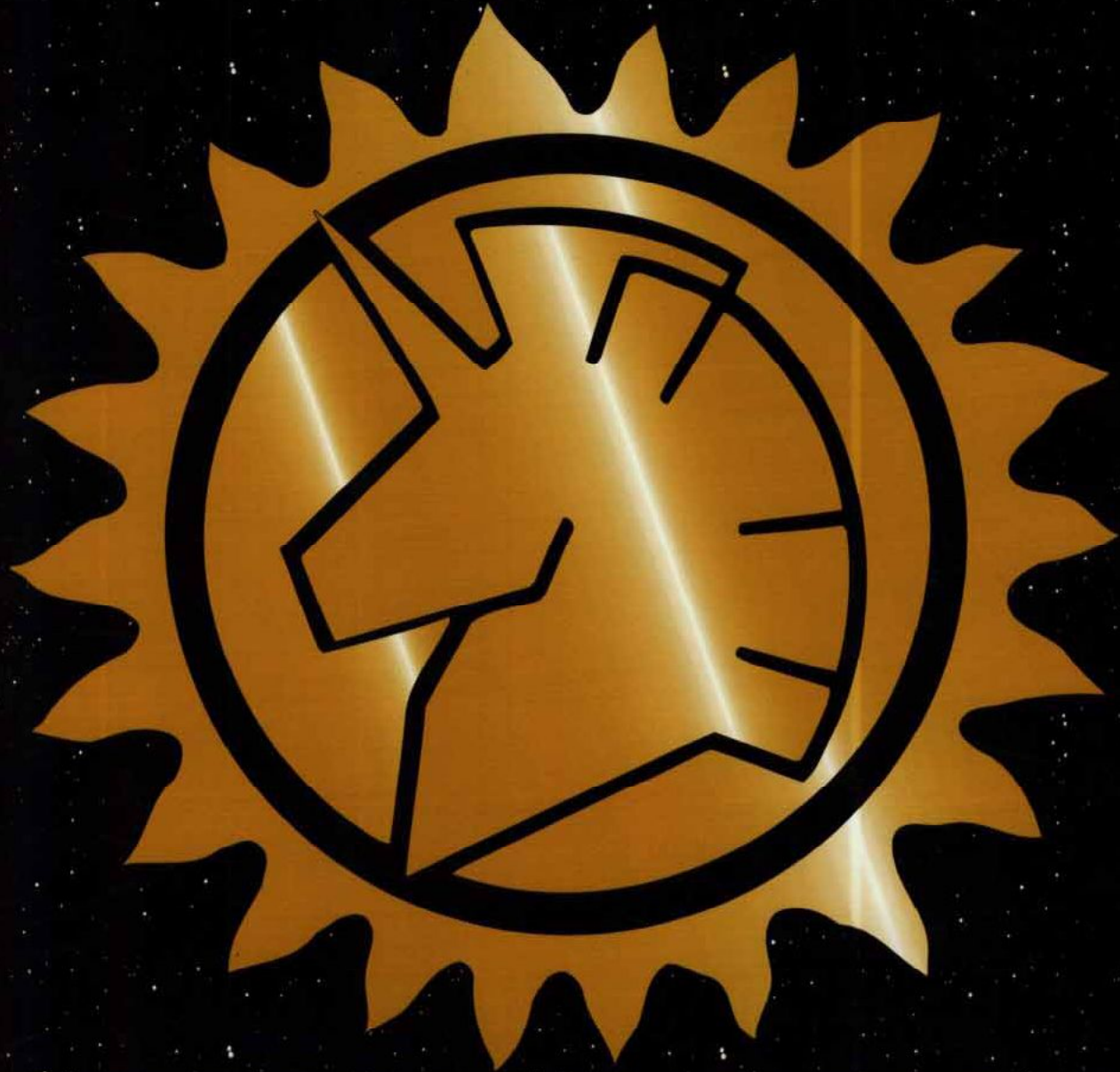


TRAVELLER[®]
The New Era

THE REGENCY SOURCEBOOK:™



KEEPERS OF THE FLAME

GDW

1
Regency
Manual

The Regency Sourcebook: Keepers of the Flame™

For my wife, Devon, because that's the way it should be, and for

Mickey Mantle, who embedded in me at an early age lessons about understanding, believing, and the difficulty of being, in ways that I have only recently been reminded (but you died before I could give this to you—even second chances are fleeting precious...), and for

Joseph J. Kruzel, Professor, Pragmatist, Peacemaker, and Patriot. May your example and panache continue to inspire those who will miss you.

And finally, to The Girls, for reasons that you taught me to understand.

Thanks to the members of the AWWG, because it's time for people to admit once and for all that it is fiction which imitates reality and not the other way around, for that is the only way that fiction attains any dignity, value or relevance. All is biography, yours and mine.

Soli Deo Gloria.

Design: "B." Dave Nilsen

Baseline Sector Data Upgraded By: Mike Mikesh, Mark "Geo" Gelfinas, Clay Bush, Leroy Guatrey, Dave Johnson

Starship Design Assistance: Mark "Geo" Gelfinas

This book draws on an extensive corpus of material created for previous editions of the Traveller system. Any list I make will unavoidably be incomplete, and I offer my apologies to anyone whom I have inadvertently excluded. Thanks is therefore extended to the following persons I can identify as having made a probable contribution to material presented in the Regency Sourcebook: Marc Miller (*Duh!*), Jay Adan, Philip Athans, Anders Blixt, Tim Brown, Clay Bush, Rob Caswell, Frank Chadwick, William W. Connors, Lyle Dundek, Ed Edwards, Joe Fugate, Thom Gressman, John Harshman, James Holden, Mike Jackson, Charles P. Kallina, J. Andrew Keith, William H. Keith, Jr., James Maliszewski, John Marshal, John Meyers, Mike Mikesh, Roger Moore, Nancy Parker, Robert Parker, Chris Purcell, Chad Russell, Lawrence Schick, Greg Videll, Loren Wiseman, Deb Zeigler

If You Like This Book: Blame God

If You Don't Like This Book: Blame God for creating Dave

Credits are Still For: People like me to entertain themselves and hopefully some small number of other comparably demented people.

One Full Week: "What is the amount of time it takes, doing nothing else, to simply format, never mind update or proof, the Regency's UWP data, Alex."

Did You Know: Alex Trebek writes all the questions for Jeopardy all by himself? That's why he's always so pissy and condescending when people miss them. It's true!

Typesetting and Proofreading: St. Michelle Sturgeon and B. "Dave" Nilsen

Cover: Julie Callahan

Art Director: B. Dave "Nilsen"

Interior Illustrations: Bradley K. McDevitt, Kirk "GBG" Wescom, Mike Vilardi

Believe. Always Believe.

Regency Sourcebook™: Keepers of the Flame

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Introduction

The Regency Sourcebook is the first step of *Traveller: The New Era's* return to *Traveller's* birthplace, the venerable Spinward Marches. Like the rest of the campaign background, the Marches underwent an updating and expansion of scope with each new edition of *Traveller*. Original *Traveller's* Spinward Marches grew to become *MegaTraveller's* Domain of Deneb, and in TNE the Domain is no longer one small part of a larger Imperium, but is the sole repository of that society's hopes and dreams. And now that the Regency is poised to remake interstellar space in its own image, it functions as a microcosm, like DNA tightly coiled in a zygote, of the new Imperium that it will conceive.

When you consider that the Spinward Marches were the primary focus of *Traveller* support for 10 years, it becomes apparent that the amount, complexity and subtlety of its detail is staggering, much more than could fit into a 96-page book. (I could have made it a 400-page book so it could cover everything, but then you'd have to wait another couple of years to read it.) RSB, therefore, only scratches the surface of this rich, full-bodied concoction, which is all the more enjoyable because it has been aged and blended for as long as 18 years (sudden desires to quaff a scotch are forgiven). And when you realize the purpose for which the Spinward Marches sector (which itself is only one of the four sectors making up the Regency) was created, its detail becomes even more impressive.

For what are the Marches, after all, if not a mini-Imperium? In 1979 one single sector was designed to have the same multi-faceted environment that the Imperium as a whole was later developed to display. The Third Imperium was a macrocosm of the Spinward Marches, with its K'kree, Hivers and Solomani playing the same role on a larger scale as the Zhodani, Darrians, Sword Worlders, etc., played on the smaller stage of the Marches. The great historical events of the Imperium were only the five Frontier Wars writ large, and the socio-cultural details of the Third Imperium were simply the more defined rendering of the same multi-cultural influences that we had already come to know "behind the claw."

So it was inevitable that TNE would return to the Marches, the birthplace and laboratory in which all the concepts of the later, larger *Traveller* incarnations first saw light.

Due to the nature of this task and the shortness of 96 pages, a large amount (what Frank likes to call "great, steaming heaps") of material is left that could not be fit into this book, so without further ado, I present:

Future Developments

The release of this book constitutes GDW's commitment to support the Regency as a fully developed campaign background for use with *Traveller: The New Era*. This does *not* signify the abandonment of the Reformation Coalition campaign. Both the Regency and Reformation Coalition will continue to be supported and developed as official TNE campaign backgrounds, because as you have probably guessed, they are going to meet each other some day.

Regency support will be provided via further sourcebooks, Epic adventure campaigns and articles on the following topics:

- Further social/political/historical background on the Regency and other Spinward States.
- In-depth examinations of the other Spinward States and alien races, to include character generation, their own histories, attitudes, approaches to the use of technology, etc.
- Collections of Regency-centered equipment, weapons, vehicles and starships, primarily at the TL15 and -16 level, as well as lower-tech variants used by other Spinward States.
- *Challenge* magazine, which will feature the good old "Traveller News Service" in each issue, plus Regency coverage in the form of adventures and articles covering the areas listed above.

Cross-References

Unlike any previous TNE products, RSB will make the occasional reference to pre-TNE *Traveller* products. This is again because of the sheer depth and breadth of the existing Spinward Marches background which

RSB can only lightly touch upon. Using standard GDW style, GDW-published products will be noted in **bold face**, and official material published by non-GDW sources will be noted *in italics*. GDW has no responsibility for the availability of non-GDW material, and there exist no stocks of the Digest Group *MegaTraveller* products outside the hands of collectors and out-of-print specialty shops. However, a number of old original *Traveller* and *MegaTraveller* products remain in the GDW warehouse and can be purchased direct from GDW. A list of these and their prices can be obtained by writing or calling GDW. When I make reference to GDW products, I will parenthetically note whether they are out of print and gone forever (OP) or still available via GDW (SA) *at the time of this printing* (some of these products remain in very small quantities, say two or three). Note: JTAS (1-24) indicates GDW's *Journal of the Travellers' Aid Society*, Ch (25-77+) indicates GDW's *Challenge* magazine, TD (1-21) indicates DGP's *Travellers' Digest*, and MTJ (1-4) indicates DGP's *MegaTraveller Journal*.

Library Data

RSB includes a very broad library data section. This is the first installment of what will hopefully someday be a comprehensive collection of jargon, concepts, terminology and ideas common to the entire TNE universe, and not exclusive to the Regency campaign. Many of these concepts will be visited in more detail in future products.

Conclusion and Statement of Culpability

This was a difficult book to assemble. I had originally hoped for more space to devote to sheer prose, i.e., the descriptive text that fills up pages 5 to 34 of this book. But the more I spoke with *Traveller* players, the more I found that they wanted the entire Regency *now*, not just one or two sectors with more to follow. Because this meant half the book would be given over to dry UWP data, I struggled before deciding on that path. I also considered more efficient (i.e., compact) presentations of the UWPs, like using a single sector map accompanied by a single list of its worlds, unsorted by subsector. However, *efficiency* is not the same as *effectiveness*, and I believe the old one-subsector-per-page format is the most useful format for referees and players alike. So although I compensated for the dryness of 40 continuous pages of subsector UWPs by pruning the repetitive format and packing the pages with world information, the big hurdle was to simply "bite my lip and close my eyes" and get on with it.

Remembering that **Supplement 3, The Spinward Marches** (OP) predated the conclusion of **Library Data (N-Z) in Supplement 11** (OP) by three years, I reasoned that the full panorama of the 45 subsectors of the Regency and its frontiers exist as little numerological ends in themselves, and that I could add deep layers of description, updating and whiny temporizing to their foundation in future products. Besides, if I didn't put them all in I would be apologizing for it to *Traveller* fans for at least three years.

Because I had to navigate as through Scylla and Charybdis among the vast amount of established historical, astrographic and political-cultural "facts" of the Spinward Marches/Domain of Deneb, I could not simply work rapidly and with a clean slate and write about a new era of worlds and their inhabitants. This fact made this book more time-consuming and more frustrating, but also more potentially rewarding. These rewards will not all be immediately evident, but will emerge as continued Regency source material bubbles forth.

Any violence I may have done to pre-TNE "facts" is my fault alone. (But I'll bet I know more about inconsistencies within original *Traveller* and *MegaTraveller* than anyone *left* alive, and only I know where the bodies are buried.) Please note the thanks in the credits to those who made the Spinward Marches, Domain of Deneb and now the Regency what they have become. It goes without saying that without them, well, you know, it goes without saying.

Keep the Flame.

Keep the Flame

KEEP THE FLAME

My brothers and sisters of the Regency, sons and daughters of the Imperium,

These are the last words I will speak to you.

Please do not mourn me, but be filled with joy in knowing that my greatest joy has been to be your servant. You need not miss me, for it is I who will miss you, and you will still have each other.

We will meet again, of that I have a certainty that goes beyond mere fragile facts,
And in that meeting we will understand all that has brought us here.

You are alone, a solitary outpost of light in an ocean of wild darkness.

But yours is not the loneliness of fear and isolation, darkness and extinction.

It is the elevation of the undying Flame which rises above fog, cloud and rain,

Of beacons which call to the great ships and keep the beaches shipwreck free,

Of the light across the bay which guides the seafarer home.

You carry a heavy responsibility in your solitude, for if you let the Flame go out,

Who else will shoulder the burden?

Who else will make the sacrifice of love for this great creation we call humanity?

So my words to you are,
"Keep the Flame."

For those who came before us and passed it on to us,

For those who live with us today who need to stand in its glow,

For those who come after us,

Keep the Flame.

For the simple knowledge that the Flame is the greatest thing that we will ever know, and is more important than we are,
Keep the Flame.

The Flame is you and me and everyone we have ever known.

The Flame is those who came before us down the long millennia and left for us what they learned.

The Flame is the promise of those who will come after us and profit or suffer by what we have done.

The Flame is truth.

The Flame is honor.

The Flame is duty.

The Flame is selfless service to others.

The Flame is mothers and fathers, husbands, wives and children, teachers and students.

The Flame is relationships.

The Flame is Love:

Our love for each other, our past, and our future is the tiny spark of the Flame that lives in all of us.

The Flame is death, and the knowledge that there is something greater that waits for us on the other side of death.

The Flame is courage, faith and commitment, even though we will die.

The Flame is the pyre on which all fear dies and is consumed for all eternity.

The Flame is within us as we are within the Flame.

The Flame is not a burden to be lifted lightly.

The Flame can burn and hurt and frighten,

Because it is nothing but the pure immanent force that drives this universe,

Beautiful and terrible to behold.

But although the Flame can kill you,

If you do not have the Flame you are dead already, and none can save you.

The Flame does not belong to you,
It is not yours to change or modify.

You are the vessel, the conduit, the custodian of the Flame.

The Flame will change you, purify you, burn away what is unworthy in you,

Leaving only the best in you, what is eternal, stainless and unbending.

And once it has exposed those things, it will burnish them until you gleam in the light of that Flame.

A beacon, a guide in the dark night of the soul for all who need it.

And if you die keeping this Flame you will never die.

You will live on, forever, in the hearts of all who have seen you.

For those who have never seen it,
Keep the Flame.

For those who would never see it were it not for us,

For those who have seen it but do not believe,

For those who have seen only fraudulent imitations which led them to scorn it,

For the countless souls who were defeated by their dreams,

And for those who do not yet know how to dream,

I charge you now and to your death:

Keep the Flame.

When it is dark,

Keep the Flame.

When you are weak,

Keep the Flame.

When you are afraid,

Keep the Flame.

No matter how much it hurts,

Keep the Flame.

With your last gram of strength,

Keep the Flame.

When those around you scorn you,

Keep the Flame.

Although it may kill you,

Keep the Flame.

Even if you are the only one,

Especially if you are the only one,

Keep the Flame.

Because you are not the only one—you will never be the only one,
But the Flame that you hold will shine out to those others who also thought they were alone,

And encourage them to hold theirs stronger and higher,

And together you will save those whose Flames have gone out.

Because we belong to each other, you and I,

Keep the Flame.

For I belong to you, and you belong to me,

United in keeping the Flame that gives us life and hope and purpose.

And although I am leaving you,

I swear to you that wherever I go,

To help light our way, my only cause, my only joy, will be to

Keep the Flame, now and forever.

The Last Address of

Norris Aella Aledon (1063-1157)

The First Regent

The Regency in 1202

THE REGENCY

The Regency is a society in flux, challenged by its difficult surroundings and beset by the contradictions between its past and its chosen future. Regency citizens have a clear belief of their role in the universe: They are the guardians of the Imperial values and are also the best hope of the universe to again have a viable multi-species interstellar culture. Less clear is their understanding of specifically how they will bring these gifts back to the universe. The unspoken assumption seems to be that the universe will welcome them back as liberators from the darkness. The possibility that the Regency might have to fight wars for the hearts and minds and real estate of those they would liberate has not been rigorously examined.

