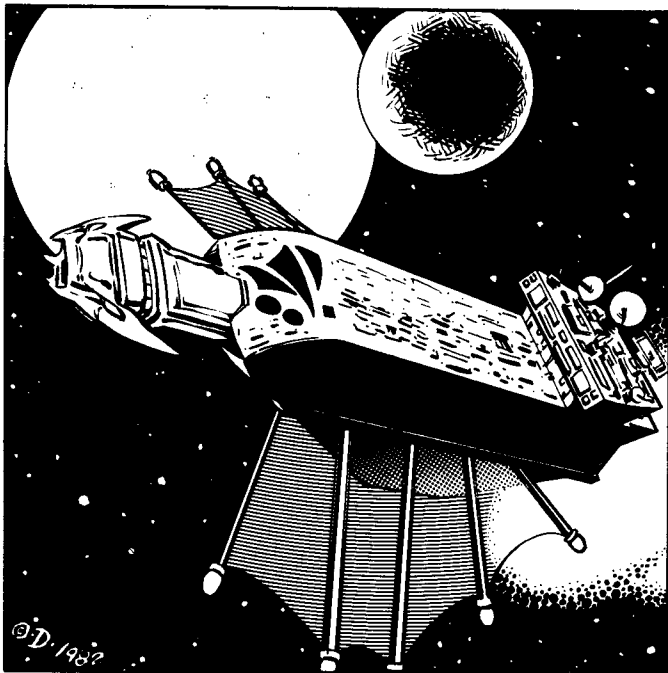
There is one clear fact. The IRSOL loathe and distrust the Trojans with every fibre of their being, and they have spread their warnings to every starfaring race with which they are in contact.

There is a good body of evidence to believe that the Trojans do constitute a clear and present threat to other interstellar nations.

First of all, when humanity first entered the sector, the Trojans were a Tech/6 culture located only on Vekkan. Yet, within twenty years after being contacted by a trading vessel out of Augustus in 2218, the Trojans were manufacturing ships of their own. It is clear that they used a League StarCraft as a model, too, for Trojan vessels closely parallel the general performance characteristics of League vessels. (A Free Trader of about 10,000t displacement went missing in 2221. One of the planets on its route was Vekka. Of course, the Trojans disclaim any knowledge of the ship or its fate). That the Trojans were able in such a short time to develop a Tech/7 starship technology is a disturbing indication of the potential inherent in the race. At the same time, the Trojans have consistently trailed the technological development of their neighbors ever since. It has been suggested by some analysts that they have a talent for copying the achievements of others, but seem to lack those qualities of scientific inquiry needed to forge ahead on their own. That this may be true seems borne out by the increasing lag in time required to make each successive jump in technological expertise after it occurred in the League. The Trojans are currently at a general Tech/9 level of develop-

ment in spacecraft, armaments, and other related areas, but the society as a whole is a Tech/8 culture and has been so for over a century and a half.

Secondly, with the acquisition of starflight capability, the Trojans embarked on a massive colonization program of their own. By 2350, they had placed settlements on Griffin II (Therai), Pegasus VI (Mindanar), Pericles III (Laanthu), Taurus VIII (Davallak), and Themistocles II (Arkaadorar). Each colony was developed on a truly massive scale, with millions of colonists transported along with very impressive amounts of equipment and even entire factory complexes. Over the next centuries, the surplus population of Vekka was sent out to augment the populations of the colonies, which increased at a rapid rate due to what seems to have been a deliberate program to increase the numbers dwelling on each of the new worlds.



Third, in 2385, when the colonial operations were manifesting considerable strength of their own, Trojan naval and military strength began to increase dramatically as the shipyards and factories went over to production of large quantities of armaments. The first armed clash between the League and the Trojans occurred in 2292, off Latium V, then a young colonial world still in the early stages of settlement. Since that time, there have been minor wars with the League, the MekPurr, the Azuriachs, the 'Whistlers', and the Rauwoofs in the region - in each case only low key skirmishes which the Trojans broke off early in the campaigns. Strategic analysts have concluded that the Trojans were merely probing the neighboring star nations to determine the speed and manner of their responses to threats against their territory. Also, the Trojans appear to have been perfecting their own space warfare and ground battle tactics.

The Trojan Navy maintains vessels very comparable to Tech/8 and Tech/9 League warships in general performance and fighting ability. The design configurations are uniquely Trojan, however, and are unmistakable. As for their ground forces, they closely parallel Azuriach units in equipment quality and type, tactics, and general organization. However, neither the Trojan BattleFleet nor the ground forces evidence any higher quality than veteran regular status.

Trojan culture is utterly alien and usually incomprehensible to other interstellar races. It is overwhelmingly authoritarian in every facet of Trojan life. Each planet seems to be governed by a ruling council with absolute powers, and there is a vast bureaucracy to carry out its will. Yet the general populace is quite passive and does not seem to resent the almost total regimentation of its daily affairs. The entire nation has the feel of a huge military organization in which everyone has his precise rank and duties.

Individual initiative is non-existent. Subordinates automatically refer to superiors whenever a situation is even apparently outside the scope of their duties or authority. Personal lives are governed by higher authority to the last detail. Mates are chosen according to genetic compatibil-

ity and do not seem to have any attachment to one another once the female becomes pregnant. The young are raised by the state, educated by the state, and have their careers chosen by the state.

The Trojans lack an emotional dimension. But at the same time, it is not entirely correct to say that they have ordered their lives according to cold logic, as have many Transhuman races. Rather, there is an icily calculating quality about them, something so inhuman that it is not surprising that many refer to them as 'Snakes'. Even the reptilian Hissss'ist find the Trojans to be disturbingly alien. As one Hiss commentator wrote, 'The Rulanthu are an ordered people, in many ways similar to the Hissss'ist in efficiency, organization, and unswerving service of the nation. And yet, they are not motivated by pride and devotion to the state. They have no sense of personal honor, of the glory of sacrifice for one's race. They feel nothing. They are utterly soulless'.

This soulless quality is never more evident than in the architecture of Trojan buildings and monuments. It is suffused with that quality of alienness already noted, a kind of wrongness felt by members of every race to see a Trojan edifice. Somehow, the shape, the curves and angles, the proportions are never right, never comfortable or natural. A Trojan city fills the visitor with disquiet and foreboding. Only on Algol V are there comparable structures, hitherto believed to be ForeRunner ruins. The same grim, ominous atmosphere can be sensed there as well.

Visitors to the Trojan worlds will find that they will be restricted to the tiny foreign enclave adjacent to the starports. Travel beyond the port area is strictly forbidden. Visitors who have disobeyed Trojan regulations on this point have never been seen or heard from again. Even highly trained agents attempting to penetrate to the interior have simply disappeared. Also, possession of any arms of any kind on Trojan soil is strictly forbidden. And offenders who were arrested for weapons possession have, again, simply disappeared. Visitors are warned that their diplomatic representatives on Trojan worlds are powerless to intervene on their behalf when they run afoul of the authorities.

Visitors will also find the Trojans they do meet to be a most offensive and insulting bunch. For Trojan airs of superiority are so ingrained and their xenophobia so deep that they have no apparent awareness that reference to foreign guests as Garbage and Slave-dung might be capable of provoking hostility. Either that, or else their conduct might be studied and deliberate to provoke incidents with those unwelcome on their planets.

The Trojans are clearly hiding something, and both Terra's BRINT and the League's Bureau of Security would like to know what it is. So would the intelligence services of other interstellar nations. The nervousness of the Azuriach Imperium's Department of Imperial Security is so great with respect to the Trojans that DIS has even co-operated and exchanged intelligence data with the security organizations of the hated Rauwoofs and MekPurrs. In the last few years, the pooling of information from all sources has yielded a definite profile of basic Trojan resentment against all of its interstellar neighbors, particularly toward the League, which is clearly the dominant group in the sector. Latest computer projections indicate that war is immanent with the Trojans within the next decade.

PROMETHEUS V

StarSystem Coord	7.GG.-80 Antares Sector GSC 16.HH.+000
Stellar Primary	F2v/wd main sequence binary system
FTL Conversion	10,000 LS
Planets in System	9
PROMETHEUS V	Terran Type 1 Jungle Planet: 2 moons
Orbital Distance	1.55 AU (775 LS)
Length of Year	1.63 Terran years
Length of Day	25 hours 11 minutes
Planetary Diameter	12,500km
Surface Gravity	1.00G
Temperature Range	-25°C to +60°C
Atmosphere Type	Terran: 725mm: O ₂ 150mm; N ₂ 568mm. Climatic conditions are tropical over most of the planetary surface, with only the high latitudes experiencing cool to cold weather.
Hydrosphere	84%: 6 continents, generally low-lying, with arms of the sea reaching far inland. Humidity and precipitation levels are moderate to high in many regions, and only 1 extensive desert exists on the planet.
StarNationality	Federation Protectorate

Sentient Race	Human Colonials
Population	1,000,000 Humans
Tech Level	Tech/10
StarPort Rating	x2 AAAAA (Tech/10 Federation StarPorts)
Sociological Data	Open Society
Societal Strength	10
Xeno Acceptance	01%
Government Type	Military Governorship: Elected Local Government
Government Support	53% (Vote = 96%)
Loyalty Index	99% (Revolt = 01%)
Repression Index	01%
Corruption Level	01%
Economic Rating	Very Rich Agricultural Planet
Gross Productivity	MCR 40,000
Per Capita Income	CR 40,000
Tax%/Levy	30% = MCR 12,000
Military Spending	20% = MCR 8000
Major Exports	Foodstuffs, exotic drugs, precious metals.
Major Imports	Manufactured products.
Trade Restrictions	UFP shipping only: Military Reservation.
Trade Acceptance	100% (UFP traders only)

Prometheus V is a planet closely resembling Regulus VI (see **StarSector Atlas 1**), complete to the general flora and fauna. The planet bears some sketchy evidence of manipulation by the Precursors, and the striking similarity particularly of the animal life to that of Regulus cannot be a coincidence.

The human population dwells in fortified plantations and mining camps, there being only one large city of any note adjacent to the great naval base at Travis. As on Regulus, the populace is occupied with coping with the generally hostile environment and has little time for politics, leaving general administration of the planet to the excellent Federation Administration and StarForce personnel. It is a classic frontier world, with warm hospitality extended to strangers and an immediate response to the needs of neighbors. The Promethean colonists are rugged individualists, self-sufficient and courageous, with a streak of adventurism rarely equalled in the galaxy.

The mines yield rich deposits of silver, gold, platinum, and irridium. The principal crop is Quoropa leaf, transplanted from Regulus. Here, the leaf thrives as nowhere else and is of very high value, sold in one tonne lots at CR 5000 + CR 100 x3d6 per tonne. Resale value can be 100% + 25.d20% when marketed on a Rich Industrial Tech/8+ planet. There are also very fine fruit and vegetable products available, commanding double the cost and triple the resale value of most agricultural products because of the superlative flavors and exotic nature of the foods.

PYRRHUS II

StarSystem Coord	3.AA.+85 Antares Sector GSC 16.HH.+000
Stellar Primary	G5v main sequence star
FTL Conversion	10,000 LS
Planets in System	7
PYRRHUS II	Type 7 Terran Jungle Planet: 1 large moon
Orbital Distance	0.53 AU (265 LS)
Length of Year	151 Terran days
Length of Day	23 hours 21 minutes
Planetary Diameter	17,500km
Surface Gravity	2.15G
Temperature Range	+10°C to +65°C
Atmosphere Type	Terran: 1150mm: O ₂ 205mm; N ₂ 935mm. The entire planet experiences essentially tropical conditions. Equatorial regions have been described as like those of a steam bath.
Hydrosphere	85%: 4 large continents and 3 smaller continents, with innumerable islands. Most of the land is low-lying and often poorly drained, resulting in significant swampiness. Conditions resemble those of a Jurassic-Triassic period on Terra, with attendant life forms. Humidity and precipitation are high, and equipment must be given additional maintenance to prevent breakdowns.
StarNationality	Independent Lost Colony: Federation Affiliations

Sentient Race	Human Colonials
Population	2,500,000 Humans
Tech Level	Tech/9-10
StarPort Rating	AA (Tech/10 National StarPort)
Sociological Data	Military Society
Societal Strength	10
Xeno Acceptance	85%
Government Type	Military Tribunal
Government Support	80% (Vote = 95%)
Loyalty Index	97% (Revolt = 01%)
Repression Index	01%
Corruption Level	01%
Economic Rating	Very Rich Mining Planet
Gross Productivity	MCR 100,000
Per Capita Income	CR 40,000
Tax%/Levy	80% = MCR 80,000
Military Spending	75% = MCR 75,000
Major Exports	Power metals, industrial metals, precious metals, gems.
Major Imports	Military equipment, mining equipment, limited amounts of other manufactured goods.
Trade Restrictions	Trade with the Hiss natives is strictly forbidden. The penalty is summary execution.
Trade Acceptance	100% for preferred imports; 75% for exports; 10% for other products. Reduce acceptance rates for preferred imports by -25% per Tech Level under Tech/10, and Tech/1-7 goods are rejected.

Sentient Race	Hiss'st Aborigines
Population	50,000,000 (?)
Tech Level	Tech/1
Sociological Data	Tribal Anarchy
Societal Strength	3
Xeno Acceptance	100%
Government Type	Tribal WarChiefs
Government Support	27% (?) (Vote = 50%)
Loyalty Index	80% (Revolt = 20%)
Repression Index	30%
Corruption Level	10% (?)
Economic Rating	Poor Agricultural
Gross Productivity	MCR 3125
Per Capita Income	CR 62.50
Tax%/Levy	—
Military Spending	MCR 500
Major Exports	—
Major Imports	Arms

Pyrrhus II closely resembles Regulus VI (see **StarSector Atlas 1**). It was settled in 2372 by Terran colonists, about 25 years before the colonization of Prometheus V. As in the case of Prometheus V, Pyrrhus II bears evidence of Precursor manipulation and has flora and fauna resembling that of Regulus VI. Humidity levels and precipitation are often extreme, with violent tropical storms quite commonplace throughout most of the planet. Only the high uplands are reasonable in climate and weather conditions, and the pestilential swamps can quickly be the death of anyone not immunized against the dread Pyrrhian Fever or lacking a good battery of Xeno-antibiotics to combat SwampRot Fungus, which will quickly infect so much as a scratch and has effects not dissimilar to Terran gangrene.

The human population dwells in fortified mining camps, which produce great quantities of high-grade ores containing the full range of power metals and precious metals. Most of these camps are located in the mountains and foothills. The torrential rivers and streams also provide regions of very rich deposits of gold and gems, but some of the most promising are located in the lowlands, some miles from the foot of the great mountains. A few very great mines also produce industrial metals in large quantities. These are located deep in the Mountains of Atl, some of which rise 13,500 meters above sea level and are the only part of Pyrrhus in which wintery conditions can be experienced.

Also on the planet are aboriginal bands of Hiss'st, clearly the remnants of a Precursor transplantation project. The natives are decidedly warlike and sometimes raid the lowland mining camps for metal tools and food. They also ambush convoys that must thread the rough-hewn trails between the camps. However, the Contact Service has been attempting to open relations with the aborigines and has forbidden the human colonists to exterminate the troublesome reptilians out of hand. This has led to hard feelings between the miners and the Federation Administration.



Federation policy appears to be focused on reaching the Hissss'ist aboriginals, who have no vestige of classic Hiss culture remaining and may well be inducted into Federation life in time. Several of the clans have proved very responsive and are friendly to humans, so much so that they have eagerly learned everything they can from Contact Service operatives and provide all manner of assistance to them. These few clans have achieved Tech/2-3 levels and promise to progress quickly in both technological and cultural development, under Federation guidance. Unfortunately, their lands contain some of the richest deposits of precious metals and gems on the planet, and greedy prospectors and mining companies have often attempted to breach Federation interdiction and exploit these resources. Indeed, a number of Federation personnel have been murdered as they attempted to arrest or eject the intruders, and the Contact Service has recently brought in a company of Scouts to police the reservations, assisted by native guides and warriors. This has only heightened the antipathy of the miners. A major confrontation is expected at any time, and the Marines at the planetary StarBase on pergamum IV have been briefed on possible assault operations to incorporate the planet into the Federation by military action, if necessary.

For their part, the colonists are thought to have been negotiating with Azuriac authorities for arms and protection against the Federation. The matter is becoming more complicated by the fact the Hissss'ist on Scorpio II have recently become interested in the whole situation and have been sending agents of their own to contact some of the aboriginal clans. The Federation is still reluctant to move unless the situation becomes acute. For Pyrrhus is officially an independent world, contact having been lost with Terra for about 90 years following the terrible disruptions of the Sixth Interstellar War.

RHODES II

StarSystem Coord	5.EE.-50 Antares Sector GSC 16.HH.+000
Stellar Primary	G4v main sequence star
FTL Conversion	10,000 LS
Planets in System	9
RHODES II	Type 1 Terran Planet: 2 moons
Orbital Distance	0.95 AU (475 LS)
Length of Year	348 Terran days
Length of Day	24 hours 26 minutes
Planetary Diameter	13,000km
Surface Gravity	1.00G
Temperature Range	-58°C to +60°C
Atmosphere Type	Terran: 800mm: O ₂ 150mm; N ₂ 645mm. Terran conditions prevail - Rhodes II is a 'mirror planet'.
Hydrosphere	81%: 5 continents, 2 small continents, 6 island archipelagoes. Humidity and precipitation patterns correspond to Terra's.
StarNationality	Mercantile League Member Planet

Sentient Race	Human Colonials
Population	100,000,000 humans
Tech Level	Tech/10
StarPort Rating	x3 AAAAA (Tech/10 League StarPorts)
Sociological Data	Open Mercantile Society
Societal Strength	9
Xeno Acceptance	09%
Government Type	Corporate State: Planetary Directorate
Government Support	39% (Vote = 61%)
Loyalty Index	96% (Revolt = 02%)
Repression Index	07%
Bureaucracy Level	Moderate
Corruption Level	10%
Law Level	6-9
Economic Rating	Exceedingly Rich Industrial Planet & Financial Capital of the League
Gross Productivity	MCR 12,500,000
Per Capita Income	CR 125,000
Tax%/Levy	20% = MCR 2,500,000
Military Spending	15% = MCR 1,875,000
Major Exports	High Tech manufactured goods, starships, arms.
Major Imports	Industrial metals, chemicals, power metals, colapsium, luxury goods, wines, liquors.
Trade Restrictions	Mercantile Free Trade Policy
Trade Acceptance	90%

Rhodes is a planet that has become a veritable twin of Terra in all respects. Native life forms were rather primitive when the first colonists arrived in 2084, and Terran plants and animals introduced to the planet have, over the course of centuries, replaced all but the most hardy of the native forms.

If the Mercantile League were a state like any other, the capital would have been at Nova Londinium (New London) on Rhodes. For here the financial heart of the League is located. Rhodes is one of the most productive planets in the universe, given its population, with extensive industry, perhaps the greatest of the League's trading centers, and the headquarters of many interstellar banking firms.

Rhodes was one of the first planets settled by humanity during the great Mercantilist Dispersion. Initially a small agricultural colony under the United Planet government of Terra, it gained its independence after the Rebellion of 3135 and became the destination for hundreds of thousands, then millions of refugees and exiles. Its similarity to Terra and its location near the hub of the entire sector combined with its considerable resources to convert it to a commercial giant by 2350.

For a time, New London was the largest human city outside of the Solarian System. Much of the early drama of the League's development occurred here. Yet the Rhodians differ from their fellows elsewhere in the League. Perhaps as a reaction to their failure to make Rhodes the capital world, Rhodians only nominally accept the Neo-Roman patterns of life. Latin is rarely spoken on Rhodes, and Basic (English) is the norm. The architecture is Romanized only in the public areas, and most buildings retain the fine blend of simplicity and functionality of early League styles.

What really sets Rhodes apart from other League worlds is its great interstellar banking system. Rhodian banks are so respected for their stability, trustworthiness, and confidentiality that they are the only ones to have branches within the Federation, the G. P. R., the Imperium, the Rauwoof Republics, the Blarad StarKingdom, a few of the most important MekPurr planets, and numerous lesser worlds which trade with the League. Indeed, the universal banking and interstellar credit system is based, in part, upon the existence of the Rhodian banks. No belligerent with the League would think of interfering with the Rhodian banks in its territories. For their part, the Rhodian banks will not allow mundane matters like the League's being at way to have any effect upon its financial transactions and operations in an enemy starnation.

In effect, the Rhodian banks assume a surprisingly neutral stance politically and enjoy an almost extraterritorial status in most of the interstellar nations. Along with their Terran banking partners and associates, the Rhodian banks are the driving force behind the Universal Interstellar Credit system. The credit of any world is carefully assessed by the Rhodian-Terran banking interests, based upon existing stockpiles of goods and unprocessed raw materials, precise assessments of the true gross annual products of planets, and a number of other economic factors, as well as the political reliability of existing regimes. In short, the

credit equivalent of any local planetary currency, or even the currency of great starnations, is meticulously set by the hard-minded bank assessors, not by the whim of governments eager to turn on their printing presses whenever they need money.