Keepers of the Flame

On the one hand the average Regency citizens (who still call themselves "Imperials") believe that the Regency is the steward of the Imperial values that will someday be spread again among the Wilds of the ruined Third Imperium. They continue to observe Imperial holidays and commemorate Imperial history. As the only survivors of this once-great polity, it is natural for them to feel this way; they share an understandable "survivors' guilt" which drives them to try to justify and redeem the deaths of their Imperial brethren. But since it was the Imperium on its own which consumed and destroyed itself, how rational is this veneration of all things Imperial? Is it just a harmless conceit, or is it a deep cleavage plane which under stress will eventually split, scattering all the accomplishments of the past 70 years?

Survival has been paramount for the Regency during the "Dream Time," so certain contradictions are inescapable. In fact, the Regency has not been marked by the kind of cynical "necessities" that are typical of hard-pressed societies, such as martial law, committees of "public safety" and the like. This in itself is remarkable.

Tenders of the Refiner's Fire

On the other hand, the Regency is committed to sweeping changes, broad in scope, deep in political and social effect, and quite un-Imperial in nature. Regency citizens proudly proclaim their status as true Imperials, and continue on to profess their commitment to the phasing out of the nobility with democratic and land reforms. The fact that this dichotomy is not often publicly articulated comes in part from an unwillingness to face up to real difficulties of overhauling a structure of feudal privilege, power and insularity.

Another source of this schizophrenia is the style of leadership used by the Regency's most influential leader, Norris Aledon, the first regent. While exhorting his citizens to modify their culture in areas of democratic reform, group consciousness rather than local consciousness, acceptance of psionics, and the accommodation of unassimilable political groupings within the Regency boundaries, he always used the inducement that these were the best ways to preserve and propagate the Imperial values that his listeners held in common. The fact that these new principles were perhaps not Imperial values after all was infrequently noticed, and discussed even less. If one uses non-Imperial values to perpetuate the Imperium, at what point does it cease to remain the same Imperium? When powerful nobles, formerly the backbone of Imperial leadership, are ejected from office and removed from their ancestral lands in local referenda, how exactly does one perpetuate the Imperial traditions?

Those who do think about the Regency's contradictions speak in terms of "the refiner's fire," in which the challenges and tragedies surrounding the Regency will relentlessly burn away the dross of unworthy institutions and leave only the pure, tempered metal of timeless values. Contradictory paths will be adjudicated by this

ongoing process, and only those worthy of survival will remain.

What is the Flame?

Although Norris and other Regency leaders spoke, and still speak, of "the Flame" that is kept burning by the Regency, the exact composition of this flame has been left open. This is certainly part of the reason for the appeal of the image, as each person can customize the concept to best meet his, her or its belief structure. However, the following characteristics are commonly accepted as central values of the Flame.

Courage: The ability to stand alone in the face of adversity and to hold fast to transcendent values even when surrounded by those who would tear them down.

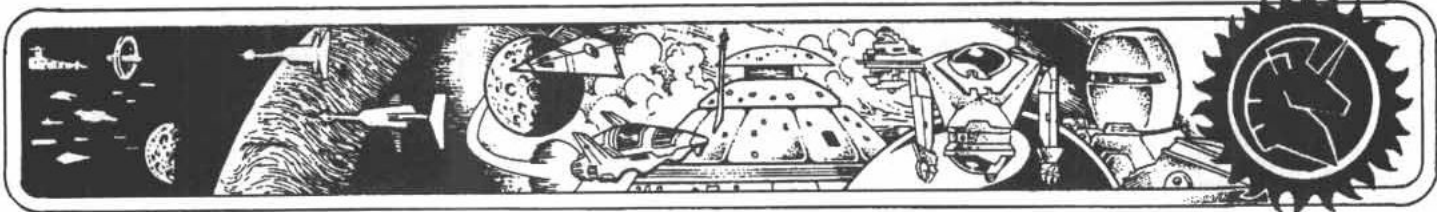
Stewardship: An appreciation of the physical assets (worlds, starships, high-tech industry), intellectual assets (literacy, education, technological and scientific training), social assets (adaptive political institutions, culture, art, literature, common history) and spiritual assets (traditions of service, loyalty, duty, justice and the well-being of one's fellow citizens) that have been saved and nurtured by the Regency, and a sober awareness of their fragility. Stewardship is manifested by the willingness to protect these assets, the understanding that these assets belong not to the Regency, but to the universe at large, and the commitment to someday assist in the dissemination of these assets back into the universe which has need for them.

Selfless Service: Another aspect of courage and stewardship is the belief that individuals achieve their greatest value when they combine their efforts with others to create something larger than they are, which will live long after they as individuals have disappeared. No person, nation, or world is an island; all of the Spinward States would have died had they not all cooperated with and trusted each other.

Inclusiveness: Despite the rhetoric of other major interstellar powers, Imperials can justly say that theirs was a remarkably integrated multi-racial society. Although no society is free of prejudice and expressions of groupism, the Imperium contained very few racial barriers to the achievement of its nonhuman members (although certain *behavioral* barriers, such as anti-psionic prejudice, ended up functioning as pseudo-racial barriers). Examples of Imperial inclusiveness included the appointment of the Vargr Brzk as archduke of the Antares Domain and the actual *changing* of the Imperial Sunburst insignia in 247 to make it visible to a newly joined minor race. The preponderance of human culture and leadership was a by-product of the tremendous numerical advantage of Imperial humans. Even the much-celebrated competition between humans of Vilani and Solomani descent was observed more in the breach than in practice. For its last 500 years, the bloodlines of Imperial leadership were so completely mixed between Vilani, Solomani and Sylean lineage that racial distinctions were nonsensical.

The Regency is heir to this tradition. In addition to its well-known Aslan and Vargr inhabitants, the Regency contains small communities of Droyne, Chirpers, Hivers and even K'kree (see page 50), plus numerous minor and geneered human races. All these are fully able to participate in government and to serve in governmental agencies. However, it is clear that the Imperium was, and the Regency remains, a predominantly human institution. On a simply descriptive level that simply means that the greatest percentage of Imperial subjects were human, and that they naturally and not unreasonably created institutions based on human traditions and assumptions.

On an idealistic level, the concept of the Imperium and Regency being human means that they incorporate human or humane values, the most important of which are respect for the individual and his, her, or its right to a meaningful and fulfilling existence.



Symbol of the Regency

The Regency insignia was originally proclaimed by Norris as the symbol of the Domain of Deneb on 280-1128 by superimposing Norris' unicorn device on the Imperial Sunburst, symbol of the Third Imperium. The unicorn, representing the "Bridled Steed" constellation which spans the Cronor and Jewell subsectors (A and B/Spinward Marches), has long been the heraldic device of Norris'

family and thereby became the symbol of the Spinward Marches and Domain of Deneb.

Since the proclamation of the Regency in 1132, the sunburst portion of the insignia has been taken by tradition to symbolize "the Flame," rather the Third Imperium. The placement of the Domain's unicorn symbol within this flame captures the concept of "the refiner's fire."

STRUCTURE OF THE REGENCY

For most purposes, the establishment of the Regency was simply the renaming of the Domain of Deneb, a step which was accomplished in 1132 by Archduke Norris. Its structure is based on that of the Imperium and naturally retains many of the same institutions and processes.

The major departure from the Imperial structure began in 1152 when Norris announced the Representational Reforms. These reforms were instituted to eventually replace government based on the nobility with government based on popular elections. Because of the tremendous implications of these reforms, they were intended to be undertaken in a gradual manner, and many of the attendant changes are still only being instituted 50 years later. In fact, the current form of Regency government with its parallel networks of noble and popular government is viewed as still only a transitional form rather than the desired endstate.

Levels of Government

There are four basic levels of government in the Regency: local, planetary, subsector and Regency.

Local government actually covers many potential sublevels of government by which people rule themselves close to home. These can include government at the level of town, city, district, shire, county, parish, borough and a profusion of other local terms, all of which are nested one within the other below the planetary level.

The planetary level is largely self-explanatory, except that it might more accurately be described as "star system" level rather than planetary level. Many star systems contain more than one inhabited world, but Imperial tradition has long stipulated that each star system has one primary world, to which the others are all subordinated in some fashion, as colonies, raw materials resources, bases, etc. Thus, the planetary level integrates these other worlds in much the same fashion as multiple nations on a balkanized world are handled.

The subsector level is the same as the old Imperial system, except that the Regency has folded certain sparsely populated subsectors, such as those along the frontier or Great Rift, into a single group which is treated as a subsector although its astrographic area is larger.

The Regency level is the highest level of government, and corresponds to the former Domain of Deneb government in area of extent as well as to the former Imperial government in terms of absolute accountability. A great many governmental functions are reserved to the Regency level, such as foreign policy and the armed forces. While

these areas can exert their function at the local level, they are not controlled by the local level of government. Rather, they are controlled by local authority via their own internal chain of command which extends down from the Regency level.

One level of former Imperial government that is missing is the sector level. Because the Regency only comprises major portions of two sectors and small bits of two more, this level would have been duplicative, and the Regency level has taken over the tasks formerly association with sector-level government. However, sector remnants of the noble hierarchy persist in their unempowered advisory role.

Parallel Governments

One of the explicit results of the Representational Reforms is the establishment of two hierarchies of government at the local, planetary and subsector level, and at the interface with the Regency level. There is of course only one administrative and bureaucratic hierarchy at the Regency level, and all these hierarchies terminate in the single person of the regent.

It is the conduits that run up and down between the citizens and the Regency that are duplicated. Each subsector, each world and each of a world's local political divisions are represented by nobles, in the feudal tradition of the Imperium, and also by popularly determined representatives.

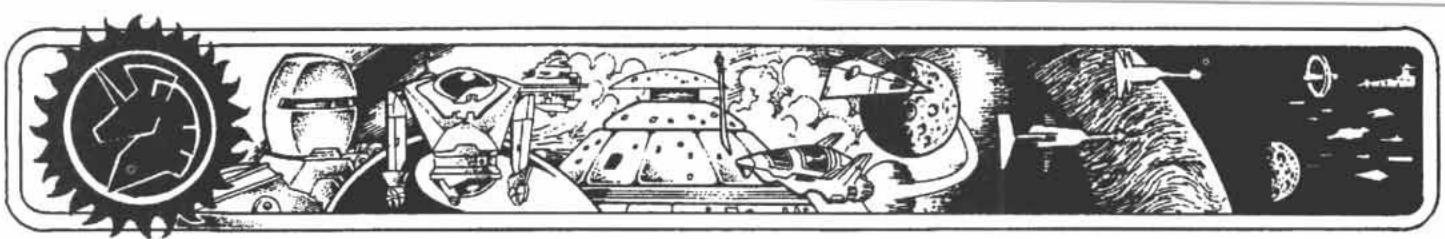
Popular Hierarchy: The popular hierarchy is the "true" form of Regency government, in that it is invested with the actual ruling powers that used to belong to the nobility. This also means that the administrative bureaucracies that used to answer to planetary and subsector nobles have been transferred to the control of the popular hierarchy and are now answerable to planetary and subsector governors.

The Representational Reforms require that each world and each subsector have a single executive officer, in both cases titled the "governor." The governor is the key conduit of power both upward and downward: The governor passes legitimacy up from his or her constituents to the Regency government, and passes the Regency's laws, programs and fiscal requirements downward from the Regency government to the citizens. Sector and plan-

"Popularly Determined"

The concept of "popularly determined" representatives, mandated by the Representational Reforms, actually covers a wide variety of procedures, not all of which are literally "popular." While many worlds do practice regular popular elections to determine their leaders and representatives, other worlds do not. Some do choose leaders by popular election, but these leaders are dictators who serve for life, effectively elected nobles. Other worlds periodically elect a single leader, who then appoints all the other members of the local government, as well as its representatives to higher levels of government. Other worlds choose their leaders by lot, or some other random means, or only elect individuals from a small, self-selecting group. Some worlds have planetary representatives who are elected by high officials who were not themselves popularly chosen, or who are members of a secret "star chamber." These systems all grow out of local custom, traditions and assumptions.

Although not all these systems live up to the classic image of home rule, democratic election and elective representation, they do meet the primary implicit requirement of the reforms, which is that they are locally rather than externally imposed, and do represent something of the true character of the individual citizen, the most basic level of Regency society.



etary governors are also able to use local Regency military forces under certain circumstances.

A second requirement of the reforms is that each world send a number of representatives to the Regency Senate, the Regency's primary legislative body. Each world sends a number of senators equal to its UWP population code, which means that a world's senators may range from 0 to 10. This logarithmic scale was the answer to the conflicting needs of greater representation for high population worlds and the requirement of a reasonable voice for all worlds, no matter how small their populations. For example, when comparing a world with a population of 100,000 (code 5) to a world with a population of 900,000,000 (code 8), the smaller world would only be out-represented 8 senators to 5, while the larger world actually has 9000 times the population of the smaller.

The Senate makes the Regency's fiscal decisions, and is also its deliberative and legislative body.

The term of office in the Senate is three years, although in practice a sitting senator's term does not end until his or her replacement arrives. Given the wide variety of travel times from homeworlds to the Regency capital at Mora, senators are replaced on a more or less continuous basis.

Noble Hierarchy: Also called "the old government," the noble hierarchy extends down to the lowest of the peerage, the barons, at the local level, all the way up through the planetary and subsector level to the Regency Moot at the highest level. Because the popular hierarchy holds the real governmental power, nobles exercise influence rather than actual power, but because of their history, personal stature, and abilities, this influence is no small matter. They exercise their influence primarily in the moots—the unofficial planetary moots, and the official subsector moots and the Regency Moot. Here they can discuss current needs and initiatives, and can bring their power to bear in support of Regency legislation which is officially sent down through the popular hierarchy.

The noble hierarchy was established to serve three main purposes. The first is the continuation of the Imperial peerage, important for historical and cultural reasons: The laudable and emulatable accomplishments of past nobles are more tangible and serve as better modern role models if their lines are perpetuated in their ancient ceremony and grandeur.

The second is their function in a statesmanlike advisory role to back up the popular hierarchy—an "impartial" check on the progress of popularly elected government. Because nobles do not worry about the need to be continually re-elected, they are thought to be able to take the long view on important or unpopular issues that elected officials may be tempted to ignore. They also function as a back-channel means of appeal or communication. For example, a minority group which believes it is being abused and ignored by majority-elected leaders may take its grievances to the noble, who will represent these concerns at higher levels, usually by presenting them at the subsector or Regency Moot. Issues presented at the subsector level will become known to the subsector governor who can act upon them, and issues presented at the Regency Moot can be acted upon by the Regency Moot or Senate, as appropriate.

The third purpose is both cynical and crucial: it gives the nobles something to do. The sudden and radical disenfranchisement of a powerful ruling class is a recipe for disaster. By giving the nobility a role to grow into, Norris hoped to gain their cooperation in the Reforms.

Administration

As in the Imperium, the Regency government exercises authority over various subject areas via governmental ministries. All ministries

are headed by high regents, which are appointed positions. These appointments are made by the office of the regent and must be confirmed by the Regency Senate and Moot. Ministries have mandated subject area responsibilities that are defined by the regent and Regency Senate.

For example, the XWeb (see page 21) is jointly overseen by the Communications Ministry and the Scout Ministry. The Communications Ministry sets and monitors standards of information dissemination throughout the Regency, while the Scout Service is responsible for operating the Xboats and their support structure. Thus funding for the XWeb comes from the Scout Ministry's budget, but it must meet the standards set by the Communications Ministry.

Taxation

All planets are responsible for their own internal taxation, within certain broad guidelines established by the Regency.

The Regency does not directly tax any of its citizens. Instead, it taxes *worlds* (which are then responsible for raising these taxes from their citizens) and *activities*.

Taxation of worlds is usually based on an equitable assessment of a world's ability to produce revenue (based on population, technology, manufacturing capacity, etc.), but this can be revised up or down for a variety of reasons. For example, a world which has suffered a natural disaster can have its tax burden reduced, while a world which has been the major beneficiary of a new Regency facility or activity could have its tax burden increased. Subsector governors are also given some authority to realign tax burdens within a subsector, so long as that subsector's total tax obligation is met.

Among those activities which are taxed are interstellar trade and travel. Every starship requires licensing, registration and annual certification which is a form of tax, and the sale of all starship cargos and passenger tickets produce a tax paid to the Regency (these taxes are subsumed within the normal price of these items, so this effect is not seen in game terms). When an interstellar business is formed, registration and licensing fees are also paid to the Regency. The berthing fees paid at starports are the means by which the starports recoup the taxes levied on them by the Regency government. The statement behind all these activity taxes is that the Regency is the guarantor of interstellar society.

Armed Forces

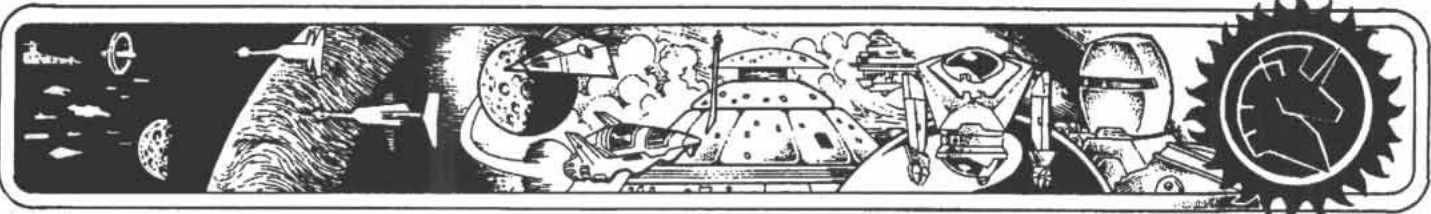
The Regency's armed forces include the Regency Navy, Scout Service, Quarantine Service, Marines and Army. All these are administered by various ministry areas, but are under the supreme command of the regent. Each of these organizations has a parallel civil and military command structure. The civil structure consists of the high regent in charge of the Navy Ministry, Scout Ministry, etc., and the ministry office.