So successful has the Credit system become that all forms of interstellar finance are based on it. Indeed, most local currencies are voluntarily pegged to the Credit (CR), and the Rhodian-Terran bank valuations of local currencies are readily accepted as authoritative.

The great banking interests of the Metelli Group, the Petillius Capitulus Corporation, and Lucius Farsuleis, Inc., have combined with Terra's Interstellar Bank to dominate interstellar finance. The Rhodian banks themselves, three great firms and about twenty smaller banking institutions, are involved in 88% of all interstellar financial dealings within the League and about 42% of all extra-League trade between League members and foreign businesses and governments. This has led to a massive influx of capital to Rhodes, and largely explains the staggering total planetary income.

Like their legendary Swiss forebears on Terra, Rhodian banks conduct operations with complete confidentiality. Any and all information about clients is classified. Their counterparts at Interstellar Bank are no less circumspect. Furthermore, with branches almost everywhere, the Rhodian-Terran banks have sometimes proved invaluable as mediators in interstellar disputes. This function as intermediary, as well as the highly important interstellar financing function, has led to most starnations honoring a special Diplomatic Finance Passport issued to the important banking personnel - effectively giving them extra-national status.

A note is also in order on the Interstellar Credit system itself. The universal Credit is accepted almost everywhere as the most solid of all currencies. It is based upon the assets of the banks in the Galactic Banking Union - essentially the Rhodian Banks, Terra's huge Interstellar Bank, and several other banking institutions. The Credit (CR) itself is issued as an irridium coin or a banknote of irridium-dureumplastic woven alloy in CR 1, 5, 10, 50, 100, 1000, 10,000, and 100,000 denominations. The Credit is effectively a promissory note payable on demand by any member bank of the Union. In order for any starnation to acquire interstellar Credits, it must deposit or pledge hard assets with the banks. With the vast coverage possessed by the Banking Union, default on pledged assets has become a very serious matter. For almost instant and often devastating financial sanctions can be brought to bear on a defaulting nation or corporation to make good on Credit claims to avoid certain financial ruin.

SARGON IV

StarSystem Coord	1.HH.+10 Antares Sector GSC 16.HH.+000
Stellar Primary	F3v main sequence star
FTL Conversion	10,000 LS
Planets in System	10
SARGON IV	Type 1 Terran Planet: no moons
Orbital Distance	1.50 AU (750 LS)
Length of Year	1.59 Terran years
Length of Day	22 hours 55 minutes
Planetary Diameter	13,000km
Surface Gravity	1.00G
Temperature Range	-55°C to +61°C
Atmosphere Type	Terran: 825mm: O ₂ 175mm; N ₂ 641mm. Climatic conditions are very similar to Terra's. High latitude seasons are longer, however.
Hydrosphere	78%: 1 very large continent, 4 small continents, 4 large archipelagoes. The interior of the large continent contains extensive steppeland and very hostile desert. The other regions tend to be well-watered and have extensive forests/jungles.
StarNationality	Azuriach Colony
Sentient Race	Human Colonials
Population	25,000,000 Humans
Tech Level	Tech/10
StarPort Rating	x1 AAAAA (Tech/10 Naval StarPort) x2 orbital fortresses
Sociological Data	Imperial Dictatorship
Societal Strength	5
Xeno Acceptance	92%
Government Type	Military Governor

Government Support	38% (Vote = 59%)
Loyalty Index	74% (Revolt = 17%)
Repression Index	45%
Bureaucracy Level	High
Corruption Level	13%
Law Level	18+
Economic Rating	Rich Agricultural Planet
Gross Productivity	MCR 225,000
Per Capita Income	CR 9000
Tax%/Levy	40% = MCR 90,000
Military Spending	30% = MCR 67,000
Major Exports	Foodstuffs, exotic timber, precious metals, gems.
Major Imports	Manufactured products.
Trade Restrictions	20% import duty on all non-Imperial shipping.
Trade Acceptance	47%

Sargon IV was conquered by the Imperium in 2249. At that time, the Imperium under the First Leader, Richard Ower, was engaged in a campaign to destroy the last of the Red Dawg culture. Sargon IV was a major colony of that canine StarNation and thus felt the might of the Azuriach war machine. In one of the most savage campaigns in history, the Imperial forces finally took the planet and then conducted a program of genocide that ended with the total extermination of the more than 100 million canines on the planet.

The planet was essentially Terran in nature and, with application of limited terraforming techniques, was completely converted to a Terran mirror planet within 50 years. (The Azuriachs, in their xenophobic paranoia, will terraform to the point of annihilation of all indigenous flora and fauna wherever possible, replacing it with 'racially correct' Terran life forms!) An enthusiastic colonization program was then pursued, and the population of the world has reached 25 million and is still increasing at a rapid rate.

Because of its proximity to the League and to a number of important MekPurr planets, Sargon is relatively important as a military base. Its fertile lands provide much of the food requirements for the Azuriach worlds in the starsector, and its heavily forested uplands yield a variety of exotic woods - the result of accidental genetic cross-breeding between native and Terran trees. In 2485, a program to industrialize the world was begun, and a number of factory and mining complexes have been established, largely concentrating on armaments and consumer goods not economically imported from offplanet.

As in the case of all Azuriach worlds in the starsector, the Azuriachs of Sargon are largely supporters of the fanatic Supremacist Faction of the Azuriach Human Supremacy Party, although there is a strong minority of the A. C. L. Faction (Anti-Communist League, primarily an anti-G. P. R. group). Visitors to the planet are cautioned to be very circumspect, as the Azzies are particularly xenophobic and regard all foreigners as probable spies and saboteurs, particularly in the ultra-conservative rural areas.

SARPEDON III

StarSystem Coord	1.EE.+20 Antares Sector GSC 16.HH.+000
Stellar Primary	M3iv red sub-giant star
FTL Conversion	20,000 LS
Planets in System	10
SARPEDON III	Type 7 Terran Ice Planet: 2 moons
Orbital Distance	12.5 AU (6250 LS)
Length of Year	18.04 Terran years
Length of Day	42 hours 32 minutes
Planetary Diameter	15,000km
Surface Gravity	1.15G
Temperature Range	-105°C to +22°C
Atmosphere Type	Terran: 700mm: O ₂ 120mm; N ₂ 575mm. Weather conditions are polar except for a narrow belt around the equator which has temperatures above freezing. Conditions on the icecaps are truly savage, requiring excellent cold weather gear to survive.
Hydrosphere	84%: seas are frozen for the most part, or are locked up in the massive icecaps, which often attain thicknesses of 2000m or more.
StarNationality	Azuriach Colony

Sentient Race	Human Colonials
Population	25,000,000 Humans
Tech Level	Tech/10
StarPort Rating	x4 AAAAA (Tech/10 Naval StarPort)
Sociological Data	Imperial Dictatorship
Societal Strength	8
Xeno Acceptance	96%
Government Type	Military Governor
Government Support	43% (Vote = 59%)
Loyalty Index	78% (Revolt = 17%)
Repression Index	45%
Bureaucracy Level	High
Corruption Level	16%
Law Level	10-13
Economic Rating	Exceedingly Rich Industrial/Mining Planet
Gross Productivity	MCR 1,250,000
Per Capita Income	CR 50,000
Tax%/Levy	40% = MCR 500,000
Military Spending	32% = MCR 400,000
Major Exports	Power metals, industrial metals, precious metals, gems, vehicles, aircraft, armaments.
Major Imports	Foodstuffs, luxury goods, computer parts.
Trade Restrictions	20% import duty on all non-imperial shipping.
Trade Acceptance	55%

Sarpedon III is a glacial world that never developed native life. Despite the hostility of its environment, the planet has a current population of 25 million. Sarpedon was initially an advanced scout base, secured in 2227 as a Watchtower on the Beast (the canines of Sargon and the MekPurr planets of the StarSector). Its importance as a strategic naval and military base of operations for Imperial forces in the StarSector soon became apparent, and vast quantities of men and material were committed to heavily fortify the world and provide major facilities for a BattleFleet.

The planet is populated by supporters of the Supremacist Faction of the Azuriach Human Supremacy Party, and perhaps nowhere else is the expansionist drive of the Imperium stronger. Sarpedon is very heavily industrialized, with a particularly large armaments and military support industry capable of maintaining the Imperial 6th BattleFleet and the numerous assault units permanently based on the planet. Currently, the Imperials have been pressing the MekPurr worlds and are building up strength for a decisive campaign. It is rumored that a number of orbital fortresses are in the last stages of construction to improve the planetary defenses, another indication that war is imminent.

The starsystem is currently under interdict, and non-Imperial shipping are warned not to enter Azuriach space, as Imperial naval units are under standing orders to fire upon intruders on sight. Only Coriolanus StarLines of Rhodes is permitted to make scheduled flights into the StarSystem, carrying League products under contract. Passengers are warned that they will not be permitted to land unless they have the necessary visas, obtainable (at great difficulty) from the Imperial Consulate on Rhodes. Non-humans are cautioned not to venture into the system, as they are in grave danger of being arrested as spies.

SATYR II

StarSystem Coord	6.CC.-10 Antares Sector GSC 16.HH.+000
Stellar Primary	G7v main sequence star
FTL Conversion	10,000 LS
Planets in System	8
SATYR II	Type 1 Terran Jungle Planet: 1 moon
Orbital Distance	0.65 AU (375 LS)
Length of Year	211 Terran days
Length of Day	22 hours 47 minutes
Planetary Diameter	12,000km
Surface Gravity	1.00G
Temperature Range	-32°C to +60°C
Atmosphere Type	Terran: 900mm: O ₂ 200mm; N ₂ 689mm. Climatic conditions are tropical over most of the planetary surface, except for uplands and polar regions.
Hydrosphere	82%: 6 continents and numerous islands. Much of the land is low-lying and swamp or jungle terrain. Arms of the shallow seas stretch for inland, and marine climatic conditions prevail in many areas. Humidity and precipitation are ex-

StarNationality	Azuriach Subject Planet
Sentient Race	Human Colonials
Population	500,000 Humans
Tech Level	Tech/10
StarPort Rating	AA (Tech/10 Naval StarPort)
Sociological Data	Imperial Dictatorship
Societal Strength	4
Xeno Acceptance	100%
Government Type	Military Governor
Government Support	55% (Vote = 55%)
Loyalty Index	78% (Revolt = 22%)
Repression Index	65% (100% vs natives)
Bureaucracy Level	High
Corruption Level	18%
Law Level	18+
Economic Rating	Exceedingly Rich Agricultural
Gross Productivity	MCR 12,500
Per Capita Income	CR 25,000
Tax%/Levy	40% = MCR 10,000
Military Spending	32% = MCR 8000
Major Exports	Foodstuffs, exotic drugs, gems, precious metals
Major Imports	Manufactured products, especially armaments.
Trade Restrictions	Non-imperial shipping forbidden: war zone.
Trade Acceptance	100% (Imperial traders only)
General Note	The civilian population is starved for goods and will pay a +6 premium for manufactured products on the Trade & Commerce index. A brisk smuggling trade is conducted in the frontier regions with the plantation owners, most of whom (80%) will deal with smugglers.

Sentient Race	Humanoid Aborigines
Population	50,000,000 Humanoids
Tech Level	Tech/1-2
StarPort Rating	-
Sociological Data	Tribal Anarchy
Societal Strength	3
Xeno Acceptance	90%
Government Type	Tribal WarChiefs
Government Support	18% (Vote = 45%)
Loyalty Index	82% (Revolt = 16%)
Repression Index	55%
Bureaucracy Level	Non-existent
Corruption Level	10%
Law Level	1-5
Economic Rating	Very Poor Agricultural
Gross Productivity	MCR 250
Per Capita Income	CR 50
Tax%/Levy	-
Military Spending	MCR 50
Major Exports	-
Major Imports	armaments

Satyr II was discovered by Free Traders in 2362. The planet is largely covered by dense jungles and swamps, although the highlands regions are more temperate in climate and but lightly forested. In the lowlands, precipitation is heavy, humidity levels are high, and the temperatures can be torrid. Unless expensive equipment that is acclimatized to the conditions is used, breakdowns can be expected after only a relatively short time.

The planet has a native race, the Tulann'Ari, who so closely resemble humanity that they are difficult to tell apart from men. The Tulann'Ari are a tall people, standing about 180-200cm on the average, with superior physique and endurance approaching Transhuman levels. They are also an exceedingly handsome and graceful race, with coppery-gold complexions, flowing blonde hair, and deep blue or green eyes. The Tulann'Ari are also genetically quite compatible with mankind, and a number of marriages quickly occurred between some of the League Traders and the women of the planet.

Initially, the Tulann'Ari were a friendly and hospitable people. (The name of the world suggests just how friendly the natives were; the beauty and accomplishments of the women being legendary in the space-ways!) It is perhaps the willingness of the natives to enter into intimate relationships with humans that provoked such a violent response from the xenophobic Imperials, who invaded and attempted to



seize Satyr II in 2486. Indeed, the Imperials regard the natives as a 'foul and debased plot of the Beasts of Space to dilute and degenerate the entire human race through miscegenation'.

If they were not warlike when the Imperials arrived, the Tulann'Ari soon learned how to fight back. The Imperial Storm Troops soon discovered that their powered armor was of limited value on a world in which the environment neutralized the advantages of such high technology gear. Further, maintenance of powered armor over a long period of time was almost impossible. Eventually, the humidity of the lowlands, where the bulk of the Tulann'Ari live, will cause electrical systems to break down. Thus the Imperials have been forced to learn how to function as light infantry - a combat role for which they are quite unsuited. The result has been that the Tulann'Ari have been able to resist the total domination of the planet by the Imperials. Their primitive spears and arrows are tipped with diamond-hard volcanic obsidian capable of penetrating Imperial body armor if employed in close quarters. Considering the dense jungle conditions and the consummate jungle skills of the natives, close combat is the rule.

The result is that the Imperials only control the highlands, where their high tech battle equipment is little affected by planetary conditions. In the lowlands, their patrols can expect heavy casualties, even if they do inflict many times their own losses on the natives in return. Recently, the Imperials have resorted to the use of chemical defoliants to kill back the jungles in order to reduce the natural advantages enjoyed by the natives. But such measures are effective only in those regions surrounding some of the lowlands plantations and settlements. The jungle areas of the planet are simply too vast and grow back too fast for a planetary defoliation program to be successful.

The Tulann'Ari also have allies in their inlaws - League citizens who settled on Satyr and married native women. These Traders have refused to abandon their families and friends, and they manage to smuggle advanced armaments into the planet from time to time. It is also believed that several mercenary companies have leased a few battalions of rangers (commandos) for service on Satyr. Clearly, a major confrontation is shaping up between the Imperium and the League over the planet.

It should be noted that the Tulann'Ari are prepared to pay a handsome price for advanced weapons - averaging 250% to 500% over basic costs, paid in gems and gold. However, smuggling operations are fraught with peril, as the Imperium has recently established a major naval base on the planet. A fast ship is required if one is to be successful in such an endeavor.

Except for the Storm Troops, the Imperials themselves are largely engaged in agriculture. The principal crop is the Quoropa leaf, transplanted from Regulus VI (see *StarAtlas 1*). Quoropa grows well on Satyr and the planet's production provides almost 40% of the QRD

QuickTime drugs used in the Imperium. Though the entire crop is earmarked for exportation to the Imperium in the Deneb sector, the plantation owners are often prepared to sell surplus to smugglers at CR 5000 + CR 50 x 2D6 per tonne. (Resale value is 100% + 10.D20% when marketed on a Rich Industrial planet). The plantation owners are starved for manufactured goods as well, and pay high premiums for goods and equipment of all types. The Imperial trade in such items is rather spotty, and the prices are intolerably high because of local war taxes needed to pay for the Tulann suppression campaign.

In addition to Quoropa, the plantations produce a variety of exotic foodstuffs (+25% on resale value) and the much prized Mataana tobacco (CR 1000 + CR 50 x 2D6 per tonne, with a resale value of 100% + 10.D20% almost anywhere in the civilized galaxy).

SCIPIO IV (VOLCAN)

StarSystem Coord	4.EE.+10 Antares Sector GSC 16.HH.+000
Stellar Primary	M0iv red sub-giant star
FTL Conversion	20,000 LS
Planets in System	11
VOLCAN	Type 1 Terran Desert Planet: 2 small moons
Orbital Distance	26.6 AU (13,300 LS)
Length of Year	39.60 Terran years
Length of Day	29 hours 41 minutes
Planetary Diameter	10,500km
Surface Gravity	0.87G
Temperature Range	-38°C to 71°C
Atmosphere Type	Terran: 775mm, with O ₂ 200mm, N ₂ 571mm, very high silica dust content and low humidity make use of filter masks imperative. Sandstorms are common in many regions, with winds often more than 150kmh. Volcanic gases found near volcanoes.
Hydrosphere	Under 10% standing water, mainly at small polar icecaps and in small lakes and desert oases
StarNationality	Mercantile League Colony Planet
Sentient Race	Human Colonials
Population	2,500,000 humans
Tech Level	Tech/9-10
StarPort Rating	B (Tech/10 League StarPort)
Sociological Data	Mercantile Open Society
Societal Strength	5
Xeno Acceptance	08%
Government Type	Company Planet: Planetary Directorate
Government Support	46% (Vote = 38%)
Loyalty Index	76% (Revolt = 19%)
Repression Index	38%
Bureaucracy Level	Moderately Low
Corruption Level	14%
Law Level	6-9
Economic Rating	Exceedingly Rich Mining Planet
Gross Productivity	MCR 137,500
Per Capita Income	CR 55,000
Tax%/Levy	20% = MCR 27,500
Military Spending	08% = MCR 6875
Major Exports	Industrial metals, silver, gold, platinum, irridium, thorium, uranium.
Major Imports	Industrial chemicals, manufactured goods, foodstuffs, luxury goods
Trade Restrictions	Mercantile Free Trade Policy
Trade Acceptance	68%: +4 premium on the Trade & Commerce index when selling imported goods; -2 discount on the T&C index when buying exported goods.

Volcan receives its name from the often intense volcanic activity that characterizes the planet. The world is short of water, and savage desert conditions thus prevail over much of the surface. Frequent earth tremors are felt, and earthquakes at 5 to 9 on the Richter Scale are not at all uncommon, particularly at perihelion when the tidal forces from the red sub-giant star are at their peak. Explosive eruptions of the more than 3000 active volcanoes on the planet are cataclysmic in the mountain regions, which are largely uninhabited because of the extreme volcanic activity and the often toxic levels of volcanic gases in the atmosphere.

Volcan possesses very rich deposits of metals, some of which appear in 50% to 65% purity in volcanic formations formed when the magma of the planet extrudes out of the cracks which form from time to time in the still cooling crust of the planet. Though Volcan is an ancient planet circling a sun in its last days, it is thought that the intense seismic activity is the result of intense heat generated at the planet's core by vast quantities of radioactives. The presence of rich deposits of power metals here and there on the surface seems to confirm the theory. Indeed, some of the areas of uranium, thorium, and other actinic ores are so concentrated that radioactivity can reach Rad*5 to Rad*9 levels.

This desolate planet is also subject to cold spells, which can last several Terran years, when volcanic activity is so intense that large quantities of volcanic ash are blasted into the high atmosphere and screen out solar heat.

Volcan was settled in 2493 and is still a matter of dispute between several major mining concerns. To avoid bitter corporate war, the League government has awarded joint ownership to Ulpia Felix Corporation and Draco Mining, Inc. For centuries, the existence of Volcan was known and largely ignored because of the impossible surface conditions. However, rumors began to filter out of the planet that rich strikes of gold and platinum had been found by intrepid prospectors. In 2492, both Ulpia Felix and Draco sent in exploration teams and discovered the riches of the world. In the following year, the 'gold rush' was on, and a boom economy has existed there ever since.

Volcan has a Tombstone City atmosphere, despite the efforts of both Ulpia Felix and its rival, Draco Mining, to clean up the planet. Most of the settlements are small mining centers. As in the case of most League mining communities, the miners rarely go anywhere unarmed. Violence is a way of life on this planet, and though both the League Troopies and the Corporate Security Forces are tough and efficient, they tend to keep their noses out of public affairs, preferring to guard League installations and company property.

Consequently, things tend to get out of hand in the entertainment sections of the towns and definitely so in the desolate hinterland, where bushwacking and claim-jumping is a way of life. The Big Blow - the term for a severe sand storm - can keep everyone under cover for days, with the dust seeming to get into everything. Tempers grow short. Entertainment is fairly much restricted to gambling, boozing, and wenching - activities guaranteed to cause frayed tempers and bad feelings that must eventually explode in violent outbursts and the sudden flare of blasterfire.

Visitors and 'new chums' on Volcan should remember that most of the inhabitants of the region will show up at the local rec center at one time or another. Thus the rec center is a good place to acquire information, meet people, or become imbroiled in a scuffle or a shoot-out. The locals have an almost fatalistic attitude toward an environment so hostile that it seems all of the forces of nature are conspiring to make his life a short one. One does not have to be overly imaginative to think of the standard reasons for sudden violence. Typical challenges overhead in the rec bars include:

1. I don't like your face.
2. You're sitting in my chair, Slime-Worm.
3. I don't like your staring at me, Creep.
4. Get your grubby paws off my woman.
5. Shaddup. Your talking disturbs me.
6. These are crooked dice (cards, etc.).
7. Great Claws of Klono, but do you need a bath, cobber.
8. Buddy, anyone tell you that you stink? (A variation on No. 7).
9. Who asked you? (A standard response to almost any comment).
10. Let's dance. (Volcan slang for slap leather).