The ministry interacts with the Senate and other ministries, and handles all budgetary and fiscal requirements, including procurement, pay and benefits, etc.

The military command structure consists of the military's own hierarchy and controls operational, training and personnel issues, and makes procurement and budgetary recommendations to the ministry.

Both the military and civil hierarchies terminate with the regent, who is the commander-in-chief of the armed forces.

The Regency continues the Imperial policy of maintaining parallel structures of active and reserve fleets in its subsector. Although subsector governors have no authority over active naval forces, they are permitted to make use of reserve forces under certain circumstances.



HISTORY OF THE REGENCY

Although the Regency dates to 1132, its story properly begins in 1123 with the dispatch of the *Arrival Vengeance* mission. In 1123 the Domain of Deneb had been cut off from the Imperium for six years, and Archduke Norris had to decide whether the Domain's future was tied to eventual reunification with the Imperium or if it would have to chart its own course. To this end, he dispatched, in greatest secrecy, a recommissioned cruiser to cross the Great Rift and contact the factions of the warring Imperium. This story is told in greater detail elsewhere (*Arrival Vengeance: The Final Odyssey, SA*). The answer of the mission upon its completion in 1126 was quite simple: The fragments of the Imperium were in no shape to be reunified, and the Domain of Deneb would have to stand or fall on its own.

In 1127, speaking from the Domain capital at Mora, Norris announced this reality to the Domain, that "We in the spinward extents must chart our own future." (See *Survival Margin* page 53, or *Arrival Vengeance, SA*.)

Many of Norris' initiatives which later saw light as Regency policies were undoubtedly begun at this time, particularly the Psionic Re-

forms and perhaps the Representational Reforms. However, the release of the AI Virus in 1130 soon presented the Domain with a more burning issue than any social restructuring.

Virus and Quarantine

Advance warning of Virus from couriers that crossed the Great Rift enabled local naval commanders to take steps to prevent Virus infection, and quick ratification from Mora permitted these steps to be replicated all along the Domain's frontier. Under centralized leadership, these steps soon became codified as the Quarantine, which extended all along the Domain's trailing frontier and along the trailing portion of its coreward frontier.

Quarantine consisted of the isolation of all communications and data transmission systems so that Virus could not be transmitted along its fundamental path, and the closing of the Domain's borders to all interstellar traffic. Incoming traffic, if cooperative, would be inspected for Virus, usually involving a lengthy layover as all starship systems, personnel, cargo and equipment were inspected. Quarantine Transient Camps were hastily assembled all along the frontier to house these persons, who were detained as long as several years in some cases, because the flood of incoming traffic overwhelmed the shipping available to carry them deeper into the Domain.

Allies: It quickly became evident that the Domain could not create a Virus-proof barrier along all of its frontiers and that it must cooperate with its neighbors in order to keep Virus from overwhelming them all. Negotiations with the Aslan were the most pressing, as the Aslan's frontier with Virus was contiguous with the Domain's. However, Domain-Hierate relations had been quite sour since the onslaught of the *ihatei* fleets in 1119, and these overtures were initially met with suspicion and hostility. With time running short and in the absence of concrete Aslan cooperation, the Domain extended the Quarantine rimward into some frontier Aslan worlds, just in time to meet infected ships crossing the Great Rift via the mid-rift calibration points.

Desperate diplomacy, and last-minute assurances that the Domain would respect the integrity of Aslan populations within its borders, finally cemented the shotgun Domain-Hierate wedding, and joint Aslan-Domain forces were formed to defend the spinward termini of the great trans-rift trade routes in the Riftspan Reaches.

As it did with the Aslan, the Domain shared its knowledge and antiviral techniques with its other neighbors, most notably the Zhodani and Darrians. Although this information was also shared with the Vargr, the Domain never really trusted the fragmented and divisive Vargr to help maintain the Quarantine, and was forced to extend the Quarantine along its entire coreward borders.

By the end of 1131, the Quarantine had essentially assumed its current form, although a great number of procedures and protocols, especially between the neighboring powers of the Quarantine, had yet to be established. These protocols, and the rights and responsibilities of all those participating, were formalized in 1132 with the signing of the Spinward States Accords.

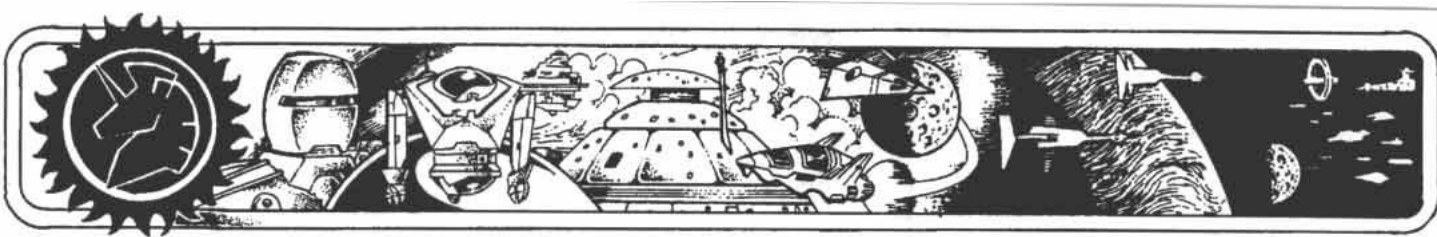
Regency Proclaimed

While the Spinward States Accords were being finalized, the Domain of Deneb became the Regency. Although in many ways this event was merely a cosmetic change, the very real significance of cosmetic changes in human affairs cannot be ignored.

The proclamation of the Regency served psychological and emotional notice to Domain residents that they had entered a new epoch of history, that things were no longer the same. This allowed them to make the kind of mental and social adjustments required for this new epoch. And by redefining the Domain's identity in a positive, independent way, connected to a cause, its citizens learned to no longer regard themselves as a small backwater province, cut off from and abandoned by the larger society that gave it meaning. Rather,

Regency Timeline

- 1098 Norris Aella Aledon becomes Duke of Regina.
- 1107 Fifth Frontier War begins, accompanied by great enemy success.
- 1109 Norris sacks Admiral Santanocheev. Tide of war begins to turn in Imperium's favor.
- 1110 Fifth Frontier War ends in return to almost all pre-war boundaries.
- 1111 Border Worlds established as Imperial client state.
- 1116 Emperor Strophon's ceremonial double murdered at Core.
- 1117 Imperium breaks into factions for a Civil War. Vargr cut Corridor in two. Domain of Deneb cut off from Imperium.
- 1119 Intrusion of Aslan *ihatei* fleets in Domain become stronger and more numerous.
- 1123 Norris orders *Arrival Vengeance* mission to contact remains of shattered Imperium.
- 1126 *Arrival Vengeance* returns from its mission, carrying future High Regent Avery Alkhalikoi.
- 1127 Norris announces that Domain must seek its own path without the Imperium.
- 1130 Release of AI Virus in Core Sector. Collapse begins. First warnings of Virus arrive along trailing frontiers of Domain.
- 1131 Quarantine completed. Joint Aslan-Domain fleets destroy vampire fleets attempting to cross Great Rift.
- 1132 Regency proclaimed. Spinward States Accord signed. Sword Worlds attempt land-grab.
- 1133 Regency Frontier created. Abandonment begins. Border Worlds and Gram are absorbed into Regency. Norris declares the Psionic Reforms under High Regent Dilgaadin. Psionic Renaissance begins.
- 1139 Rape of Trin.
- 1140 Regency annexes Islands subsectors, assumes peace-keeping presence.
- 1152 Norris announces the beginning of the Representational Reforms.
- 1157 Norris dies, succeeded by Seldrian as regent.
- 1190 Seldrian dies, succeeded as regent by her son, Caranda Aledon Alkhalikoi.
- 1196 First Regency referendum on re-opening borders voted down.
- 1201 Zhodani Exodus begins.
- 1202 Regency Frontier is opened.



Norris Aella Aledon
The First Regent
 Archduke of the Domain of Deneb, *surrendered*
 Duke of Regina, *ceremonio vita*
 Count Aledon, *ceremonio perpetua*
 Marquis of Regina, *ceremonio perpetua*
 Baron Yori, *ceremonio perpetua*
 OEG, OC, ODM

For most purposes, the story of the Regency is the story of Norris Aledon, both literally and allegorically. Norris was its guiding light, its conscience and voice for its first 25 years, and his vision has been maintained by his successors. Furthermore, his unassuming origins and his ability to shoulder unimaginable responsibilities when catapulted into a position out of keeping with any planned preparation parallels the way the Domain of Deneb was thrust in time of desperate war into the role of sole keeper of the Imperial legacy.

Born as the second son of the Duke of Regina, Norris was never trained for political leadership, and instead joined the Imperial Navy where he began a promising career in Imperial Naval Intelligence. However, the death of his older brother William in 1097, followed a year later by the death of his father, the duke, thrust Norris into a position he neither expected nor desired, but which would prove again the truth of the ancient wisdom, "There is no more fitting preparation for a king than to have been trained in the navy."

He proved himself a competent administrator, but it was not until the Fifth Frontier War (1107-1110) that his genius as both a strategic and operational leader became evident. Successfully anticipating the outbreak of war, Norris requisitioned naval reinforcements from Emperor Strephon which arrived in time to turn the tide. But before these forces could arrive, and in the face of disastrous early reversals for Imperial forces, Norris relieved Admiral Santanocheev, the incompetent Imperial commander, and took personal control of the Imperial campaign, setting up the final Imperial victory at the decisive Battle of Rhylanor (see *The Spinward Marches Campaign*, OP). Norris' ability to correctly anticipate and take confident, powerful measures, so amply demonstrated here, was to be tested again.

In 1116, receiving advance word of Strephon's popularly accepted murder, Norris took advantage of Imperial protocols and, in Strephon's name, elevated himself to archduke of the Domain of Deneb, thus ensuring clear, unified and foresightful leadership to meet the challenges ahead. This appointment was later confirmed by Emperor Strephon in 1126 (see *Survival Margin* page 52). This position allowed him to act decisively upon advance word of the Virus release, and he was able to organize the Domain to enact measures to meet and exclude this threat. Demonstrating his diplomatic talents, he was also able to recruit the neighboring Zhodani and Aslan governments to support the Quarantine which preserved the region now known as the Spinward States.

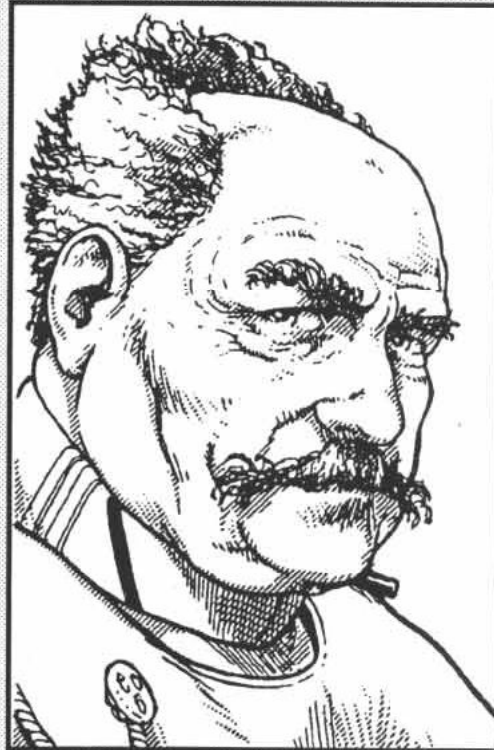
In 1132, following the successful completion of the Quarantine, Norris reorganized the Domain of Deneb as the Regency, a body which would continue on in the name of the Imperium until such time as the Imperium could be re-established. His attention was now focused on organizing the Regency to withstand the incessant attacks of Virus in the new form of sophisticated vampire fleets, as well as redressing the flaws of the Imperium which caused its ultimate fall.

Norris championed the values of honor, dedication and selflessness, and decreed that the Regency would move from a feudal polity to a more democratically based polity. He also repealed the psionic suppressions, opening the way for Regency psionics to provide additional help in maintaining the balance of power with the Regency's Zhodani neighbors.

Norris never married, and his unsuccessful attempts to find a

partner and mother for his heirs became an increasingly sad story in the Regency news media. This eventually only added to Norris' legend by making him the father-figure who unselfishly gave up his own personal happiness for the sake of serving his people.

Norris never really recovered from the death of his trusted advisor Branj Dilgaadin in 1146, and it is believed that the long and close psionic relationship he had with his seneschal made it that much more difficult for him to form relationships later in life, most of all with marriageable women. Norris wrote an ode to Dilgaadin ("Ode to Old Chrome Dome") that was read at the private funeral service, a passage of which encapsulates these sentiments.

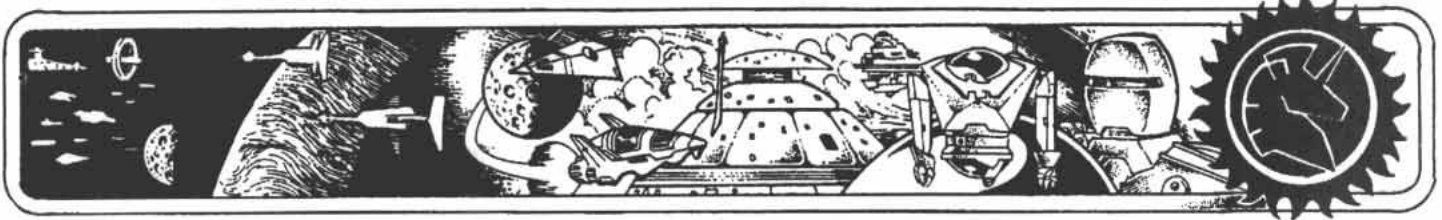


*I never ruled alone through all the trials that we fought,
 For you were there beside me; you knew my every thought.
 Amid challenges and crises more than one man could withstand,
 You were my second body; my unseen mind and hand.
 But now your place stands empty, both without me and within,
 And to rule alone is something I don't know how to begin.
 I would find a queen, who like you, shares my purpose and my thought,
 But how can I know another, when I know that she could not?*

After the death of Avery in 1149, Norris lived out his final years with Seldrian on Mora and assisted in the upbringing of his "true grandson," Caranda.

Norris died in 1157, only hours after delivering his final address to the Regency (see page 4). He was succeeded as Regent by his true daughter Seldrian, whose succession was passed unanimously by the Imperial Senate.

Norris, much respected and loved while alive, became a mythic figure after his death. The name Norris and its variants (Nora, Norine) are extremely common among Regency citizens, especially those less than 45 years of age. All Regency worlds ever visited by Norris commemorate these visits by historical markers, Norris hotels, Norris streets, museums and "Norris slept/ate here" placards. Although technically the title "first regent" was intended to be used by all holders of Norris' office, to distinguish it from other high regents, etc., this title was not used by either of Norris' successors, allowing it to remain uniquely linked with the singular figure who created the office.



they now were the heart and soul of that larger society, and had a mission that ennobled their existence and exertions.

Finally, the redefinition of a domain of a larger Imperium as a separate regency would make it easier to institute the cultural and political changes necessary to adapt in this new environment. The change of name empowered Regency citizens to take hold of their destiny and make their own decisions without having to ask themselves if these decisions were "proper" within the externally imposed Imperial framework.

"Starship"

"Starship" is a poem which achieved a great deal of popularity in the Regency during the Dream Time. It was written by then 2d Class Petty Officer Omar Assad following the Battle of Calibration Point Charlie in 1144. Assad was a sensors operator aboard the battlecruiser *Saratoga* and was inspired to write the poem by the sight of the destroyed Regency vessels that were left behind at the end of this deep interstellar space battle.

To devotees of poetry it was clear that Assad had been reading rather too much William Blake when he wrote this poem, but to most Regency citizens, who had never heard of Blake's 3900-year-old work, the piece captured the sadness, poignancy and fear felt by those living in the last surviving pocket of civilization, surrounded by, and daily threatened by, the yawning chaos that surrounded them.

*Starship, starship, burning dim on the fringe of the outrim
Did you crew have some last word? A final plea we never heard?
Your fusion-blackened hull betrays no sign of life from former days
We stand away to jump for base, leaving you alone in space
Your corpse a monument for some, for some a crematorium.*

*Starship, starship, spewing fuel, your twisted wreckage growing cool
Did your captain try to shout before your engine decks blew out?
Or did some practiced watchman's eye discern that he was soon to die?*

*We wish to know what you could tell of when your crew was blown to hell
Some simple message we would find, to pass to those they leave behind.*

*Starship, starship, drift away into a place that knows no day
We wonder on the men you bore who fought beside us in this war
It would be simple to forget your crewmen whom we never met
But we'll remember, as we should, our comrades in this brotherhood
of quick cold death between the stars, for their sad fate will soon be ours.*

*Starship, starship, save a berth for us, lost children of the Earth
You drift from sight but not from mind, for someday we'll be left behind
to seek an entrance to the home where now our missing comrades roam
We'll burn with pale fire—wan and thin
Please guard the door, and let us in.*

The popular success of "Starship" allowed Assad to retire from the navy and pursue a career as a popular poet, publishing such best-selling collections as *The Watson Weddings*, *Battleline Ballads and Divisional Ditties*, *Islands in the Creek* and *Leaves of Sassafras*, which again raised the hackles of critics, who began referring to him as, "The Rod McKuen of the 57th century." This is because the one thing that critics like better than running people down is making obscure references that no one but they can understand.

Final Adjustments: Another accomplishment of the renaming of the Domain was the opportunity to redefine the status of disputed or Border Worlds and client states starting from "a clean slate." Rather than carrying over generations-old Imperial territorial disputes into the new regime, Domain worlds and all worlds on its borders were given the "option" to join the new organization. Although key border areas were given as much freedom as possible in this area, in some cases the Domain resorted to subtle or overt arm-twisting. In extreme cases the Domain/Regency simply incorporated unwilling worlds as "Unintegrated Territories," meaning that the worlds were nominally independent but that the Regency exercised the principle of eminent domain to take the world within its defensive perimeter. In other words, given the clear and present danger to civilization presented by Virus, someone had to take the responsibility of integrating Border Worlds into an effective protective regime, for the good of all intelligent life. In cases where recalcitrant worlds were unable to see to these requirements on their own, it fell upon the Regency to do what needed to be done, for, as Regency leaders were fond of repeating, "the Quarantine is only as strong as its weakest link."

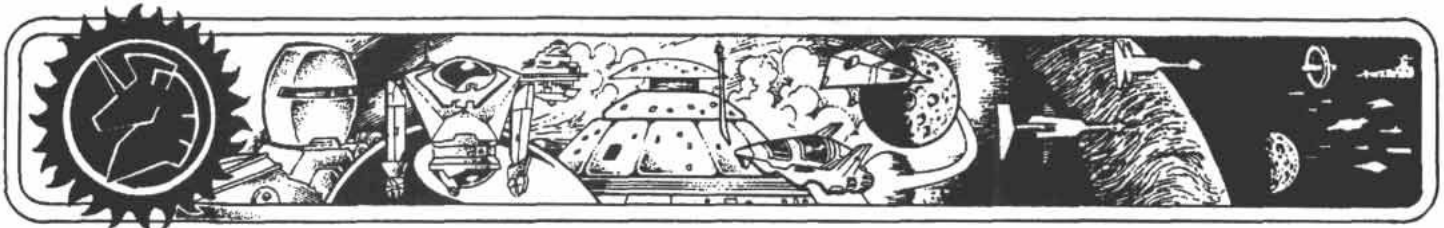
One of the most powerful inducements that the Domain/Regency could offer was its anti-viral expertise, and its offer to include a world under this umbrella was an opportunity that could not be passed over lightly. This was especially true when envoys pointed out that the alternative was to be left outside the Quarantine to fend for oneself. Another factor that ironically strengthened the Regency's bargaining position was its simple desperation for success. This desperation led the Regency to grant favorable terms to prospective members that made membership much more attractive to worlds which had repeatedly declined Imperial allegiance. The clearest example of this was the incorporation of worlds that contained significant groups of Vargr invaders or Aslan "squatters," still fighting for control of the world with its rightful Imperial inhabitants. Since approaching Virus allowed neither the time for lengthy settlement of these disputes nor the luxury of leaving embattled worlds as the weak links on the Quarantine frontier, the Regency was obliged to "agree to disagree" and accept the Vargr and Aslan territorial gains as a *fait accompli*. This acceptance legitimized these gains and obligated the Regency to extend the former invaders the same rights and support as any other Regency citizen. This would eventually put the Regency in the distasteful position of defending the newly legal Vargr and Aslan gains against the very Imperials who had been displaced from them.

Spinward Border

During this same period the Sword Worlds observed the Regency's forthcoming policy toward already entrenched rivals and attempted to take advantage of this opportunity by launching invasions on a number of worlds on the Imperial frontier, including the Border Worlds, Entropic Worlds and several Imperial worlds. These invasions were small and were intended get the Sword Worlds' "foot in the door" on these worlds so that the Domain would be obliged to recognize and accept these claims in perpetuity.

The Domain was hoping to incorporate the Border Worlds into the new Regency, but at the time of the land-grab these details had not been finalized. Keeping the Border Worlds under Domain/Regency control would greatly simplify the defense of the frontier and allow better connection with Darrian holdings, but incorporating former Sword Worlds territory into the Regency was dangerous, as it would attract internal conflict. This perception was both confirmed and rendered irrelevant by the land-grab.

Recognizing the Sword Worlds' act as one of crass opportunism based on their interpretation of Domain weakness, the Domain determined that a clear show of resolve was necessary and decided that it was time to slap the Sword Worlds down hard. Improved Domain-Zhodani relations since 1123 made this act possible, as



Imperial forces in the past had been deterred from acting against the Sword Worlds by the Sword Worlds' ties to the Consulate as members of the Zhodani-led Outworlds Coalition.

Acting with the assistance of Darrian forces, and after dispatching guarantees to the Zhodani that no acts would be taken against them, Domain naval and Marine forces crushed the Sword Worlds forays and occupied an additional seven of the Sword Worlds, including the entire Gram arm (see page 45). Reasoning that since the Sword Worlders would cause trouble no matter what and it would therefore be best to keep a close eye on them, the Domain elected to incorporate all the occupied Sword Worlds and Border Worlds into the Regency.

War of the Quarantine, 1131-1201

The War of the Quarantine was the constant background that accompanied all other events of the Regency's history and underscored the precarious nature of the Regency's existence. Just as Virus caused the founding of the Regency, its continued influence on it in the form of the Quarantine War was the major shaping influence on the Regency in its first 70 years. The lives of almost all Regency citizens were touched by it in some way, either by family service along the Quarantine line or a career spent building the tools of the Quarantine: starships, spacecraft and their systems. And although the Quarantine War gradually became business as usual, something the average citizen could take for granted, the total number of Regency dead after 70 years of unremitting diligence was staggering—more than all five Frontier Wars combined.

Starship Shortage: One of the most shocking revelations of the early Quarantine was the tremendous shortfall in spacecraft required to maintain it. Warships and system defense boats were required to guard each of the refueling points in each of the systems along the frontier, in sufficient force to at least slow down incoming vampire ships. Starships were required to make pre-emptive sweeps through the Wilds. Ships were also needed to man the less dangerous but still necessary borders with the Regency's Spinward State neighbors. Couriers and Xboats were required to maintain communications among the Quarantine force and maintain timely communications within the Regency so that worlds would not be surprised by vampire breakthroughs. Furthermore, wartime losses to all of the above forces needed to be constantly made up in a timely fashion. Finally, in spite of these drains on available shipping, large numbers of merchant vessels were needed to maintain the Regency's commerce.

These needs were met in several ways. First, most privately owned military vessels, such as the famed "Route Protectors" of the Al Morai shiplines (The Spinward Marches Campaign, OP), were nationalized. These were either taken over by Navy and Scout crews or retained their former crews, now direct-commissioned into the Domain armed services.

Second, the Regency's shipbuilding industry was carefully organized and husbanded by the new Ministry of Shipping. The ministry identified existing construction capabilities that could be rapidly converted to useful projects without the delay and waste necessitated by wholesale redirection of industry from the ground up.

Two examples of this approach are the *Cuspid*-type gunboat and the jump-capable boat (pages 90 and 88). The *Cuspid*-type gunboats were adaptations of the standard 10-ton launch, already in production in vast numbers by many Regency yards. Rather than taking years to convert these yards to the production of expensive, time-consuming, and labor-intensive purpose-built fighters such as the Rampart (see *Brilliant Lances Technical Manual*, page 48), these yards were able to begin manufacturing *Cuspid* components almost immediately, and existing stocks of launch spares could be used for the new gunboat type. The jump-capable boat was similarly derived from a standard small craft, the 30-ton ship's boat. The use of the jump boat to supplement and replace the admittedly more capable Xboats allowed shipyard capacity previously used for the larger Xboats to be

used for needed warship construction.

Another ministry policy was to carefully *limit* the pace and extent of modernization of the Regency's shipbuilding industry. While decades of advancing Regency technology would have permitted the upgrading of many TL15 shipyards to produce TL16 vessels, these upgrades would have caused a serious disruption in output, and the new high-tech vessels would have been technologically incompatible with the Regency's nearly homogeneous TL15 forces, and would have required the creation of a new TL16 maintenance and support infrastructure in addition to the existing TL15 facilities. Furthermore, the production of the innumerable one-off TL16 prototypes required to learn how to properly manufacture and use this new technology would have been wasteful and duplicative. Modernization efforts were instead focused on bringing worlds up to TL15 levels rather than further advancing existing TL15 facilities.

Small-scale TL16 programs were undertaken, both to ensure technological supremacy and to discover useful TL16 systems that could be adapted to other platforms, but these were carefully managed. These were typically joint Darrian-Regency programs, using known-successful Darrian TL16 artifacts as goals, rather than requiring Regency engineers to conduct time-consuming TL16 basic research. The highly successful 500-ton Darrian patrol cruiser (page 92) is a prime example. The DPC is based on long-established Darrian designs and is also produced under license in the Regency for the Regency Navy and Quarantine Service.

Finally, the Regency has made extensive use of reserve forces, primarily via the RQS. The RQS offers subsidies for the private construction of military-capable starships (usually armed or upgraded merchant types), and thereby can call up these vessels and their crews for temporary RQS duty (see page 19). The RISS also maintains its long-standing policy of maintaining an operational reserve force of detached duty scout/couriers. Finally, all personnel who have served in the Regency Navy or Scouts can expect to be recalled for Quarantine duty.

The effects of the starship shortage continue to this day and can be seen in the rarity of TL16 starships and shipyards in the Regency, as well as the great age of the Regency starship fleet. Most starships not destroyed in the past 70 years are still in service, and a large portion of these are still committed to supporting the Quarantine.

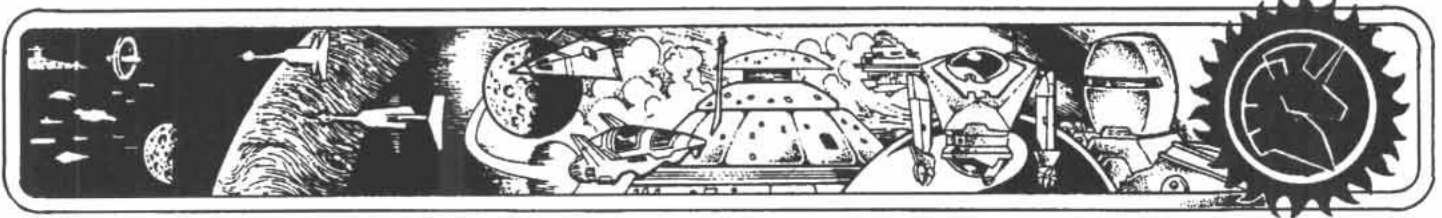
Regency Frontier: A Virus-tight Quarantine cannot be maintained along a single thin line. The ability of starships to jump over defending lines requires a defense in depth. This defense in depth was achieved by the creation of the Regency Frontier, which was largely in place by the end of 1133.

The Frontier has an average depth of three to four parsecs, with the outer edge being the beginning of the Wilds proper and the inner edge being the actual Regency boundary, what is referred to as the Regency Safe Area, or "Regency Safe" for short.

The outer edge is the limit of permanently stationed RQS pickets, not the limit of RQS patrols. RQS "deep sweeps" routinely range several parsecs into the Wilds, flushing out known and likely avenues of approach and sometimes planting ambushes at key refueling points.

Abandonment: The principle side effect of the establishment of the Frontier was the Abandonment. Because the worlds beyond the safe boundary could not have their safety guaranteed, a massive evacuation of their populations began in 1133 and had reached its peak by 1136. The Abandonment was supported by the Regency Navy, which organized convoys of troop transports to bring the emigrés to safety within the Regency.

Here they were initially deposited on a number of Regency-designated "Refugee Worlds" in the trailing subsectors of the Regency. Many millions of them were relocated by the Regency to other worlds, notably the former Border Worlds of the Sword Worlds subsector (page 45), and the *ihatei*-settled worlds along the thinrim. Here they provided a loyal counterbalance to the volatile Sword



World and Aslan populations.

Although in this and other ways the emigrés were encouraged to seek lives throughout the Regency, it was inevitable that a large percentage of them never made it beyond the Refugee Worlds. Even in 1202, millions still live in the maze-like warrens of refugee shantytowns on the Refugee Worlds, where Vargr organized crime (see page 29) maintains a firm foothold.

Rape of Trin: The Rape of Trin in 1139 (see pages 51 and 80) brought home the danger of Virus and the importance of maintaining the Quarantine and close relations with the neighboring Aslan and Zhodani. It also contributed directly to the Regency's annexation of the Islands subsectors the following year.

Annexation of the Islands: The Islands subsectors (see pages 33-34 and 72) had been a source of concern to the Quarantine since its establishment. However, its eight-parsec separation from the contiguous Imperial Wilds were thought to make it relatively safe from vampire attack, and its further seven-parsec separation from the Regency frontier in the Usher subsector made it possible for any infestation to be sealed off by Regency forces.

However, the sophistication demonstrated by the *Kishkii* attack of Trin called these assumptions into question. A vampire fleet could clearly mount a multi-staged crossing of the Great Rift and, once established in an area the size of the Islands, would be difficult to eradicate. Vampire fleets could then use the Islands as a staging area right on the doorstep of the Regency to launch regular incursions into Usher subsector. The fact that the Islands had been engaged in more or less continuous warfare since 1106 made it unlikely that its worlds could mount a united front against a vampiric attack and made the worlds that much more susceptible to infection.

For this reason, the Regency annexed the Islands in 1140, occupying them with Navy and RQS forces and declaring an end to the so-called Consolidation Wars. Regency forces remain in the Islands in 1202, both to maintain the Quarantine and to enforce peace in the Islands.

Psionic Renaissance

Norris had long been committed to at least the partial repeal of the Psionic Suppressions. This was clear from his close relationship with his telepathic seneschal, Branj Dilgaadin, but these sympathies date back to his naval intelligence career. The Imperial Navy prudently maintained psionic research at several points in the Imperium, including at least two points in the Domain of Deneb, and Norris became aware of the capabilities that could be provided by a psionic program.

This awareness became even more acute after he became sector duke, as he had to contemplate political relations and even war with the Zhodani Consulate just a few short parsecs away. Facing an opponent that had mastered its psionic potential, the Imperium could ill-afford its continued disregard of psionic power.

However, introducing psionic programs into the anti-psionic Imperial culture would be difficult, and it was only after Norris had begun the recasting of the Domain's self-image as the new Regency that he felt it was possible to take the step of psionic reform. The indispensable feature of any such effort would be to somehow circumvent generations of mistrust and suspicion of psionics. Norris believed that only a program of radical openness would achieve that goal, and he assigned Dilgaadin the task of fleshing out the concept. The plan was announced as Regency policy in 1133 as the Psionic Reforms. See page 14.

Representational Reforms

The rapidity with which the Imperium split into warring factions demonstrated that the Imperial culture had ceased to be a sufficiently unifying force in 1117. The message to Norris was clear: A healthy interstellar society required strong forces of loyalty that ran both up and down through the political hierarchy. Notions of democratic

reforms and home rule had attained some currency among the nobility in the Imperium's last years and were particularly championed by Dulinor the Black before he touched off the Civil War.

Some progress had been made in that area, with Strephon's resurrection of the domains and their archdukes. Norris' own experience with the importance of being free to wield unified power in response to local conditions ratified the principle of the domains, and the Collapse only seemed to make these principles more relevant. The speed and destructiveness of Virus would not allow slow, centralized, coordinated responses to succeed. Success against Virus required that local leaders have the authority to act quickly and decisively, but it was even more important that local groups of worlds have the cohesion and unity to act in common cause without hesitation. Such cohesion could only grow from the ground up and could not be imposed by the nobility. This meant democratic reforms, and on a more basic level than even Dulinor had contemplated.

The need for democratic reforms was intensified by the Vargr and Aslan *faits accomplis* of 1132. The lavish concessions to the invaders demanded some compensation to these worlds' original rulers. The granting of popular political representation would provide some of this compensation and would be a mechanism for the venting of some social pressures.

These changes would be even more difficult than the Psionic Reforms because they would challenge the entire Regency noble class, accustomed to privilege, comfort and power, and entrenched in these patterns by centuries of tradition. Norris quietly began negotiations with key nobles, and slowly and painfully developed a plan for the transfer of power and a coalition of nobles which would support it.

Finally, almost 20 years after the dramatic Psionic Reforms, Norris' coalition was in place, and the last major achievement of his life, the Representational Reforms, were underway. See page 16.

Succession

Five years after beginning the Representational Reforms, Norris died at the age of 94. He had seen his Spinward Marches, his Domain of Deneb, and finally his Regency through what were probably the most sweeping changes witnessed by a single leader and his subjects over a span of years.

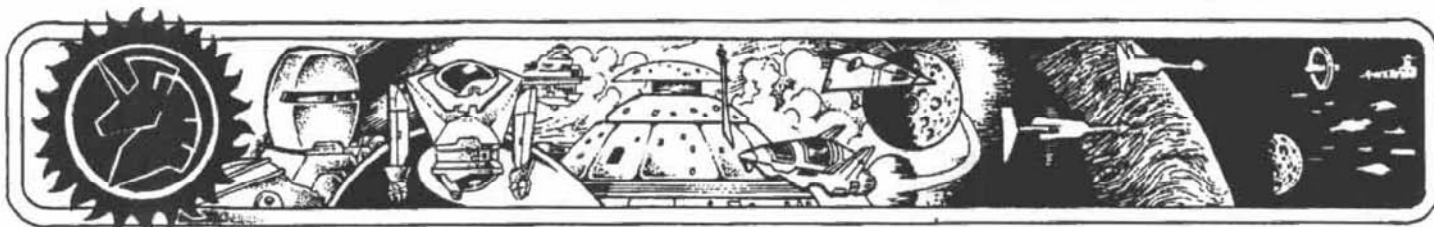
One of the major themes of Norris' long rule was speculation over when he would finally get himself a proper heir. As it turned out, Norris never married, and his heir remained his "true daughter" (clone) Seldrian.

However, in the late 1130s, public anticipation began to mount that there might in fact be a dramatic development in the succession issue. The boy Avery, who had been brought back from Strephon's stronghold aboard *Arrival Vengeance* in 1126 and adopted by Norris, was long thought to be someone special. This was confirmed in 1139 on his 21st birthday when it was revealed that he was the son of Strephon, last emperor of the Imperium, and Avery took his rightful family name, Alkhalikoi, replacing the Aledon he had used as Norris' adopted son. The news that the rightful heir to the Iridium Throne of the Third Imperium lived in the Regency and had ties to the family of the First Regent was met with almost child-like excitement throughout the Regency.