Combats are usually singular, and typically the weapons are equal. Any third party involvement will usually bring a response from others in the bar. Beings with natural weapons, such as claws or fangs, are expected to keep them sheathed. The Code Duello on Volcan regards any attempt to take unfair advantage as plain bad form, and such conduct invites anyone around to intervene if he so desires.

SCORPIO II

StarSystem Coord	4.EE,+10 Antares Sector GSC 16.HH.+000
Stellar Primary	G5v main sequence star
FTL Conversion	10,000 LS
Planets in System	9
SCORPIO II	Type 7 Terran Jungle Planet: 1 small moon
Orbital Distance	0.65 AU (325 LS)
Length of Year	205 Terran days
Length of Day	31 hours 05 minutes
Planetary Diameter	14,000km
Surface Gravity	1.23G
Temperature Range	+09°C to +62°C
Atmosphere Type	Terran: 1125mm: O ₂ 235mm; N ₂ 881mm. Climate is tropical over the entire planetary surface, with very high humidity and high precipitation levels. Tropical storms (hurricanes) can be severe in the early summer, and powerful thunderstorms are very common.
Hydrosphere	81%: 7 moderate-sized continents and numerous islands in generally shallow seas, with broad expanses of rainforest, marsh, and swamp. Arms of the sea often extend deep into the continents. River systems are extensive, often dwarfing rivers like the Amazon system of Terra.
StarNationality	Hiss'st Hegemony
Sentient Race	Reptilian (Hiss)
Population	2,500,000,000 Hiss (est.)
Tech Level	Tech/8-9
StarPort Rating	x2 AAAAA (Tech/9 Hiss StarPorts) x3 orbital fortresses
Sociological Data	Military Dictatorship/Caste Society
Societal Strength	7
Xeno Acceptance	91%
Government Type	Military Junta
Government Support	29% (Vote = 63%)
Loyalty Index	85% (Revolt = 15%)
Repression Index	54%
Bureaucracy Level	Very High
Corruption Level	12%
Economic Rating	Average Agricultural Planet, but with a strong manufacturing and armaments component. MCR 10,625,000
Gross Productivity	CR 4250
Per Capita Income	40% = MCR 4,250,000
Tax%/Levy	25% = MCR 2,650,000
Military Spending	Foodstuffs, power metals, arms.
Major Exports	Petroleum, industrial metals, chemicals, factory equipment.
Major Imports	15% import duty.
Trade Restrictions	40% (100% to 'Friends of the Hiss')
Trade Acceptance	'Friends of the Hiss' receive +25% on the price of preferred imports and a -15% discount on the price of major exports. No duty is charged on imports, either.
General Note	

The Hiss of the StarSector are not currently in a belligerent posture, but the burdgeoning population on Scorpio II is now beginning to put serious pressure on the planetary resources, and a Hiss'st land grab can be expected within the next decade or two. The Hiss are quite unfriendly to strangers and strongly discourage contact, unless one is a known 'Friend of the Hiss'st'.

Scorpio II is a jungle planet and, like Laocoon VI, bears the marks of Precursor manipulation because it has flora and fauna similar to that of Regulus VI. Several of the continents have been totally 'pacified', with the jungles cleared, the swamps drained, and most of the native dinosaurian life exterminated. These regions are massively under agriculture, but the farms now produce only a slight surplus and soon will be unable to meet the requirements of the 5 billion Hiss on the planet.



SOLON IV

StarSystem Coord	8.HH.+35 Antares Sector GSC 16.HH.+000
Stellar Primary	M0v red dwarf star
FTL Conversion	10,000 LS
Planets in System	9
SOLON IV	Type 17 Airless Planet: 1 moonlet
Orbital Distance	1.85 AU (925 LS)
Length of Year	3.10 Terran years
Length of Day	23 days 11 hours
Planetary Diameter	9000km
Surface Gravity	0.45G
Temperature Range	-175°C to -235°C
Atmosphere Type	Vacuum
Hydrosphere	Non-existent
StarNationality	Mercantile League Colony Planet
Sentient Race	Human Colonials
Population	50,000 Humans
Tech Level	Tech/9-10
StarPort Rating	D Landing Ground (limited Tech/10 facilities)
Sociological Data	Mercantile Open Society
Societal Strength	5
Xeno Acceptance	14%
Government Type	Company Planet: Planetary Directorate
Government Support	25% (Vote = 55%)
Loyalty Index	82% (Revolt = 09%)
Repression Index	13%
Bureaucracy Level	Moderate
Corruption Level	05%
Law Level	6-9
Economic Rating	Exceedingly Rich Mining Planet
Gross Productivity	MCR 5500
Per Capita Income	CR 110,000
Tax%/Levy	30% = MCR 1650
Military Spending	08% = MCR 440
Major Exports	Industrial metals, precious metals, power metals, gems, chemicals.
Major Imports	Foodstuffs, manufactured goods (especially mining and factory equipment).
Trade Restrictions	Mercantile Free Trade Policy
Trade Acceptance	90%: +5 premium on the Trade & Commerce index when selling imported goods; -2 discount on the T&C index when buying exported goods.

Solon is a recently discovered planet opened up for general exploitation under company Charter by Tesseract Enterprises of Rhodes in 2526. It is effectively a wide-open boom planet, and prospectors are flocking in from all over the League of stake claims. Opportunities for profit exist in virtually every area. Tesseract has a Charter right to 10% of gross income from all businesses operating on the planet for the duration of its corporate monopoly.

TAURUS VIII (DAVALLAK)

StarSystem Coord	9.DD.-25 Antares Sector GSC 16.HH.+000
Stellar Primary	M5iv/M9v red sub-giant binary system
FTL Conversion	20,000 LS
Planets in System	15
DAVALLAK	Type 1 Terran Steppe Planet: 5 moonlets.
Orbital Distance	7.50 AU (3750 LS)
Length of Year	8.39 Terran years
Length of Day	41 hours 23 minutes
Planetary Diameter	11,000km
Surface Gravity	0.85G
Temperature Range	-37°C to +65°C
Atmosphere Type	Terran: 650mm: O ₂ 115mm; N ₂ 531mm. Climatic conditions are Terran, but somewhat more moderate. Equatorial regions are blistering hot during the summer, and most of this area is semi-arid and arid land.

Hydrosphere 41%: 4 large continents. Two of the continents lie astride the equator and are largely desert. The other two are in temperate latitudes and enjoy congenial conditions, with considerable forestation in high-precipitation areas, and fertile, moderately well-watered steppelands otherwise.

StarNationality	Member Trojan Empire
Sentient Race	Humanoids
Population	100,000,000 Humanoids
Tech Level	Tech/9
StarPort Rating	AAAA (Tech/9 Trojan Imperial Starport)
Sociological Data	Totalitarian Society
Societal Strength	8
Xeno Acceptance	88%
Government Type	Imperial
Government Support	31% (Vote = 55%)
Loyalty Index	94% (Revolt = 02%)
Repression Index	10%
Bureaucracy Level	High
Corruption Level	07%
Law Level	18+
Economic Rating	Average Agricultural Planet
Gross Productivity	MCR 600,000
Per Capita Income	CR 6000
Tax%/Levy	30% = MCR 180,000
Military Spending	15% = MCR 90,000
Major Exports	Foodstuffs, textiles, luxury goods, some industrial metals.
Major Imports	Manufactured goods, power metals.
Trade Restrictions	20% import duty.
Trade Acceptance	72%

Taurus VIII or Davallak is a standard Trojan planet (see Priam II). Visitors are forbidden to leave the spaceport area. Trade possibilities are good, and the local officials are particularly co-operative - for Trojans. Visitors should be prepared for the usual show of condescending superiority the Trojans direct toward all other races.

Foodstuffs available on Davallak for export are compatible with only the Trojan metabolism. However, the Trojans will readily grant a free-trade permit to any carrier contracting to deliver food to Vekkan or Therai.

THEMISTOCLES II (ARKAADORAR)

StarSystem Coord	8.HH.-20 Antares Sector GSC 16.HH.+000
Stellar Primary	K0v/M7v main sequence binary system
FTL Conversion	10,000 LS
Planets in System	9
ARKAADORAR	Type 1 Terran Planet: ringed, 3 moons
Orbital Distance	0.60 AU (300 LS)
Length of Year	168 days
Length of Day	26 hours 41 minutes
Planetary Diameter	14,000km
Surface Gravity	1.05G
Temperature Range	-65°C to +42°C
Atmosphere Type	Terran: 800mm: O ₂ 150mm; N ₂ 640mm. Climatic conditions approximate Terra's, but temperatures tend to be cooler across the planet. Winter is experienced only in the upper latitudes because of the moderating influence of the oceans.

Hydrosphere	85%: 5 small continents and numerous islands. Most of the landmass is located in middle and equatorial latitudes, and humidity and rainfall patterns tend to be adequate in most regions (limited steppeland and desert).
StarNationality	Member Trojan Empire
Sentient Race	Humanoids
Population	250,000,000 Humanoids
Tech Level	Tech/8
StarPort Rating	x1 AAAAA (Tech/9 Trojan Imperial Starport) x3 orbital fortresses
Sociological Data	Totalitarian Society
Societal Strength	7
Xeno Acceptance	96%
Government Type	Imperial
Government Support	39% (Vote = 63%)
Loyalty Index	92% (Revolt = 04%)
Repression Index	07%
Bureaucracy Level	High
Corruption Level	04%
Law Level	18+
Economic Rating	Average Agricultural Planet
Gross Productivity	MCR 1,250,000
Per Capita Income	CR 5000
Tax%/Levy	30% = MCR 375,000
Military Spending	20% = MCR 250,000
Major Exports	Foodstuffs, textiles, petroleum, chemicals, some industrial metals and power metals.
Major Imports	Manufactured goods, military equipment.
Trade Restrictions	20% import duty.
Trade Acceptance	79%

Themistocles II or Arkaadorar is a standard Trojan planet (see Priam II). Visitors are forbidden to leave the spaceport area. Trade possibilities are remarkably good, but visitors are warned to expect often abusive treatment by the local population. Open insults are common, even from the lowest menials. The authorities are also particularly difficult to deal with, even for Trojans, so be prepared for plenty of red tape and bureaucratic delay.

Foodstuffs available on Arkaadorar for export are compatible with only the Trojan metabolism. However, the Trojans will readily grant a free-trade permit to any carrier contracting to deliver food to Vekkan or Therai.