The public's fondest hopes were realized in 1144 when Seldrian Aledon and Avery Alkhalikoi were married, bringing the Alkhalikoi and Aledon lineages together. However, after only two years it was clear that this marriage of state was not in fact a true marriage on the personal level. Nonetheless, in 1147 Seldrian and Avery produced a son, Caranda, who, as both an Aledon and Alkhalikoi, tied up the literal and figurative natures of the Regency and Imperium into one neat package.

Norris was succeeded upon his death by Seldrian, who ruled alone. Avery did not live to serve as regent consort, regent, or even emperor as many had speculated, as he had died in 1149.

Seldrian served until 1190 when she died at the age of 93. She was succeeded as Regent by her only son, Caranda Aledon Alkhalikoi.



Trepidation

Responding to signs that the Regency had done just about all it could do as a closed economy and was beginning to stagnate behind its walls of Quarantine, Caranda began preparing his subjects to face their inevitable return to the Wilds. The culmination of this effort was the 1196 referendum on opening the outrim frontier to allow exploration and expansion into Corridor. The issue was voted down by a solid majority, but the referendum had the intended effect of opening public debate, which was not stilled by the end of the voting.

Zhodani Exodus

Although the Zhodani were the traditional bogeymen of the spinward Imperium, events since the Civil War and Collapse brought a dramatic reversal in this relationship.

Successful talks between Domain and Consulate leaders in the pre-Collapse period reassured the Imperials that they did not have to fear a Zhodani deathstroke that would finish them off in their weakness and isolation. In fact, the Consulate was comfortable with its Domain-sized neighbor and had only fought five wars as an effort to forestall the Imperium's seemingly unquenchable thirst for expansion.

With the establishment of the Spinward States protocols, the

Zhodani were the Regency's second most cordial neighbors, ranking only after the long-friendly Darrians.

However, all this changed in 1201, along with the Consulate's status as the most stable (almost fossilized in its well-adjustedness) of the Spinward States. Regency leaders now openly refer to the once-feared and always respected Consulate as the "sick man" of the Marches.

In 1201, quite without warning, the Exodus began. Since then an estimated 30 billion Zhodani refugees have poured into Regency space, still without an explanation from the Consulate's leaders. This influx is placing a great strain on resources in the core-spinward corner of the Imperium, particularly in the Jewell, Regina and Vilis subsectors. Small worlds are being overwhelmed by the continuing flood of hungry mouths to feed. These refugees jump right over the Zhodani-Regency frontier, violating the Quarantine protocols long respected by both sides.

The Regency's current policy is humanitarian and committed to caring for the obviously genuinely suffering people. But the questions remain: How many displaced Zhodani can the Regency absorb? What is causing this? And when will it end? Regency leaders have thus far been unable to determine if local Zhodani authorities are concealing the details of this upheaval or if they themselves are also in the dark.

Avery Aledon/Alkhalikoi

For the first few years after his arrival in the Domain aboard *Arrival Vengeance*, (see *Arrival Vengeance: The Final Odyssey*, SA, and *Survival Margin*) Avery's identity was a mystery. He was duly adopted by Norris, and assumed the name Aledon. On his 21st birthday, however, his identity as the son of Strephon and Iolanthe (the latter posthumously, via frozen ova stored aboard Strephon's entourage fleet) was announced, and he took on his rightful family name, Alkhalikoi, the line of Imperial emperors from 629.

At that time Avery had already been serving for two years as High Regent for Technological Assessment, as he had a facility and consuming passion for such topics as psionics and artificial intelligence. In 1144 he additionally became the Heir Consort upon his marriage to Seldrian Aledon. The marriage was not a success on a personal level, and Avery spent most of his time away from Mora, involved in his duties as High Regent until 1149. In that year, while participating in a demonstration of computer-enhanced artificial psionics, Avery was killed by a hardware failure.

Following his death, the following document was leaked to the press. It was said to be a note from Strephon given to Seldrian for safekeeping during the *Arrival Vengeance* visit to Uzdiki in 1126.

My Son,

How can I atone for the sin I have committed? You, my only son, the gift from beyond the grave of your beautiful mother, how could I do this to you?

I can only answer, "How could I not?" Only my son could understand in the same way what I have seen, and carry this understanding to where it will be needed.

Perhaps someday you can understand that I have only used you as I have used myself, to be the instrument of the salvation of these people. I am nothing, Avery, if I am not the servant of these people, the children of my Imperium. Eleven centuries of history and untold trillions of lives spent in its creation have made me transparent. And you, unfortunate heir to my burdens, have become transparent as well, and at my hand. Please forgive me for loving you as only an emperor could love the son to which he entrusted the future.

Biting the Bullet

Six years of debate since the first referendum and the impetus of the Zhodani Exodus caused the Senate and Moot to approve, on 191-1202, a limited opening of the Regency Frontier in the Antra, Namidshur, and Usani subsectors of Deneb (pages 54, 58, and 62). This opening is one-way only: Traffic can move out, but is still carefully controlled coming back in by full Quarantine procedures.

The joint Senate-Moot act required the RQS to respond with a plan within 60 days and to begin implementing the final approved plan within 120 days, by 311-1202.



Psionics in the Regency

Psions and psionic talents are now an accepted part of Imperial society in the Regency. Regency psions are still relatively few in number, but this is not because of latent anti-psionic prejudice. It is simply the result of the newness of the field in Imperial society and the lack of any traditions of psionic development and pursuits. Psions can be found everywhere in the Regency, and most worlds with starport class B+ or a population code of 8+ have at least one psionic school. Unlike the old Imperial Psionic Institute, these psionic schools are well-known public institutions.

Psionic Registration and Regulation

Regency law does not require psionics to be registered or licensed, but Branj Dilgaadin's leadership of the Psionic Renaissance established a code of honor and personal responsibility among Regency psions that demanded voluntary registration and licensing. For the Regency to have required such measures would have merely perpetuated Imperial anti-psionic prejudices and kept the psionic movement underground. But universal voluntary registration reinforces the public trust of psions that is necessary for them to exist in Imperial society.

Registration simply means that the psion is officially registered with the Regency government as a psionic talent (these records are maintained by the Ministry of Psionics at its main and local offices, and are freely available to anyone who requests them). However, in practice psions extend this principle to make sure that their behavior or appearance makes it clear to all they meet that they are psions.

There are three types of licences—basic, advanced and special.

Basic Licenses: The basic licenses consist of the five basic psionic cascade skills (TNE page 248)—Telepathy, Teleperception, Telephysics, Teleportation and Self—plus specific licenses for each Arcana area, such as Computer Empathy, Psionic Healing, Prescience, etc. These licenses document that the psion has a basic ability in the licensed area and is pledged to only use them in permitted ways.

All basic licences automatically include the pledge to not use these talents improperly. (For example, telepaths are prohibited from reading thoughts of those who have not requested this, but may freely use the life detection cascade. Teleperceptives are not allowed to spy within private areas, but are allowed to look forward to

determine traffic conditions, see if one's co-worker has arrived at the public office, and so on.) It is a testament to the quality of Dilgaadin's leadership and the mettle of his disciples that these pledges are widely accepted and trusted throughout the Regency.

Advanced Licenses: Advanced licences document that the psion has achieved a higher level of proficiency in the licensed area, and authorizes the use of that skill in established procedures at the professional level.

For example, a psion must have an advanced license in Psionic Healing in order to practice psionic medicine; a psion with only a basic license is not sufficiently qualified to do this safely. However, a basic license does allow a psion to use Psionic Healing in emergencies or when requested by another.

As another example, professional psionic interrogators working for police departments are required on most worlds to have an advanced license in Telepathy, while basic licenses are widely used by psionic journalists to psionically interview subjects who have given them permission to do so.

Special Licenses: These generally allow the psion broader latitude in using a psionic skill under certain specific circumstances. Special licenses have very clearly defined intents and particulars, and the psion is bound to obey both the letter and the spirit of the rule.

Police departments and military units employ telepaths and teleperceptives to hunt for criminals or enemy forces, or in routine patrols to check to see that nothing is amiss. These tasks require the psion to hold a *current* special license for this use, and this license clearly prohibits the psion from spying on his neighbors outside of the line of duty. Special licenses are subject to periodic review and renewal, and can be revoked for misuse or upon the termination of an assignment when it is required.

Telephysics is often used by psionic healers to manipulate internal organs or destroy tumors or diseased tissue by pyro- or cryokinesis. However, this use requires a special license which must be periodically renewed by demonstrating continued facility with these tasks (in this case, Telephysics asset of 10+).

Some elite military units include psionic "snipers" who use pyrokinesis or assault in a lethal or disabling manner against enemy soldiers. These snipers require a special license to allow them to use these powers in a harmful manner against other persons. These licenses are automatically rescinded at the conclusion of the combat tour or term of duty.

Official RQS Virus inspectors require a special license in Computer Empathy to declare electronic equipment clean of Virus; an advanced license is not good enough for RQS standards. This license must also be tested for renewal (requiring success at a series of Computer Empathy tasks on appropriately configured test equipment). The lack of such a license does not prohibit a psion from *attempting* to scan for Virus; it simply prevents him from holding such a highly responsible job.

Referees can use the above examples to define their special licenses.

Game Effects: In game terms a basic license is granted for skill level 1 in a psionic skill. In game terms, an advanced license is granted for skill level 3+ in a psionic skill. Special licenses are granted as required by a psion's duties (referee's discretion; this will also be discussed in detail with the future publication of detailed psion character generation procedures).

As part of the psi reforms, the Regency has instituted severe penalties for the misuse of psionic talents down to the level of simple nuisance eavesdropping and peeping-tomism using the Telepathy and Teleperception skills. Although such misuse is difficult for nonpsions to detect, psions find it easier to notice these things, and are oath-bound to prevent, report and correct such actions (*referees only: see page 83*).

Appearance

Virtually all human Regency psions maintain the style of a completely bald or mostly bald head (by shaving, depilatories or permanent electrolysis), decorated by numerous intricate tattoos. "Mostly bald" includes such variations as tonsures,

Psion's Oath

I am a human, I am a Regency citizen, I am a psion. I am a person to be trusted.

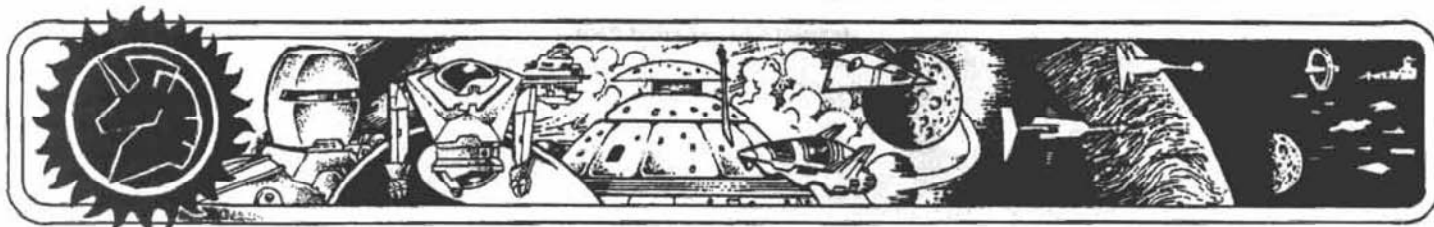
I possess a gift that is not easily understood and which would be easy to abuse. While this gift does not make me greater than anyone else, it does require me to abide by a higher standard which forever binds me to defend my society from any who would abuse these gifts.

If any psion lies, we are all liars. If any psion abuses society's trust or misuses his gifts, we are all guilty. I am my brother's keeper, as well as the guarantor of his freedom.

I will not lie nor take false vows, and I will not tolerate those who do. I will not use these gifts for personal gain or amusement, and I will not tolerate those who do. I will not exceed the bounds rightly placed on me by my society, and I will not tolerate those who do. I will not condone dishonest acts by silence or willful ignorance.

I will use this gift for the benefit of humanity, of all persons, of society, and of all life. I will treat all life, in my own person or that of any other, with compassion. I will gladly die rather than betray a rightful trust. I will gladly die rather than give up my honor, or needlessly destroy that of another. I will gladly die rather than forget this oath.

I am a psion, I am a Regency citizen, I am a human.
I am a person who can be trusted, or I am nothing.



topknots, sidelocks or ponytails. Some of these variations are the unique "uniform" of certain psionic schools, while others are simple self-expression. The exceptions to the rule of baldness include criminal psions, nonhuman psions such as Droyne, and military and covert special operations psions who are required to be unidentifiable. Elderly psions whose psionic strength attribute has fallen to ineffectiveness will often grow their hair back (although this is not always possible...) to demonstrate the loss of their gift.

The tradition of baldness serves four purposes. The first is to make psions immediately recognizable to society at large. This openness serves as a "lightning rod" for popular fear, as people who are so up front about who and what they are can hardly be up to anything devious.

Second, the bald tradition is a deliberate tribute to Branj Dilgaadin, the founder of Regency psionic culture, who was naturally bald.

Third, the bald head is a source of pride. By calling attention to the braincase, the style says the psion has tapped into mental powers that most people cannot access. It is believed that the turbans worn by Zhodani nobles accomplish the same purpose by exaggerating the size of the head.

Finally, the bald head is necessary to allow the tattoos to be visible to society at large.

The tattoos are graphic and artistic forms of the licenses which the psion has obtained, plus some personal embellishment. This serves the same purpose as the baldness itself, but in a more detailed way, by allowing strangers to assess for themselves the significance of being in the same room as a psion. For example, a person embarrassed to have his mind read would be reassured to see that the psion in the elevator with him only held Teleportation and Self licenses. By the same token, the presence of an advanced Telepathy license proclaims that the psion is not attempting to conceal his ability and has taken oaths to not spy on his neighbors, and this provides some reassurance. Finally, the presence of the special license for a police department Telepathic scanner could be comforting to law-abiding citizens who know they have nothing to hide and who appreciate knowing the psion will be able to detect the intentions of any criminals in the area before they have a chance to commit a crime.

The association of certain combinations of licenses with certain schools often allows the informed observer to determine the school to which a psion belongs by the pattern of tattoos. For example, devotees of the School of Listening would most often have Telepathy and Teleperception license tattoos, and hardly ever have Teleportation or Arcana licenses. Many schools also use distinctive variations or distinctive placement of the license tattoos to increase their identifiability and *esprit*. Some special licenses are accompanied by tattoos, while some are not. Special licenses of explicitly temporary validity are usually not tattooed, while those expected to last for the duration of a career usually are.

On the other hand, some temporary special licenses are of such social significance that tattoos are required. These include the special license for telepathic or teleperceptive surveillance, and the medical and lethal military use of Telephysics. (Permissible exceptions to this include certain special Regency military and intelligence personnel. An undercover agent bears no tattoos and grows his or her hair normally for obvious reasons. In addition, in wartime some military special licenses are not tattooed as they can make their owner subject to execution, mistreatment or extensive interrogation if captured.)

Special license tattoos are not removed when invalidated, but are instead modified by a cancellation tattoo. In this way ex-military psions are easily recognized by their cancelled military psionic specialties.

As with the baldness, the tattoos serve a social purpose in the Regency: to defuse popular fear and suspicion of these mysterious talents by not hiding them.

Psionic Training in the Regency

Because each nonhuman race handles psionic powers differently, the guidelines below refer specifically to human characters. Referees can combine these with TNE alien psionic rules to allow the training of alien psions in the Regency.

To simulate the number of new schools of psionic discipline in the Regency, psionic training is handled in a slightly more detailed fashion. Rather than using the generalized psionic institute training beginning on TNE page 247, Regency PCs may choose a specialized school of psionics at which to take their training. Because each school specializes in certain

aspects of psionic pursuit, certain talents will be easier to obtain in some schools and harder in others. Thus the aspiring psion will wish to choose a school with a curriculum in line with his or her desires.

Each psionic school has a total 1D6 *adjustments* which can be made to the normal rolls for psionic talents found on the table on TNE page 248. Each adjustment allows the target number for a given psionic talent roll to be decreased by one. Multiple adjustments can allow reductions in several target numbers or allow a single target number to be reduced several points. However, each point of downward adjustment on a target number must be balanced by the one point *increase* of another target number. Thus the total of all six target numbers must always equal 42.

No target number can be increased above 12, nor reduced below 1.

Presented on the table below are the normal target numbers from TNE page 248 and those of three sample psionic schools: the School of Listening (3 adjustments), the School of Self Awareness (5 adjustments), and the Regina Circle of Mysteries (6 adjustments).

The cost for this specialized training is adjusted accordingly, by increasing the cost by 10% for each point of adjustment offered by the school. Thus training at the School of Listening in our example would be Cr130,000, the School of Self Awareness would be Cr150,000, and the Regina Circle of Mysteries would be Cr160,000.

Talents	Normal	SL (3)	SSA (5)	RCM (6)
Telepathy	5+	3+	7+	7+
Teleperception	6+	5+	7+	8+
Telephysics	6+	7+	8+	8+
Self	7+	7+	6+	5+
Teleportation	9+	10+	7+	9+
Arcana	9+	10+	7+	5+
TOTAL	42	42	42	42

No roll is required to find a psionic school ("institute" in TNE basic rules) in the Regency as they are no longer secret. Psionic schools exist on almost all high population worlds and those with starports A or B.



Nobility in the Regency

DECLINE OF THE NOBILITY, RISE OF DEMOCRACY

An ironic aspect of the Representational Reforms is that these reforms, which began the end of noble rule in the Regency, were declared by Norris using the vestiges of his noble office. These reforms were not created by Regency-wide referenda, but by Norris' *fiat*, behaving in a manner consistent with his former status as archduke.