THESEUS V

StarSystem Coord	7.AA.+40 Antares Sector GSC 16.HH.+000
Stellar Primary	K3iv/wd sub-giant binary system
FTL Conversion	20,000 LS
Planets in System	11
THESEUS V	Type 2 Terran 'No Seasons' Planet: 2 moons.
Orbital Distance	2.75 AU (1375 LS)
Length of Year	2.02 Terran years
Length of Day	23 hours 30 minutes
Planetary Diameter	13,000km
Surface Gravity	1.00G
Temperature Range	-60°C to +60°C
Atmosphere Type	Terran: 1000mm: O ₂ 190mm; N ₂ 809mm. Climatic conditions are typical of a Type 2 Planet. The equatorial regions have extensive jungle and swamp terrain, with hot and humid conditions.

Hydrosphere 85%: 4 continents and 8 archipelagoes. The planet is almost an ocean world, with marine conditions greatly moderating the climates of the islands and coastal regions. The polar seas are largely frozen over, and the polar caps are fairly extensive because the temperatures rarely rise above freezing there.

StarNationality	Independent Lost Colony
Sentient Race	Human Colonials
Population	25,000,000 Humans
Tech Level	Tech/9
StarPort Rating	x1 AAAAA (Tech/9 National StarPort)
Sociological Data	Corporate Society: Fascist
Societal Strength	6
Xeno Acceptance	85%

Government Type	Fascist Dictatorship
Government Support	32% (Vote = 55%)
Loyalty Index	65% (Revolt = 31%)
Repression Index	70%
Bureaucracy Level	High
Corruption Level	13%
Law Level	14-15
Economic Rating	Rich Agricultural Society
Gross Productivity	MCR 175,000
Per Capita Income	CR 7000
Tax%/Levy	40% = MCR 70,000
Military Spending	26% = MCR 45,500
Major Exports	Foodstuffs, textiles, furs, wines, liquor, luxury goods, petroleum, industrial metals.
Major Imports	High Tech manufactured goods, power metals.
Trade Restrictions	15% import duty unless in Azuriach ships.
Trade Acceptance	25% (90% if in Azuriach shipping).

Theseus V was established in 2293 by a group of Central European immigrants. Contact was lost with Terra and the rest of the human worlds about 30 years later. When Theseus V was finally rediscovered in 2346 by an Imperial cruiser squadron, the planet was a Tech/5 agricultural society with little to distinguish it. Even as the Imperium was preparing to invade and subjugate the Lost Colony, Theseus V was subjected to a Ranan raid, and the Azuriach invasion force arrived just in time to drive off the Ranan naval units and be welcomed by the local populace as liberators.

With uncharacteristic sensitivity, the Imperials refrained from imposing their authority by force and rather played the role to the limit. Azuriach agents effectively propagandized the Theseans and easily convinced them of the malevolent intentions of the 'Beasts' of space, converting the entire planet to Azuriach racist philosophy and paving the way for the free election of a local Leader and the establishment of an authoritarian fascist government on the Azuriach model. Theseus V thus stands as one of the few planets to enter willingly into the Imperial sphere of influence as a committed ally. Full membership in the Imperium is expected to be granted in the very near future - providing a valuable and most welcome addition to Imperial power in the sector. Recognizing the importance of Theseus V, the Imperials have spared no effort to raise the technological standards of the planet, which is currently rated at Tech/9 levels.

Foreigners are only nominally welcome on Theseus V, and all non-humans are advised to stay clear of the planet or, at least, to remain aboard their ships. After the ravages of the Ranans and the superlative propaganda campaign of the Imperials, the Theseans have become passionate and dangerous xenophobes.

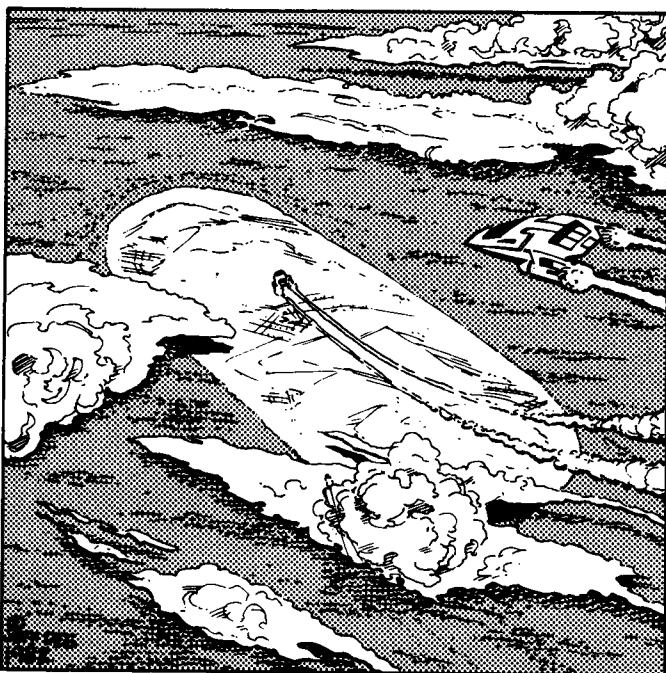
TRAJAN V (TRAIANUS)

StarSystem Coord	6.CC.+20 Antares Sector GSC 16.HH.+000
Stellar Primary	G8iv sub-giant star
FTL Conversion	20,000 LS
Planets in System	10
TRAIANUS (Trajan V)	Type 1 Terran Ocean Planet: ringed, 4 moonlets.
Orbital Distance	2.7 AU (1350 LS)
Length of Year	2.40 Terran years
Length of Day	25 hours 17 minutes
Planetary Diameter	12,750km
Surface Gravity	0.97G
Temperature Range	-43°C to +47°C
Atmosphere Type	Terran: 975mm, with O ₂ 235mm; N ₂ 735mm. Climate is greatly moderated by the vast oceans, so few extremes are experienced except at the small polar caps. Tropical storms can be violent during the spring and early summer hurricane season.

Hydrosphere Type 93%: There are no land masses of significant size except for two very small continents. Most dry land is in the form of archipelagoes which dot the ocean.

StarNationality	Mercantile League Member Planet
Sentient Race	Human Colonials
Population	75,000,000 humans
Tech Level	Tech/10

StarPort Rating	x3 AAAAA (Tech/10 League StarPorts) +8 orbital fortresses
Sociological Data	Mercantile Open Society
Societal Strength	8
Xeno Acceptance	03%
Government Type	Corporate State: Planetary Directorate
Government Support	28% (Vote = 59%)
Loyalty Index	91% (Revolt = 06%)
Repression Index	14%
Bureaucracy Level	Moderate: Corporate bureaucracy can be a major barrier if one is unfamiliar with the system.
Corruption Level	12%
Law Level	6-9
Economic Rating	Exceedingly Rich Industrial/Agricultural
Gross Productivity	MCR 4,875,000
Per Capita Income	CR 65,000
Tax%/Levy	20% = MCR 975,000
Military Spending	12% = MCR 585,000
Major Exports	Marine foodstuffs, chemicals, manufactured goods.
Major Imports	Industrial metals, thorium, uranium, liquor, wines, luxury goods, grain.
Trade Restrictions	Mercantile Free Trade Policy
Trade Acceptance	93%
General Note	All goods on the preferred imports list have a +5 premium on the Trade & Commerce index; all goods on the exports list have a -4 discount on the T&C index.



Traianus is a remarkable planet. The first thing one notes about Traianus is the immensity of its oceans. Only 9% of the world is dry land, the greater part being mountain tops or coral atolls rising from the seabed. The planet abounds in rich fisheries, the enormous oceans being excellent breeding grounds for numerous species of edible fish and aquatic plants. The high food value and often superlative flavor of the aquatic life has led to an extensive and profitable export trade. At the same time, grains tend to do poorly on Traianus because of the generally heavy rainfall and the lack of good farming land. Dry land agricultural products thus tend to be premium imports.

Underwater mining is done in the southern seas, where there are a number of rich deposits of industrial metals. But the burgeoning manufacturing complexes of Traianus require such quantities of raw materials that heavy importation is necessary to maintain the great industrial capacity of the planet. Industrial and power metals therefore command a significant premium.

Traianus is dominated by the great wealth of the powerful Optimax Corporation, one of the five largest financial empires in the League. Founded by Marcus Ulpus Traianus (born Otto Kresler) in 2099, the

Optimax group began as a planetary development company opening up the Trajan system for colonization. M. Traianus was a remarkable entrepreneur. Beginning his life as an asteroid miner in the Terran system, he discovered a large deposit of collapsium and became a multi-millionaire overnight. Yet he never forgot his humble beginning and realized that human potential can be maximized only if it is given an opportunity to operate freely. This he made the fundamental policy of Optimax, and he used his wealth to finance and otherwise aid many small business ventures. In effect, M. Traianus was a financial 'talent scout' with an uncanny eye for imaginative and potentially very lucrative ventures. As a joint venturer, Optimax became the largest holding company in the League.

The Optimax Corporation is Traianus, in a way. Applying the now famous 'Traianus Principle', Optimax has become a partner and patron of 86% of the businesses in the Trajan system. As some small firm demonstrates originality in its field, Optimax steps forward to offer a wide range of development programs which its corporate development experts feel will maximize the chances of the smaller firm to achieve maximum success and growth. With connections with thousands of other client firms, Optimax can also insure the highest level of cooperation between companies. Also exercising what is called an arms-length management technique, Optimax avoids excessive interference in the internal operations of successful partners and clients, preferring the continuance of healthy competition and innovation to an economy totally dominated and perhaps stifled by a single company.

Traianus is therefore a world full of opportunities for aspiring entrepreneurs with good ideas but limited investment capital and business contacts. Provided one is willing to cut in Optimax for a share in future profits, the full backing of the corporation can be gained for worthwhile ventures. And Optimax expertise and business connections can assist in financing, R&D, production, and marketing. Its great power also insures that one is adequately protected from unscrupulous business rivals. In effect, Optimax has become a vast management/consulting firm which sees its job as being the bringing together of any parties who can profit from doing business with each other. As the Optimax motto says, 'Your needs Optimax can satisfy'.

Traianus contains one of the wonders of the known galaxy - the magnificent floating city of Dacius Maxima. DeeMax is regarded as an engineering masterpiece perhaps surpassed only by the mighty IRSOL star cities. The vessel was conceived by the genius of Ulpia Maritimus of the Ulpia Felix Corporation, an Optimax associate. It is some 20km long, 8km wide, and has a draft of 250m. DeeMax is fusion powered and has gravitic impeller drives capable of moving it at speeds up to 20kmh, if required. The oceanic currents tend to keep the city in the most temperate climatic zone, and thus the impellers are used only to hold the huge vessel in deep water or to convey it to a desired region. Generally, it is allowed to drift freely.

The surface of DeeMax is covered by what appear to be conventional landforms - low hills, shallow valleys, even a few streams and small lakes - a picturesque setting for a League city built in the classic Neo-Roman style. The capital city of Dacius Maxima is stately and beautiful, with long broad avenues, manicured parks, forums, public buildings, exclusive shops, business offices of important firms, and the private villas of the rich. But much of the life of the floating city is conducted 'below decks' in the bowels of the great vessel. The majority of the more than 1,000,000 population works and lives there. Below decks are located factories, smelters, canneries, and shops of over 7500 firms, along with recreational areas and residences. Indeed, one's social status in DeeMax is partially determined by the deck level on which one works and lives. The higher the deck, the greater one's prestige. Of course, everyone aspires to live topside.

On a final note, Traianus is a planet lacking in flora and fauna out of the ordinary. Evolution followed Terran lines quite closely, with the exception of the development of a reptilian population (amphibians only). The rodent-sized mammals and birds, of course, are restricted to the islands and evidence many variations because of the wide expanses of water isolating the small land masses from each other. In the sea the fish bear a striking resemblance to Terran varieties, the largest being a shark-like predator around 3000kg mass. Most Terran animals and plants do well on Traianus, but any that are on the planet have been carefully introduced to maintain the ecological balance.

VALERIAN V

StarSystem Coord	6.CC.+20 Antares Sector GSC 16.HH.+000
Stellar Primary	K7iii giant star
FTL Conversion	35,000 LS
Planets in System	15
VALERIAN V	Type 2 Terran No Seasons Planet: 3 moons
Orbital Distance	5.15 AU (2575 LS)
Length of Year	3.83 Terran years
Length of Day	26 hours 22 minutes
Planetary Diameter	12,000km
Surface Gravity	1.05G
Temperature Range	-57°C to +63°C
Atmosphere Type	Terran: 1000mm, with O ₂ 190mm and N ₂ 805mm.
Hydrosphere	77%: 8 small continents and numerous islands.
StarNationality	Mercantile League Member Planet
Sentient Race	Human Colonials
Population	25,000,000
Tech Level	Tech/10
StarPort Rating	x2 AAAAA (Tech/10 League StarPorts)
Sociological Data	Mercantile Open Society
Societal Strength	7
Xeno Acceptance	08%
Government Type	Corporate State: Planetary Directorate
Government Support	51% (Vote = 42%)
Loyalty Index	81% (Revolt = 16%)
Repression Index	10%
Bureaucracy Level	Moderately Low
Corruption Level	11%
Law Level	6-9
Economic Rating	Very Rich Agricultural Planet
Gross Productivity	MCR 437,500
Per Capita Income	CR 17,500
Tax%/Levy	20% = MCR 87,500
Military Spending	10% = MCR 43,750
Major Exports	Foodstuffs, wines, textiles, industrial metals
Major Imports	Manufactured goods
Trade Restrictions	Mercantile Free Trade Policy
Trade Acceptance	76%

Valerian V is a wealthy agricultural planet settled in 2165, during the height of the second wave of the Mercantilist Dispersion. It is a most congenial world. Minor terraforming produced conditions ideal for Terran life forms, which now dominate the environment. Because of the lack of seasons, several crops can be grown in a standard Terran year.

Valerian also possesses significant deposits of valuable industrial metals which are being exploited now to feed the heavy industries of the League. Some advanced technological manufacturing industries are located on Valerian as well, producing computers and communications gear, but these are as yet relatively small and have not had a major impact on the planetary economy.

The main point of interest is the great communications industry of Valerian. The planet is a major publishing center, with more than 500 journals being produced in virtually every field of interest imaginable. The Valerian press is particularly successful in finding out interesting, exciting, and scandalous news about people and events throughout the known galaxy. A number of statist regimes, notably the G. P. R. and the Azuriach Imperium, would dearly love to repress the Valerian news services, whom they regard as agents provocateur bent on stirring up trouble and unrest in their totalitarian regimes. However, the impartiality and integrity of the Valerian press corps cannot be doubted. 'The need to know is the right of all sentient commercial beings' is the motto of the press. They spare no one, not even League governments and corporations, in their continual efforts to uncover the truth. Only Terra's superb Federation Press Association rivals the efforts of TransGalax News and TeleStar Press Service for breadth, depth, and accuracy of coverage.

The League's very popular TriVee entertainment industry is also based on Valerian, with some of the most successful programming in the known galaxy being produced here by talent drawn from hundreds of worlds.

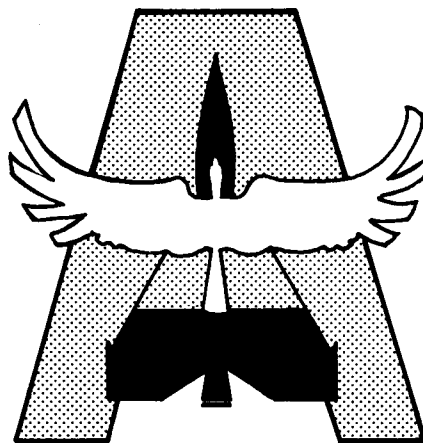
Finally, Valerian is a resort world of especial beauty. Tourists from all over the galaxy visit Valerian to see the famous Purple Mountains, the Smoking Sea, and the other many wonders of the planet. Perhaps one of the most memorable moments is one's first view of the exquisite ForeRunner ruins of Kaledara, the soaring crystalline towers afire with the last light of Valerian's giant sun striking across the Lake of Tears as it sinks below the horizon.

LEAGUE STARLINES

If there is one thing in the Mercantile League that does not come at a premium, it is starship travel. There are more than 300 StarLines, ranging from small one and two ship operations to great corporations with scores of fast lines and bulk freighters. The largest lines are:

AQUILA

A subsidiary of the huge Tetragammetron Corporation, Aquila is registered out of Augusta and serves virtually every planet in the Antares sector with which the League conducts trade. Its liners cruise at 12 to 15 LY per day and are at once both luxurious and well armed - many being equipped as auxiliary merchant cruisers. Aquila also has fast and efficient intersector runs, including one direct from Augusta to Terra (582 LY, 39 days).



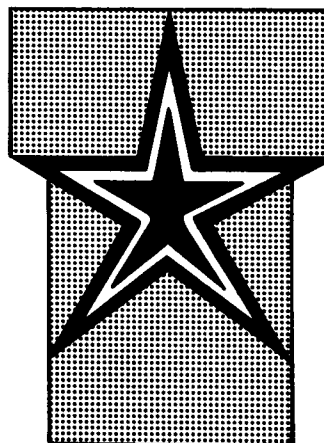
STARWAYS

A subsidiary of the powerful Sampson Corporation, StarWays is registered out of Valarian and is little smaller than Aquila. While specializing in heavy haulage, StarWays also maintains an excellent fleet of cruise liners and is engaged in extensive intersector travel.



TRI STAR

A conglomerate formed by almost 50 independent Free Traders, Tri Star provides both regular runs and also charter service at highly competitive rates. Most vessels are Free Trader corvettes and freighters, but accommodations are good and a bit of dickering can often result in excellent discounts for passage and cargo to many planets. A signal advantage in dealing with Tri Star is that connections to many obscure destinations can often be obtained because the firm handles business for many small lines serving out-of-the-way planets. It also has intersector capability, but passage is generally in relatively slow freighters, so a traveller in a hurry might do better elsewhere.



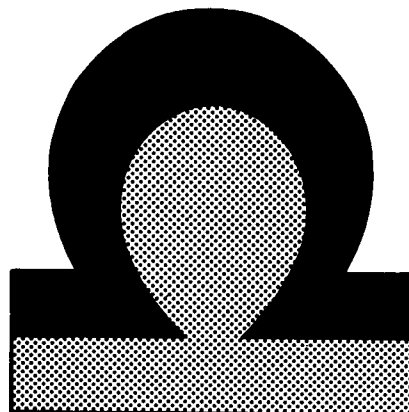
TRANSTELLAR

Reputed to have the fastest liners on any major run, TranStellar boasts that its ships can average 20 LY between major destinations. Although much smaller than Aquila, it has recently instituted a direct connection from Rhodes, the planet of registry, to Terra (586 LY, 29 days), but a +20% premium on standard intersector fares may be forthcoming for such high-speed passage.



OMEGA

Registered out of Trianus (Trajan), Omega is an Optimax affiliate and is beginning to make a strong bid for a major share of the traffic not only in the sector, but also on a number of lucrative intersector runs. It, too, has a direct link with Terra (666 LY, 44 days), with excellent liners capable of 15 LY cruising speeds.