Noblesse Oblige

For the best of the nobles, the reforms have created no problem.

Anagath B and the Ghouls

One of the most visible symbols of the disenfranchised nobility are the so-called "Ghouls," young (by apparent age anyway), nihilistic, disenfranchised nobles who spend their dissipated lives and what remains of their noble fortunes by seeking excitement in personal and vicarious near-death experiences.

The Ghouls owe their existence entirely to the creation of the drug "Anagathic B."

Anagathic B, also known as Anagath B or "Beth," was developed in the antebellum period by researchers at the Imperial megacorporation SuSAG, LIC. These researchers were looking for an alternative to the standard anagathic drug used in the Imperium (and described on TNE pages 33-34) that would accomplish the same purpose but without the ultimate side-effects.

They seemed to have discovered this alternative, which they named Anagathic B, making the earlier drug Anagathic A. Anagath B produced none of the side effects of Anagath A, but it was eventually determined that Anagath B caused the development of radical jumpspace intolerance in its users.

Jumpspace intolerance is a fortunately rare hereditary condi-

tion that has long been known to Imperial medicine (see Lady Ellise, included in the *Traveller Referee's Screen*). Instead of the typical moment of nausea and disorientation experienced by most passengers at the moment of jump translation, sufferers of jumpspace intolerance become seriously ill. A sufferer who is repeatedly exposed to j-translation falls victim to increasingly debilitating symptoms and eventually dies from their effects.

Unlike hereditary intolerance, anagathic-derived intolerance is not accompanied by progressive debilitation but has an all-or-nothing effect. Either the user dies immediately from massive brain hemorrhaging or else suffers no ill effects. However, also unlike hereditary intolerance, derived intolerance can be fatal upon the very first exposure to jump translation. This chance is low for beginning users, but gradually increases over years of continuous use. (Roll D100 each time the character enters jumpspace aboard a starship. If the target number, which is equal to the number of years the character has been taking Anagath B, or less is rolled, the character dies immediately. If any other number is rolled there is no effect.)

This is a serious side-effect, essentially confining its long-lived users to imprisonment in one star system for the remainder of their lives. For most Imperial citizens this was an unacceptable trade-off, and Anagath B's use was limited accordingly.

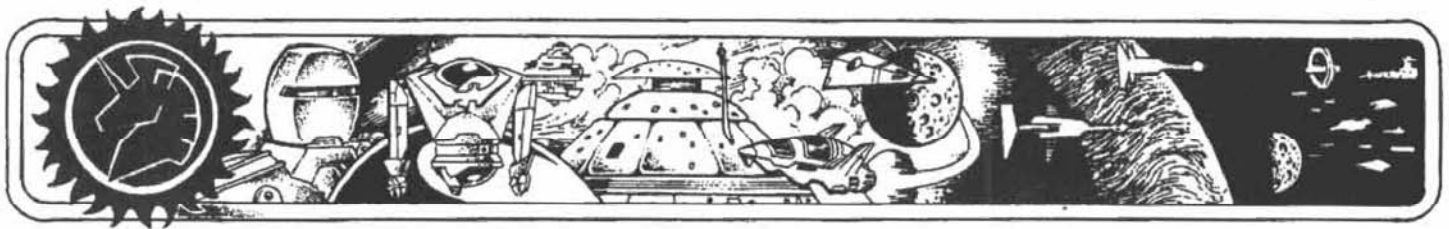
However, this trade-off appealed to certain bored, embittered, thrill-seeking terminal nobles, and these habitual Anagath B users became known as Ghouls because rather than avoiding interstellar travel they became dedicated wanderers. They would prepare for the moment of truth at jump entry by attempting to engineer some "peak experience" which would reach its climax at the scheduled moment of jumpspace entry. Thus at worst they would die in a moment of intense pleasure, and if not, would be thumbing their noses at the universe and laughing at death.

As befits wealthy individuals who do not age, Ghouls are usually attractive (except for those who deliberately make themselves unsightly for reasons known to themselves), and dress in ornate, exotic outfits, giving them an effete, foppish air.

Ghouls are narcissists, and this is not limited to their preoccupation with youth, pleasure and ostentatious appearance. They are endlessly fascinated by their reactions to events, and are especially absorbed in exploring their own so-called "dark sides" or "shadow natures." They like to think of themselves as jaded connoisseurs of depravity and debasement, things that are feared by the timid souls of most people. These explorations eventually become interwoven with their peak experiences, making these experiences more and more bizarre, and often dangerous in and of themselves, never mind the chance of dying at jump.

Sadly, Ghouls are a danger to more than just themselves. When they tire of the typical drunken orgy while anticipating death at j-translation (predictably, Ghouls prefer the term "penetration"), they try more daring experiences, often involving violence. For example, a group of Ghouls might decide that their peak experience would be to hijack the starship just as it entered jump.





However, not all nobles are able to find this path. Many have found that the notion of a meritocracy of public service is a fraud, as elective politics often amounts to a popularity contest which pays little attention to talent and rather more attention to empty or even deceitful promises. Even well-disposed nobles can become disillusioned when their attempts to take the best possible care of their constituents run up on the rocks of unrealistic public demands created by the seductive and voluptuous fantasy worlds promised by professional politicians in their sluttish relationship with immature voters.

Noblesse N'Oblige Plus, or Après Nous, le Déluge, Sucker

While some nobles of goodwill are defeated by the reality of the "mobocracy," others were never engaged in the process to begin with. There had always been a constituency of "underclass" nobles: selfish, corrupt and drunk with the privileges they regarded as birthrights. The Representational Reforms served notice that the free ride was about to end and it was time to squeeze every last thrill out of it before it was over. For terminal nobles (see below) they had the rest of their lives to spend as much of their allocation as possible, and no desire to do anything else.

These nobles are collectively known as the disenfranchised nobility, although it is important to realize that disenfranchisement is their own response to the situation. Many of the disenfranchised noble class have actually not been disenfranchised by their homeworlds; they have simply quit acting out a life to which they are no longer connected or with which they were never engaged.

There are two main paths for disenfranchised nobles: immersion and resistance. Immersion means the surrender of any pretense of service accompanied by immersing oneself in self-gratification. Underclass nobles provide the bulk of those choosing immersion. An extremely pathological example of immersion are the Ghouls (see sidebar).

Resistance is more damaging to society and is tragically the path more likely to be chosen by embittered nobles originally of good will. Embittered nobles resent their exclusion and seek revenge. Sometimes this is revenge against the new officials who have assumed power, sometimes against the public that abandoned them, sometimes against the Regency government itself. While many of these nobles claim to be selflessly working for a return to the better form of government that was wrongly repudiated, they have given up on truly constructive efforts, and their path is simply destructive.

Local Status of Nobility

Although Regency policy is to move the nobility aside to make room for local democratic rule, in accordance with Imperial tradition, each world has a great deal of latitude in the details of this transition process and their timing of implementation. The number and combination of these possibilities, plus the personalities involved, means that each world's solution is unique. In general terms, however, referees can find the general policies of individual worlds by adding the world's government code (reconvert letters back to numerals, i.e., A=10, B=11, etc.) to the result of a D10 roll and consulting the table.

Result	Transition
1-5	Revocation
6-10	Disenfranchisement
11-15	Termination
16-20	Conversion
21-25	Continuance

Note that there is considerable overlap between these types of transition, described below.

Revocation: Nobles have all of their noble rights, titles, privileges, possessions, powers and responsibilities (known collec-

tively as "noble appurtenances") removed. This includes the loss of income from all fiefs, the loss of all voice in government, and any special exemptions from local laws and social practices. Note that most nobles maintain a distinction between their personal wealth and possessions and those that accrue to the noble position. In most cases their personal possessions are safe, and only those assets belonging to the "seat" are withdrawn. However, in cases where this division might be unclear, further conflict and hard feelings are inevitable.

Most worlds allow a transition period for the gradual withdrawal of the appurtenances to which their nobles have become accustomed. Roll 2D6 and consult the table.

Disenfranchisement: In this case nobles retain their properties, incomes and social and legal privileges, but lose their power and responsibilities. Many worlds further stipulate that such nobles may not enter politics or government without relinquishing their noble income and privileges. On some worlds this is a one-time irrevocable selection, while on others the income and privileges are merely suspended during the term of office.

2D6	Trans. Period
2-3	Immediate
4-5	Six months
6-7	One year
8-9	1D6 years
10-12	2D6 years

Disenfranchisement is typically an honor granted to nobles who have served long and well. Their titles then primarily confer social and ceremonial status. The length of retention of the property, income and privileges will vary. The term is usually for the remainder of the noble's life, at which point the noble seat ceases to be. Sometimes the noble is allowed to bequeath this title to his or her heirs, subject to confirmation by popular vote.

Nobles who have been thus disenfranchised have the qualifier *ceremonio* placed after their titles to reflect that their titles confer no power. Those whose titles will lapse upon their death use the qualifier *ceremonio vita*, and those who can pass their titles on to their descendants with popular ratification use the qualifier *ceremonio perpetua*.

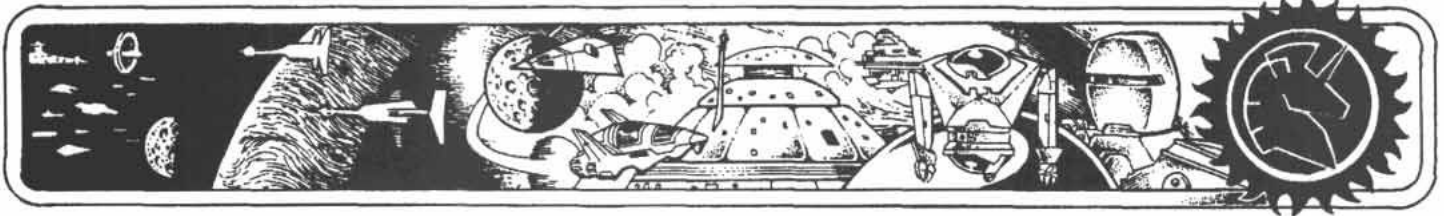
Note that the procedural meaning of disenfranchisement in this section is different from the attitudinal disenfranchisement discussed in the "Noblesse N'Oblige Plus" section.

Termination: This is the same as revocation above, except that it goes into effect at the end of the life of the current office-holder. Termination is often used to shunt aside difficult nobles. Allowing them and their families to retain their benefits for the remainder of their lives is a way of "buying out their contracts."

Nobles who have had their patents terminated as above retain their titles, but the qualifier *terminal* is placed afterwards.

Conversion: The noble retains all or some rights and privileges, but the scope of his or her governmental powers are reduced to some specific area of responsibility and power. This area of responsibility is typically some sort of appointed administrative, bureaucratic or judicial position, presumably one which accords with the noble's talents or expertise. Such a position may be a life-time appointment, or may be of limited duration or subject to renewal based on performance reviews, depending upon local circumstances.

This position could also be one which will henceforth be subject to popular election after some period of time. This allows an orderly transfer of power, knowledge and experience from the incumbent nobles to the future elected leaders. In most cases these nobles are permitted to stand for re-election or election to other posts, within local term limit restrictions. Because of the possibility of conflict of interest, most worlds have restrictions on the ability of former



nobles to retain their noble incomes while holding certain offices. In some cases the income is forfeited for the duration of the term of office; in others it is placed in a trust fund; and sometimes the noble is simply monitored so that he or she can be impeached if found to be engaging in self-benefiting acts while holding elected office.

Continuance: The noble retains all rights, privileges and responsibilities. However, when the title is passed to a descendant, this inheritance of the title must be confirmed by popular vote. Upon a successful vote, the new holder of the title holds the patent for life.

Other: The above categories are only a broad description of typical solutions. Variations or combinations of the above are possible, as are bizarre and unusual alternatives, such as banishment, expulsion, ostracism, out-lawing (i.e., placing nobles outside of the protection of the law), execution, branding, tarring and feathering, etc. Such results are the outcome of pre-existing local circumstances between the noble(s) and the citizenry.

Safety Net

Norris knew that the creation of a class of impoverished nobles with nothing left to lose would be a grave threat to the Regency. Therefore the Representational Reforms declared that no noble would be deprived of the means to continue living at a level "equivalent to" the level to which he or she was accustomed, although naturally the reality of this guarantee varies.

Displaced nobles who are left without property or income will be granted a stipend from the Regency government for the remainder of their lives. The size of this stipend varies with need, the noble's other means and the noble's original station. The money for these stipends comes in part from government appropriations and also from the sale of relinquished noble holdings in the Regency. Naturally nobles who have retained most or all of their property and income have no need of this service, and it is not provided to them.

Some worlds have more bizarre arrangements. Some worlds directly collect the noble stipends and operate "Service Estates," essentially the equivalent of an old soldiers' home for disenfranchised nobles. Some such estates are nice, some are crimes against decency, and life goes on.

Note that not all nobles suffer from having to give up their property and privileges. Some nobles have fiefs that are net financial drains because of low productivity or excessive upkeep on old, run-down infrastructure. The opportunity to get out from under such responsibilities is a welcome one.

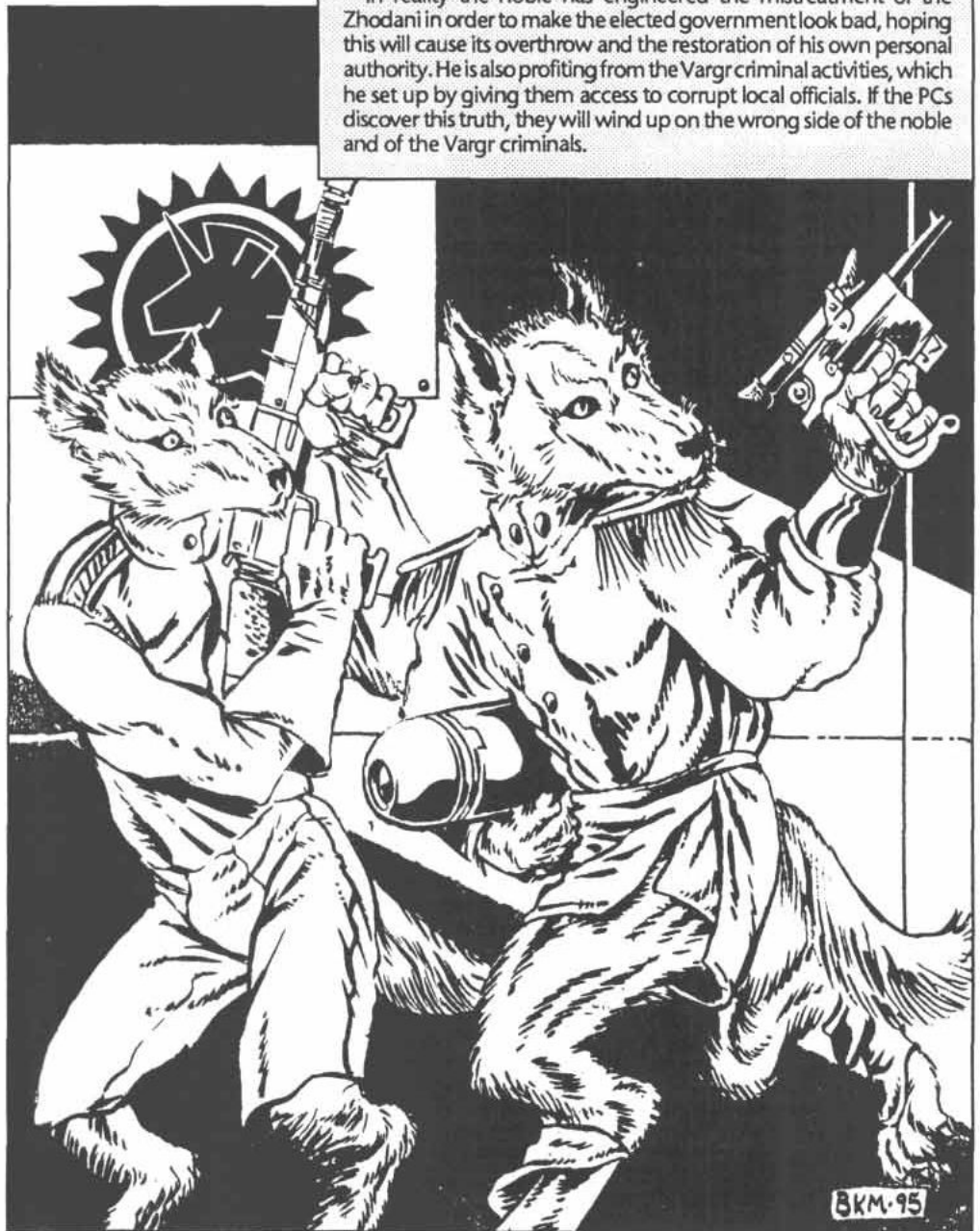
Adventure Hook

An embittered noble from a world overrun by Zhodani refugees is seeking to discredit the current elected government for their mishandling of the refugee crisis, and hires the PCs to document the "criminal conditions" under which the refugees live.

The refugees are underfed and are crammed into the unhealthy conditions of a tent city-cum-shantytown up against the starport's perimeter fence. Dedicated Zhodani nobles and intendants are valiantly trying to maintain the Zhodani social structure to maintain the well-being of their people, but the lack of cooperation from the local Regency leaders is making this difficult.

What is worse, the Zhodani are being preyed upon by Vargr organized crime, which charges extortionate prices for the food and medicine they have stolen from the refugee relief facilities.

In reality the noble has engineered the mistreatment of the Zhodani in order to make the elected government look bad, hoping this will cause its overthrow and the restoration of his own personal authority. He is also profiting from the Vargr criminal activities, which he set up by giving them access to corrupt local officials. If the PCs discover this truth, they will wind up on the wrong side of the noble and of the Vargr criminals.