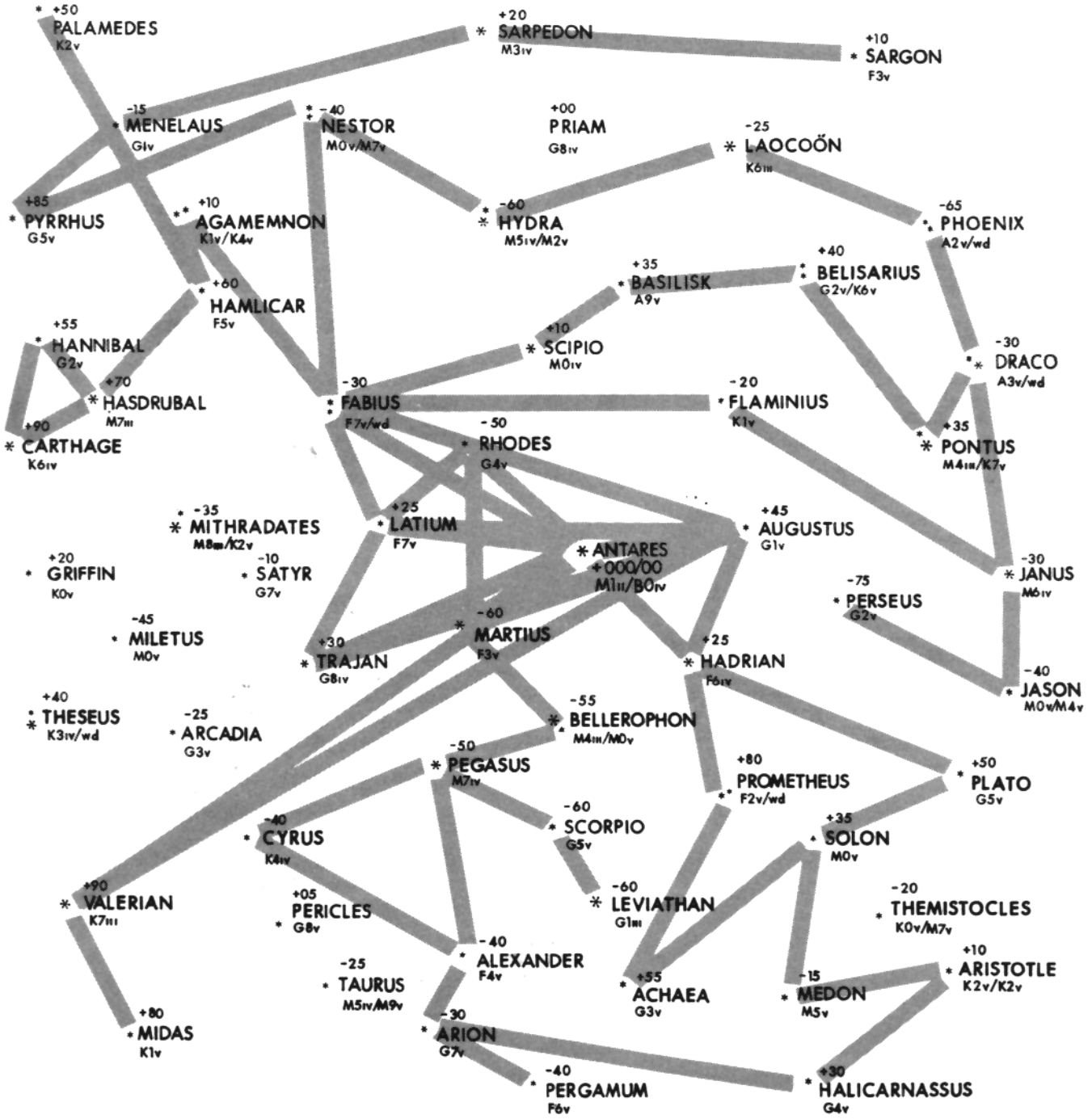
FREE TRADERS

Hundreds of small, independent star lines operate from most League planets, with a great many venturing far beyond the League Home Sector. Bookings for long journeys can prove a bit chancey, but many of the independents prove quite helpful in arranging matters by referring the traveller on to other Free Traders, so that eventually even the most obscure destination can be reached. Very long hauls often can be made at exceedingly reasonable rates, as the Free Traders often are anxious to fill empty berths, particularly on intersector voyages. However, few independents cruise above 10 LY, so the traveller should be prepared

for journeys of long duration.

Within the Antares sector, rates are highly competitive, and virtually all starlines have the same base rates. These, of course, can often be talked down somewhat (–10% to –30% reduction) if one is not in a hurry and books passage with slower and smaller carriers. Of course, in such instances, the accommodations are often not the best, and the vessels themselves might be the classic tramp starships, but if economy is a necessity that may prove to be the best bet.

STARCONNECTION	DISTANCE	FARES & CARGO RATES/TONNE					
		HIGH	MIDDLE	LOW	COLD	CARGO	BULK
EXPRESS RUNS							
Augustus/Antares52 LY	3250	1625	975	650	520	130
Fabius/Antares52 LY	3250	1625	975	650	520	130
Hadrian/Antares35 LY	2185	1095	655	440	350	85
Latium/Antares41 LY	2560	1280	770	500	410	100
Martius/Antares65 LY	4060	2030	1215	800	650	160
Rhodes/Antares56 LY	3500	1750	1050	700	560	140
Trajan/Antares57 LY	3560	1780	1070	715	570	140
Valerian/Antares136 LY	8500	4250	2550	1700	1360	340
Augustus/Fabius102 LY	6375	3190	1915	1300	1020	255
Augustus/Hadrian31 LY	1950	975	580	385	310	75
Augustus/Latium63 LY	3935	1970	1180	790	630	155
Augustus/Martius116 LY	7250	3625	2175	1450	1150	290
Augustus/Rhodes104 LY	6500	3250	1950	1300	1040	260
Augustus/Trajan76 LY	4750	2375	1425	950	760	190
Augustus/Valerian136 LY	8500	4250	2550	1700	1350	340
TERRA DIRECT							
Augustus/Terra582 LY	86,400	43,200	25,920	13,460	17,460	8730
Rhodes/Terra586 LY	87,200	43,600	26,160	13,580	17,580	8790
Trianus (Trajan)/Terra666 LY	89,960	44,980	26,990	14,160	18,030	8870
STARSECTOR							
Fabius/Flaminius65 LY	4060	2030	1220	820	650	150
Flaminius/Janus56 LY	3500	1750	1050	700	560	140
Janus/Draco35 LY	4375	2190	1315	860	700	175
Janus/Jason21 LY	1310	655	395	265	210	50
Jason/Perseus47 LY	2935	1435	880	590	470	230
Hadrian/Plato53 LY	3310	1655	995	665	530	130
Plato/Solon30 LY	1875	935	560	375	300	75
Solon/Achaea44 LY	2750	1375	825	555	440	110
Achaea/Prometheus43 LY	2685	1345	805	540	430	100
Prometheus/Hadrian59 LY	3680	1840	1100	735	590	150
Solon/Medon56 LY	3500	1750	1050	705	560	140
Medon/Aristotle33 LY	2060	1030	620	415	330	80
Aristotle/Halicarnassus35 LY	2185	1095	660	445	350	85
Halicarnassus/Arion87 LY	5435	2720	1625	1090	870	215
Martius/Bellerophon27 LY	1685	845	505	340	270	65
Bellerophon/Pegasus21 LY	1310	655	395	265	210	50
Pegasus/Scorpio23 LY	2875	1440	865	580	460	115
Scorpio/Leviathan14 LY	1750	875	525	350	280	140
Pegasus/Cyrus34 LY	4250	2125	1275	855	680	145
Cyrus/Alexander40 LY	5000	2500	1500	1000	800	200
Alexander/Pegasus33 LY	4125	2065	1240	830	660	165
Alexander/Arion26 LY	1625	815	490	330	260	65
Arion/Pergamum22 LY	2750	1375	825	555	440	220
Antares/Augustus52 LY	3250	1625	975	655	520	130
Augustus/Hadrian31 LY	1950	975	580	390	310	80
Hadrian/Antares35 LY	2185	1095	655	440	350	85
Antares/Rhodes56 LY	3500	1750	1050	700	560	140
Rhodes/Martius32 LY	2000	1000	600	400	320	80
Martius/Antares65 LY	4060	2030	1215	800	650	160



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STARCONNECTION STARSECTOR	DISTANCE	FARES & CARGO RATES/TONNE			COLD	CARGO	BULK
		HIGH	MIDDLE	LOW			
Rhodes/Fabius30 LY	1875	935	560	375	300	75
Fabius/Latium59 LY	3680	1840	1100	740	590	150
Latium/Rhodes75 LY	4680	2340	1400	940	750	190
Latium/Trianus (Trajan)26 LY	1625	815	490	330	260	65
Trianus (Trajan)/Valerian81 LY	5060	2530	1020	810	810	200
Valerian/Midas26 LY	6500	3250	1950	1310	1040	260
Fabius/Agamemnon57 LY	3560	1780	1070	715	570	140
Agamemnon/Hamlicar52 LY	6500	3250	1950	1310	1040	260
Hamlicar/Palamedes54 LY	6750	3375	2025	1360	1080	270
Hamlicar/Hasdrubal27 LY	3375	1690	1015	680	540	135
Hasdrubal/Hannibal20 LY	2500	1250	750	500	400	100
Hannibal/Carthage42 LY	5250	2625	1575	1055	840	210
Carthage/Hasdrubal25 LY	3125	1565	940	630	500	125
Fabius/Nestor49 LY	3060	1530	920	615	490	125
Nestor/Pyrrhus135 LY	33,750	16,875	10,125	6785	5400	1350
Pyrrhus/Memelaus103 LY	25,750	12,875	7725	5175	4120	1030
Menelaus/Sarpedon71 LY	17,750	8875	5325	3570	2840	710
Sarpedon/Sargon62 LY	15,500	7750	4625	3100	2480	620
Nestor/Hydra39 LY	9750	4875	2925	1960	1560	390
Hydra/Laocoon55 LY	13,750	6875	4125	2765	2200	550
Laocoon/Phoenix53 LY	13,250	6625	3975	2665	2120	530
Phoenix/Draco42 LY	10,500	5250	3150	2110	1680	420
Draco/Pontus67 LY	16,750	8375	5025	3365	2680	670
Pontus/Belisarius34 LY	8500	4250	2550	1710	1360	340
Belisarius/Basilisk29 LY	7250	3625	2175	1460	1160	290
Basilisk/Scipio34 LY	8500	4250	2550	1710	1360	340
Scipio/Fabius52 LY	3250	1625	975	655	520	130

* +50 PALAMEDES
K2v

+20 * SARPEDON
M3iv

+10 * SARGON
F3v

-15 * MENELAUS
G1v

* -40 NESTOR
M0v/M7v

+00 PRIAM
G8iv

-25 * LAOCOÖN
K6iii

+85 * PYRRHUS
G5v

** +10 AGAMEMNON
K1v/K4v

* -60 HYDRA
M5iv/M2v

-65 * PHOENIX
A2v/wd

* +60 HAMLICAR
F5v

+35 * BASILISK
A9v

* +40 BELISARIUS
G2v/K6v

+55 * HANNIBAL
G2v

+10 * SCIPIO
M0iv

-30 * DRACO
A3v/wd

+70 * HASDRUBAL
M7iii

* -30 FABIUS
F7v/wd

-20 * FLAMINIUS
K1v

+90 * CARTHAGE
K6iv

* -50 RHODES
G4v

* +35 PONTUS
M4iii/K7v

* -35 MITHRADATES
M8iii/K2v

+25 * LATIUM
F7v

+45 * AUGUSTUS
G1v

+20 * GRIFFIN
K0v

* -10 SATYR
G7v

* ANTARES
+000/00
M1ii/BOv

-30 * JANUS
M6iv

-45 * MILETUS
M0v

+30 * TRAJAN
G8iv

* -60 MARTIUS
F3v

+25 * HADRIAN
F6iv

-75 * PERSEUS
G2v

-40 * JASON
M0v/M4v

+40 * THESEUS
K3iv/wd

-25 * ARCADIA
G3v

-55 * BELLEROPHON
M4iii/M0v

+80 * PROMETHEUS
** F2v/wd

+50 * PLATO
G5v

-40 * CYRUS
K4iv

-60 * SCORPIO
G5v

+35 * SOLON
M0v

+90 * VALERIAN
K7iii

+05 * PERICLES
* G8v

-60 * LEVIATHAN
G1iii

-20 * THEMISTOCLES
K0v/M7v

-40 * ALEXANDER
F4v

* -25 TAURUS
M5iv/M9v

+55 * ACHAEA
G3v

-15 * MEDON
M5v

+10 * ARISTOTLE
K2v/K2v

+80 * MIDAS
K1v

-30 * ARION
G7v

-40 * PERGAMUM
F6v

+30 * HALICARNASSUS
G4v

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