BKM-95

Important Regency Developments

None Shall Pass

RQS motto

The following are some significant Regency organizations and developments in 1202.

RQS

The Regency Quarantine Service is a unique organization. Since the Collapse, RQS has done more than any other organization of any race or government to ensure the survival of interstellar civilization. The spectacle of destruction that is the former Imperial Wilds makes it clear that the Spinward States would not have simply survived anyway. Although its tradition is therefore something along the "so much owed by so many to so few" lines, the reality is actually much more inspiring than that stereotype.

The wonder is not that so few have accomplished so much, but that so many have come together and cooperated harmoniously for the good of all. That such a circumstance would arise at the end of the civil war which destroyed the largest society ever seen is not merely stirring—it is an affirmation of every piece of faith that one sapient has ever shown for another and an encapsulation of the true corporate meaning of "Keepers of the Flame" (see page 4).

As befits its unique and crucial mission, RQS has a unique organization. It is empowered to call on the best that the Regency has to offer, from any and all walks of life and professions. Although the RQS is a distinct and independent service, it draws on all other Regency organizations and exercises supreme command over the tasks needed to ensure the survival of human civilization.

TNE PCs will come into contact with the RQS in two main capacities: serving in it and interacting with it as private citizens.

Serving in the RQS

There are three different paths of RQS service—the active force, the reserve force and the RQS Auxiliary.

Active Force: This is the RQS proper. Like the navy or scouts, this is a full-time job. Traveller characters will normally not be members of the active force as this portion of a character's life is normally handled during character generation and as play begins with the characters as "free agents" ready for adventure. However, referees and players who so desire may play TNE campaigns which feature a PC group on active duty. Naturally the command structure and rewards received in such a campaign would be different from the more typical campaign style.

Reserve Force: Unlike the Ready Reserve below, the RQS Reserve is an individual reserve force and serves as a "holding box" that draws on personnel from many Regency services, including the navy, scouts, army, marines, civil service (bureaucrat career), foreign service (diplomat career), Ministry of Justice (law enforcement career), and other military careers (aviation, wet navy) in addition to the RQS proper.

Navy, scout, and RQS personnel are usually recalled to man spacecraft, while army and marine personnel are recalled to serve in shipboard or ground-based

security detachments ("SecDets"). SecDets conduct in-system boarding and inspection operations, and also help man the RQS Inspection Offices that monitor the frontiers with the other Spinward States.

Civil service, foreign service, and MoJ personnel staff the inter-Spinward State Inspection Offices and on investigative task forces to track down and bust violators of Quarantine restrictions, such as the Vargr "Pack."

The RQS Reserve, unlike the RQS Auxiliary below, does not provide crewed ships, as reservists are called up as individuals. Instead it provides personnel only who are assigned to ships already controlled by the RQS or Regency Navy.

TNE Referees can use the RQS Reserve as a plot driver. PCs who served in any of the careers above may be periodically called up for active duty. Referees may rule that this has happened when they have a nice RQS adventure set up for their players, or they may do this randomly. For each term spent in an eligible career (as described above) there is a 2% annual chance that the character will be recalled to active duty. For example, a PC who had spent three terms in the navy, one in law enforcement, and one as a bureaucrat would have a 10% cumulative chance of recall. This is rolled once per year with D100. The duration of the recall is 2D6 months.

Ready Reserve: The Ready Reserve is not a part of the RQS, but it is discussed here for the sake of completeness. The Ready Reserve is standard reserve duty, in which the member trains on a regular basis with an established unit, usually two to four days a month plus one full month a year. When the Ready Reserves are activated, they are called up as complete units, not as individuals. Since this commitment requires some stability, PCs are unlikely to be members of the Ready Reserve.

Auxiliary Force: The RQS Auxiliary is the means by which the RQS gains access to civilian-crewed ships which can be used to augment and support the Quarantine. This is done by offering financial assistance to persons who purchase starships. The RQS will put up a portion of the purchase price in return for a percentage share in the ship. The size of this share determines how often the RQS can take this ship (and its crew) into active duty. These subsidies are most often provided for Quarantine cutters and inspection launches (pages 88, 89, and 91) but may be offered for most any type of ship (referee's discretion, although the RQS is unlikely to subsidize luxury yachts). Not all RQS Auxiliary ships are Quarantine patrolers. An RQS Auxiliary could be a far trader assigned to carry supplies between frontier outposts, or a passenger liner transporting PKF ground troops to or from their stations in the Islands.

As described on TNE pages 38-39, value modifiers can be taken as RQS ownership, with each point being equivalent to a 12.5% RQS share of the ship. This means that the RQS will want to use the ship 12.5% of the time (or 25% of the time with two value modifiers, etc.). However, this is not as simple as just saying that 12.5% of each year, month or week is given over to RQS duties. The time-consuming nature of interstellar travel means that there are minimum blocks of time required for useful service. For gaming purposes, assume that six months is the minimum block, although longer tours could be served.

Thus, in the case of a PC group which crews a Quarantine cutter with a 25% RQS load, six months is 25% of two years, so they can expect to serve a six-month tour once every couple of years. If the referee prefers, this could instead be a one-year tour every four years, an 18-month tour every six years, and so on.

Referees can allow these tours to be scheduled in advance, or may roll randomly to spring them on the PCs at inopportune times. Note that the RQS Auxiliary regulations are clear that RQS call-ups can be extended indefinitely at the pleasure of the service, and the ship owners have no recourse to get out of these. Thus a supposed six-month tour could be extended because of some kind of crisis, then extended again because their scheduled replacement blew its jump drive while in transit to the patrol station and requires repairs, and so on.

RQS Character Generation: For purposes of character generation, RQS service can be represented by terms in the navy and/or scouts. Service in the RQS Auxiliary is handled with terms in the merchants with increased chances for special duty.

Meeting the RQS

Aside from the likelihood that they are already associated with its operations in some way (above), PCs will meet the RQS in several routine ways.

Annual Inspection and Certification: All spacecraft and starships in the Regency are required to be inspected annually by the RQS or Regency Navy, and recertified for another year of operations. These inspections serve the main purpose of confirming that ships are free of Virus and meet all current standards of anti-viral countermeasures. (These include properly configured communications systems and databanks, as well as provision of the latest versions of Virus-detection/protection software, canaries, etc.) Additionally, these inspections are used to ensure the safety of the Regency merchant fleet. Checks include hull and fuel tank integrity, wiring and control systems, power plant and drive calibration, life support servicing, and the provision of emergency equipment such life boats, life rafts (see Reformulation Coalition Equipment Guide pages 146-7), emergency vac suits, and rescue balls. Any deficiencies must be corrected for licensing or recertification to occur.

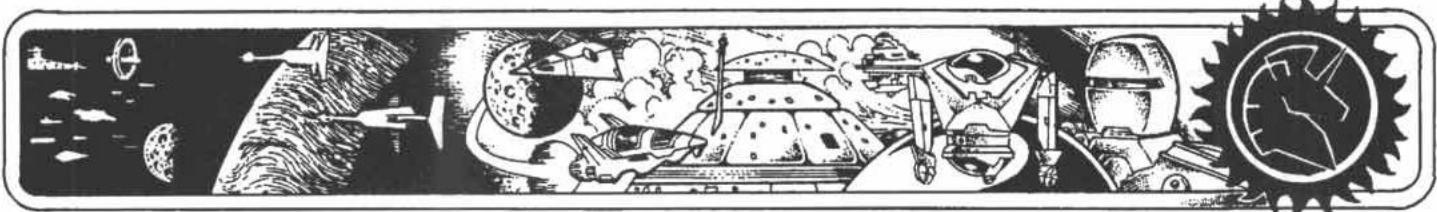
Adventure Hooks

Reserve Duty "On the Line": The PCs are called up for reserve duty on the Regency frontier, patrolling gas giants and asteroid belts for infiltrating ships, or manning an inspection post on the frontier with another Spinward State. The former allows the chance for space combat. The latter allows opportunities for mysteries: smuggling rings, Vargr organized crime or espionage.

Clever referees can see to it that all the members of the PC group are assigned reserve duty together by stipulating that they are in the same "call-up cadre." This is done by ensuring that all the PCs spend their last character generation term in the same service, preferably the navy or scouts. The referee can then rule that they served together (which assists in establishing how they all met) and were therefore assigned to the same reserve cadre and will be called up as a group to serve on the same crew.

Deep Space Sweeps: The RQS must make sure that vampire forces are not setting up their own calibration points (see Library Data) to stage their way across the Great Rift. This requires deep space sweeps, sometimes accomplished by ships with multiple-stage drop or auxiliary tanks, or sometimes rendezvous with pre-scheduled tanker support.

One effective method uses old *Azhanti High Lightning*-class cruisers converted to mobile base ships. These high-jump mother ships jump out several parsecs into deep space carrying several subsidiary starships, which jump from that central location to survey the surrounding area, then return to the mother ship for refueling. PCs with their own quarantine cutter can serve their reserve duty based on one of these ships, sweeping deep space for vampire infiltrations, on the lookout for "swift cold death between the stars."



Referees can determine the ability of a PC's ship to pass inspection based on its wear value, level of maintenance and damage it may have sustained with the rules on TNE pages 241-244. These inspections generally take 2D6 days (during which time the crew must pay berthing costs, etc.), but the time required can be reduced by the use of Admin/Legal skill, simulating the fact that good administrative procedures and records enable the inspectors to work more quickly.

These inspections are generally performed at the same time as the starship's annual maintenance (TNE page 222).

Spinward States Interfaces: PCs who cross the interface frontiers between one Spinward State and another will meet up with the RQS in the form of the Spinward States Interface Inspection Office (SSIIO). These are similar in concept to traditional international customs procedures, but are more comprehensive to prevent the introduction of Virus across borders.

It is illegal for starships to attempt frontier refueling (at gas giants, asteroid belts, etc.) in interface frontier systems, and in fact these refueling sites are heavily defended, mined, etc. All ships crossing from one Spinward State to another must stop and refuel at the starport, where they will do one of two things.

The majority of ships do not intend to cross into the neighboring state. Instead, they unload their passengers and cargo at the SSIIO. Here the passengers and cargo are inspected for entry, and if they pass inspection are transferred to another starship already inspected and certified for operations in the neighboring state. The original ship, now unloaded, will pick up passengers and cargo outbound from the neighboring state seeking transport into the Regency.

Ships which do intend to cross into the neighboring state must undergo inspection to allow certification for operations in that state. This is time consuming (2D6 days, as above) and is essentially like the standard annual RQS recertification inspection, except that it is conducted by the foreign state's RQS counterparts, thus often requiring Liaison and Language enabling tasks to allow Admin/Legal tasks to reduce the required time. Any passengers and cargo carried are inspected at the same time.

Upon crossing back into the Regency this entire process must be repeated for Regency recertification, which explains why so few ships select this option.

A rare alternative to this is the carriage of sealed cargoes, usually reserved for Regency government business. At its point of origin the cargo in question is inspected by RQS inspectors and securely sealed. The cargo is then accompanied by an RQS SecDet which ensures that no tampering occurs. The ship must still call at the SSIIO, but need not be inspected as it is travelling under RQS jurisdiction. (Reciprocity agreements among the Spinward States Accords signatories allow them all comparable rights under certain prescribed conditions.) This is the procedure used for carrying cargo to Regency facilities, such as embassies, in other states. (See also "Four Corners," page 40.)

Standard Patrolling: Ships which operate in or near the Regency frontier will interact with RQS vessels on an almost daily basis. These vessels will be encountered near inhabited worlds and refueling points in the worlds along the Regency Safe border and in the Regency frontier.

If the PC's vessel is a regular visitor to the area and is known to the local RQS patrols, simple radio contact will often suffice. If not, or if the RQS has reason to be suspicious, a boarding inspection is the routine procedure. The inspection is intended to ensure that a ship is not carrying Virus or contraband, or Virus-infected cargoes from beyond the frontier, but evidence of any other illegal activity (piracy, smuggling, etc.) will also be pursued. This will include routine examination and diagnostics on the ship's computer and electronic control systems, plus inspection of cargoes, passengers and other ship areas. Safety inspections will also be made.

OPENING THE FRONTIER

The impending opening of the trailing frontier has highlighted the lack of preparation for such a momentous event. With the firm rejection of the 1196 referendum there was no reason to lay the groundwork for an organized approach, and it is commonly accepted that the 1202 joint Senate-Moot act was inspired mostly by the unexpected and still uncontrolled Zhodani Exodus (see page 24).

Contrary to its record of careful and well-considered steps, the Regency seems to be lurching unprepared into the Wilds. The long-awaited triumphal return of the Keepers of the Flame, the stewards of all that was best of the Imperium, will apparently be a come-as-you-are affair.

Oklahoma Land Rush

The RQS anticipates an all-out race for the Wilds on 311-1202, the day the frontier is scheduled to be opened, as would-be explorers compete to get deep into the Wilds and get the first crack at choice territory and salvage sites.

The Regency government intends to implement a system for the registration of legal claims to unoccupied land, facilities and salvage sites, but publicly admits that these claims will be difficult to enforce, if not impossible. The Regency does not have

the resources to enforce the administrative legalities of external settlement and resource recovery, nor does it have a bureaucracy with oversight in that area, having disestablished the Ministry of Colonization as part of the Consolidation Act of 1135.

It is expected that the wildside environment will be a complete power vacuum and a frontier in the classic sense—an area with no infrastructure and no order save that which explorers impose upon it. Might will often make right; more or bigger guns will doubtless outweigh technically legal claims; and frontier citizens will have to band together to create legal systems, either by vigilantism or by the hiring of mercenary law enforcement personnel.

It is not the Regency's intent to disown these governmental responsibilities and wink at lawlessness, but there is insufficient organization in place to do anything other than admit that Regency authority will remain behind the curve on the wildside for the foreseeable future.

No Back-Flow

The Regency frontier will be defended just as it has been for the past 70 years. In other words, for the near term, any Regency ship which heads outbound across the frontier makes a one-time irrevocable election, as it will not be allowed back in. Vessels attempting to return will be stopped by the RQS at the frontier just as refugee and vampire ships have been stopped. However, although the RQS impounds and inspects these vessels to see if they can be returned to service within the Regency, it will not offer this service to returning explorers, as the number of ships involved would quickly overwhelm RQS capacities.

More than the courage to accept this bargain is required to "go wildside." Those desiring to take advantage of the opening of the frontier must apply to the RQS for licensing to do so.

Among these restrictions are the following:

- No starship with a current RQS ownership share will be allowed to cross out of the frontier on private business. (Naturally RQS Auxiliaries on active duty are allowed to do so as part of their assignments.)
- Ships judged to be "uniquely valuable" by the RQS and Ministry of Shipping will not be allowed to depart the frontier.
- No ship deficient in standard anti-viral measures may cross out of the frontier.
- Ships or individuals deemed to be poor risks, such as known criminals, those believed to be connected with past violations of Quarantine regulations, etc., may be denied permission to cross out of the frontier.

The requirement to maintain the Quarantine while allowing meaningful contact with the expansion will be met by a combination of designated frontier trading worlds and a fleet of officially licensed interface transports.

Frontier Trading Worlds: Because of the need to prevent incoming Virus infection, the RQS will exercise strict control of all transits across the frontier. This will be achieved by allowing only a small number of wildside and safeside termini for such transits, all of which will be operated by the RQS.

The wildside termini will be established on or just beyond the Regency frontier, and will be gradually extended to trailing as circumstances warrant. Cargoes and passengers shipped into the Regency from these wildside termini will be first inspected and approved for import, then carried exclusively by a fleet of RQS-approved interface transports.

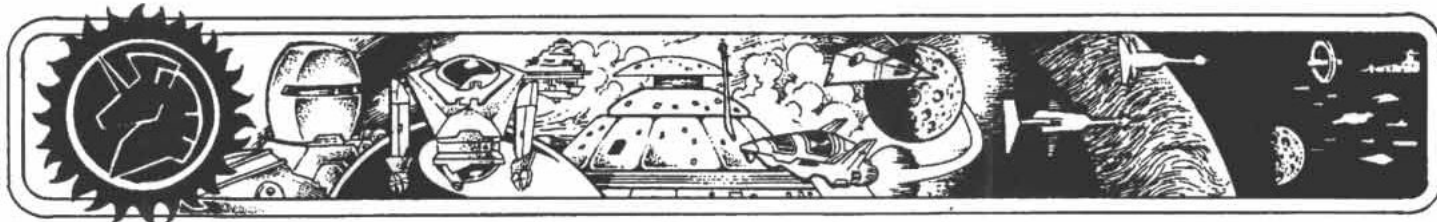
Thus all trade of recovered goods will take place outside of the Regency frontier on the wildside termini worlds where goods bound for Regency markets will be sold to the agents who will bring them into the Regency for ultimate sale. See pages 54, 58, 62 for the designated locations of these frontier trading worlds.

The Regency facilities on frontier trading worlds will consist of starport services for the interface transports, separate starport facilities for the wildside shipping (these will be operated by wildside organizations and will be self-sustaining, not requiring Regency investment), and the RQS inspection offices where all inbound cargoes and personnel will undergo rigorous inspection. The inspection offices will also include extensive secure warehousing to allow for the accumulation of goods awaiting inspection and certification for import.

Because of personnel limitations, the RQS control teams will not be able to conduct law-and-order operations outside of the designated RQS inspection offices.

Regency Licensed Interface Vessels: These are the only civilian vessels (these restrictions obviously do not apply to Regency military vessels) which will be allowed to cross the frontier inbound to the safe area. They will be rigorously inspected before being licensed and painstakingly recertified on a regular basis to ensure that they are free from viral infection or any other dangers.

These are not ideal ships for PCs to own, as there is no chance for adventure of any kind. The whole idea behind the Regency licensed interface vessels (RLIVs, pronounced "Arlivs") is that their operation is dull, routine, absolutely predictable and absolutely safe. RLIVs are large vessels with jump-2 or better performance to reduce the required number of sorties and the duration of trips across the frontier. (See *World Tamers Handbook* pages 107 and 109 for the Tukera freighter and



frontier transport, both ideal for this role.) PCs who must book passage to cross the frontier will travel on such vessels.

These vessels are clean, frequently inspected, and well-maintained. They all contain RQS security detachments ("SecDets"), consisting of half a dozen or more ship's troops trained in cargo inspection and shipboard security. Some SecDets contain special license telepathic or teleperceptive surveillance psions (see page 14). Passengers may not carry weapons of any kind. All weapons are confiscated and inventoried when brought aboard and transported under lock and key. They are only returned to their owners upon arrival at the interior terminus.

Cargo shipping costs and passenger tickets aboard RLVs are twice those given on TNE pages 219-240. This is because of the additional expenses and difficulties of operating RLVs and also because interface transport is a seller's market.

THE XWEB

The lessons of the Final War and the Collapse have led to the downfall of the old express boat (Xboat) routes and their replacement by the XWeb, a more comprehensive and effective system.

Public outrage at the blatant cynicism of the Third Imperium's maintenance of parallel jump-6 routes for the noble elite and jump-4 routes for the Great Unwashed spelled the end of the jump-4 system. When everyone was equal in their vulnerability to being snuffed out by Virus, there was no longer any excuse for separate and unequal access to information.

In addition, the governing concepts behind the old Xboat network were long since obsolete. First of all, the system was too hierarchical. It made judgments that certain worlds were more important than others and established routes to cover those worlds. Worlds off these routes were penalized by receiving their information later. The Xboat network also assumed a linearity to the dissemination of information, i.e., that information was pushed from a central location out to the Imperial periphery in the same way that constant pressure is maintained in a water distribution system. Both models were completely wrong-headed.

The Xboat network was therefore never a true information network. Rather, it was a control system rather than a communication system—it efficiently pushed instructions from the Imperial capital out to the domain, sector and subsector capitals where they could be carried out. The ability of one subsector duke to communicate with another was not addressed by the system, and that distinctively Imperial principle of centrally held absolute power was forever discredited by the Civil War and the Collapse. Power must be distributed. Local leaders must be empowered to do what needs to be done, not hamstrung by waiting for instructions from above. And information is power, a truth that the Imperium recognized, but it nonetheless managed only to covet and squander it.

The fact of the matter is that it is impossible to determine in advance where crucial information will come from and where it will be most quickly needed. Information cannot be anticipated. It arises where it will, according to its own rules. Humans "manage" information in the same way that real estate collects rainwater. Neither can move around to catch only the portions they need. Both are reactive and depend on spreading as far as possible to increase the odds of catching whatever happens to come their way.

Information systems cannot be hierarchical. Their organizations must be "flat"—every information collection node is also an information transmission node is also an information receiving node. All information must be passed in all directions, for only the recipient of information can judge its value, not its sender. Thus there is not a direction of information flow—information flows in all directions at all times.

The XWeb is organized according to these principles. Regency maps no longer display Xboat routes; all worlds are coequal recipients and transfer points of information, and information flows as readily toward leadership centers as it can be sent from them.

There are now no longer any information backwaters in the Regency, for the simple reason that post-Virus society cannot afford them. Virus uses ignorance and gaps in situational awareness to worm its way into a society. By the time it reveals itself and strikes, it is too late—the society has already been fatally compromised.

The new XWeb is a unique partnership of Regency government and business. The need to rapidly establish a comprehensive system at an affordable cost meant the government could not do it alone. However, avoiding a profusion of independent, duplicative, privately owned systems required unified oversight, which required government involvement. The compromise is that although the Regency operates the XWeb (through the Scout Service's Communications Office), its costs are covered by the commercial sector which subscribes to the XWeb.

All business requires communications. Corporations require means of internally disseminating data on production, market changes, personnel, payroll, etc. The news media deals directly in information of all kinds and requires access to it. Universities and other research organizations need access to findings and journals. Individuals require the means to send messages to loved ones, and to gain access

Adventure Hook

PC groups do not have to head into the Wilds to be involved in the opening of the frontier. The PCs might elect to become speculative purchasers on the frontier trading worlds. They will interact with Wilds traders, negotiating to purchase their cargoes, then, as the new owners, pay for their shipment into the Regency for ultimate sale. This sort of trading is not handled by random rolls on tables like those on TNE pages 236-240. These sales involve unusual objects and interaction with various unique and colorful Wilds explorers. They should be roleplayed with various interaction tasks such as Bargain, Marketing, Persuasion, etc.

Items rejected by the RQS inspection are impounded and destroyed, with no compensation for the owner, and the current owner takes the financial risk of inspection. Explorers are eager to sell goods to purchasing agents before inspection, though they cannot ask as much for uninspected goods as they can for those already cleared for shipment. PCs will therefore want Virus inspection skills to enable them to negotiate wisely.

to consumer goods and services. All these are willing to pay for the capabilities.

All the XWeb couriers, Xboat, Dboats (dispatch boats, military-configured Xboats), and Jboats (jump-capable boats, see page 88) have their operational costs subsidized by the commercial market. Companies, news agencies and entertainment distributors rent blocks of electronic databanks and use these to "ship" information the same way a parcel service ships physical goods. Individuals pay for the carriage of their message on a piece-by-piece basis. But all couriers retain databank space for "public service" information: official communications between government agencies, military forces, or law-enforcement bodies, addresses from political or government leaders, diplomatic "virtual pouches" of the Regency Foreign Service, public interest announcements from consumer watchdog groups, traveller's advisories and simple, raw, nonproprietary news collected from each world's XWeb nexus. The volume of this last category is staggering, including information rippling its way from one end of the Regency to the other, reflected, refracted and modified as it comes into contact with other information ripples.

So what is the difference between this free public access news and the reporting and journalism that news agencies pay to bring in and sell in newspapers, magazines, cable and direct-broadcast services? The same as the difference between raw materials and manufactured goods. The news media sell the added value that comes from synthesis, interpretation, presentation and organization. People pay for this because they can't afford to wade through raw data all day to net the few nuggets they need.

The XWeb uses most of the same resources as the old network: Xboats, Xboat tenders, waystations where the ships undergo maintenance, and scout service pilots and support personnel. Added to the old mix, however, are military construction jump-6 Dboats to speed up the rate of information flow and small Jboats that fill in the small gaps where the extra range of high-jump craft would be wasted. The stated goal of "one Xboat arriving every day at every world from every world within six parsecs" is not always achieved, but the tempo of XWeb data deliveries is much higher than was ever achieved by the Imperium's Xboat network.

DROYNE AND CHIRPER ACTIVITIES

Unlike the races that are described in the Spinward States section, the Droyne and Chirpers do not constitute a separate state. Distributed widely but sparsely throughout the territory of the former Imperium, the Droyne and Chirpers at no point achieve sufficient population density or mass to exercise power beyond the planetary level. And without a unifying racial cause to draw their widely separated communities into a single voice, they constitute a quiet minority taken for granted by most humans. In fact, to those who devote thought to the subject, this lack of racial ambition seems quite unusual. Humans, Aslan, Vargr, K'kree and Hivers all demonstrate the kind of "fire in the belly" that allows a race to beat the odds and spread across wide areas of interstellar space. This fire seems to be absent from the Droyne, which makes their wide distribution something of an anomaly.

Nonetheless, the Regency's Droyne and Chirper citizens are participating in significant ways in the Regency's development.

One remarkable example of bootstrapping within the Regency is the Droyne uplift program for Chirpers. Chirpers are simply "degenerate" (or, more politely, *uncasted*) Droyne, and can therefore be raised up into Droyne simply by reintroducing them to the *Iskyar* ritual (see TNE page 72 and Path of Tears pages 118-19).

Chirpers and particularly Droyne are also extensively involved in the Psionic Renaissance which began in 1133.

The Spinward States

Spinward States Timeline

Imperial	Terran	Zhodani	Aslan	Event
-4000	AD 518	1211.1	-2186	First Zhodani core expedition.
-2800	AD 1718	1741.3	-817	First Zhodani contact with Vargr.
-2000	AD 2518	2095.2	95	First Zhodani contact with Vilani traders.
-1776	AD 2742	2194.2	350	Rule of Man collapses. Long Night begins.
-1000	AD 3518	2537.2	1235	Zhodani Consulate reaches present size.
-924	AD 3594	2571.1	1322	Darrians reach TL16. Sun destabilizes.
-630	AD 3888	2701.1	1658	Island subsectors colonized.
-399	AD 4119	2803.1	1921	Sword World colonization begins.
-186	AD 4332	2897.2	2164	First Sword World Confederation.
50	AD 4568	3001.3	2443	First Zhodani contact with Imperial traders.
60	AD 4578	3006.1	2445	Imperial colonization of Spinward Marches begins.
148	AD 4666	3045.1	2545	Imperial scouts recontact Darrians.
461	AD 4979	3183.2	2902	First Aslan contact with Zhodani.
500	AD 5018	3200.3	2947	Imperial explorations into Zhodani territory.
589	AD 5107	3240.1	3048	First Frontier War begins.
604	AD 5122	3246.3	3065	First Frontier War ends. Imperial Civil War begins.
615	AD 5133	3251.2	3078	Second Frontier War begins.
620	AD 5138	3253.3	3083	Second Frontier War ends.
622	AD 5140	3254.3	3086	Imperial Civil War ends.
718	AD 5236	3297.1	3195	Xboat system covers entire Imperium.
750	AD 5268	3311.1	3232	Seventh Zhodani core expedition.
800	AD 5318	3333.2	3289	Imperial Psionics Suppressions begin.
826	AD 5344	3344.3	3318	Psionics Suppressions end.
979	AD 5497	3412.2	3493	Third Frontier War begins.
986	AD 5504	3415.2	3501	Third Frontier War ends.
1082	AD 5600	3458.1	3610	Fourth Frontier War ("False War") begins.
1084	AD 5602	3458.3	3613	Fourth Frontier War ("False War") ends.
1107	AD 5625	3469.1	3639	Fifth Frontier War begins.
1110	AD 5628	3470.2	3642	Fifth Frontier War ends.
1116	AD 5634	3473.1	3649	Strephon murdered. Third Imperium begins to fragment.
1117	AD 5635	3473.2	3650	Corridor severed by Vargr. Domain of Deneb isolated.
1119	AD 5637	3474.2	3652	Aslan <i>ihotei</i> incursions into Domain of Deneb increase in strength.
1130	AD 5648	3479.1	3665	AI Virus released. Collapse begins.
1131	AD 5649	3479.3	3666	Quarantine completed. Joint Aslan-Domain fleets destroy vampire fleets attempting to cross Great Rift.
1132	AD 5650	3480.1	3667	Regency established with Norris as First Regent. Sword Worlds attempt land-grab. Spinward States Accords signed.
1133	AD 5651	3480.2	3668	Regency Frontier created. Abandonment begins. Border Worlds and Gram arm absorbed into Regency.
1139	AD 5657	3483.1	3675	Rape of Trin.
1140	AD 5658	3483.3	3677	Regency annexes Islands subsectors.
1149	AD 5667	3487.2	3687	Eighth Zhodani core expedition.
1157	AD 5675	3491.1	3696	First Regent Norris dies.
1196	AD 5712	3508.2	3741	First Regency referendum on re-opening borders voted down.
1201	AD 5717	3510.2	3746	Zhodani Exodus begins.
1202	AD 5718	3511.1	3748	Outrim Regency frontier is opened.

The Spinward States consist of all of the surviving interstellar governments spinward of the Great Rift in the post-Collapse period. By signing the 1132 Spinward States Accords these states cooperated in the founding of the Quarantine, which is the mechanism by which they have all survived. Chief among these are the Regency, Zhodani Consulate and Aslan Hierate. Other significant groups are the Darrian Confederation, Sword Worlds and Vargr splinters.

Many of these states were mutual enemies for centuries before the Collapse. Their current cooperation is not a collective change of heart, but is rather the pragmatic recognition that if any of them were to survive, they all had to cooperate, because Virus has no allies, only victims. As the threat of Virus recedes, it is assumed that old rivalries, held in check by the threat of Virus, will reassert themselves.

But for now, the Spinward States are at peace.

Character Generation

The *Regency Sourcebook* has insufficient space to present fully developed character generation systems for each of the races and societies of the Spinward States. Future TNE products will cover the complex interactions of social details, unique careers and advancement structures of these fully developed societies and how these affect character generation.

For the time being, *RSB* provides sidebars on how the basic TNE character generation procedure can be modified to provide more distinctively alien characters.

ZHODANI

The Zhodani are basically a human society that has embraced the use of psionic powers. All other distinctions between Zhodani and Imperial society either derive from this or are irrelevant hair-splitting.

History, Society and Government

The Zhodani are a major human race, transplanted by the Ancients to the world Zhdant (usually called "Zhodane" in the Imperial period). During their early history they were one of the few human

aces to actually develop in parallel with another intelligent race, the Chirpers of the Qiknavra continent.

As can be seen from the Zhodani timeline, their society is both old and remarkably stable. No other power can claim one uninterrupted form of government for the past 7000 years. This can be understood by the stabilizing and unifying way in which they have used psionics, which they embraced early in their history.

Zhodani society is divided into three classes: proles (SOC 9-), intendants (SOC A), and nobles (SOC B+). The society is democratic, but the right to vote is only extended to nobles. It is used to elect fellow nobles to Councils, which exist from the local level all the way to the top of Zhodani society. The government (in Zhodani, *Driantia Zhdantia*) is essentially a hierarchy of Councils, each of which elects a certain number of its own members, called *Consuls*, to the next higher Council and so on, all the way up to the Supreme Council which is the ultimate authority of the Zhodani Consulate.

Noble status is conferred by heredity, but nobles are also created as a reward for service. The most significant route to the nobility comes from success in the Psionic Games, held once every olympiad (three Zhodani years or 2.25 Imperial standard years). Intendant status is gained by being elevated from the proles in recognition of psionic talent, and intendants can then compete in the psionic games to ascend to the nobility. Proles have no psionic capabilities, but they are not regarded as lesser persons because of it. Not everyone has psionic powers: Proles may be elevated to the nobility through service, and many hereditary nobles have no psionic powers either. Despite these exceptions, Zhodani society functions to pull psionic talent up to leadership roles. Thus the Zhodani are ruled by an aristocracy/meritocracy of psions, and every aspect of their society reflects this reality.

Zhodani Psychology and Sociology

Thought Police: No aspect of Zhodani society is so misunderstood by the Imperial mind as the infamous Zhodani Thought Police, the *Tavrchedl'*. While Imperials picture a secret gestapo which uses psionics to spy on the population for signs of incorrect thinking, which they then correct by brainwashing or worse, the Zhodani are reassured by the *Tavrchedl'*, which means "Guardians of Our Morality."

To the Zhodani, the psychological discomfort that causes one to lie, cheat,



steal, commit adultery, murder or even simply to be unhappy with one's lot in life is no different than the physical discomfort associated with physical illness. Just as Imperial society uses medicine to heal physical ailments so that no stigma is attached to the innocent sick person, Zhodani society uses psionic techniques to detect, diagnose and treat psychological ailments to heal people from unhappiness or antisocial sentiments, again with no stigma attached to the once psychologically sick but now healthy and happy person.

The *Tavrchedl'* merely identify those who would benefit from psychological treatment, called *re-education*, much the same as an itinerant doctor spots early stages of illness among those he visits and treats them. In both cases society benefits from this service, and no one's privacy or personal dignity is compromised by being given the opportunity to feel better.

Because a Zhodani psionic psychiatrist can actually see, hear and feel what is going on in the patient's mind, then psionically treat those things directly, Zhodani psychiatric treatment is quick and much more successful than Imperial methods which rely on years of guesswork, groping and allegorical mental models.

The full integration of psionics into society has other far-reaching effects as well.

Dirty Little Secrets: It has been said that "we are only as sick as our secrets." By its nature, Zhodani society permits fewer secrets than Imperial society and is arguably healthier.

An Imperial man, for example, might be embarrassed if others knew he found the wife of a colleague to be very attractive. He might even feel guilty he is having such thoughts, and this guilt might hurt his working relationship with his colleague. A psionic Zhodani, on the other hand, would not be threatened by this fact at all, because he or she would know full well that all people have similar feelings, and that these feelings in and of themselves are harmless. What is more, all of Zhodani society, the psionic and nonpsionic alike, would know this to be the case because of the broad public awareness of human mental functions. They would know which feelings are common and harmless, and which feelings would benefit from treatment. Either way, they would not find these thoughts to be threatening.

Because Imperials are accustomed to keeping such thoughts and feelings private, they find it hard to assess their significance. Does thinking something mean that you really want to do it? That you will do it? Does admitting to it give it more control over you, or less? They can insecurely imagine that others are not bothered by these experiences and that they are alone in having these "bad thoughts," which they dare not admit for fear of being unkindly judged.

Returning to our example, if the colleague found out about the man's feelings for his wife, he might become angry, because, not being able to read the other man's mind, he would have no way of knowing how trivial or serious the attraction was, and might fear it to be worse than it really was. Or perhaps he is afraid his wife is bored with him and she might be tempted by the other man's feelings.

Our Imperial man might also find that the longer he kept this secret, fearing what others would think of him, the more power it gained over him until it became an obsession that would hurt him, his colleague and the wife. On the other hand, the man might find that if the truth came out, everyone could have a good laugh about his harmless "crush," and he would realize there was nothing so terrible about his dirty little secret after all, thereby disposing of his guilt.

The key theme in these scenarios is the dysfunctional situations that can be created by a small, simple secret in a society that perpetuates barriers between people, and the way simple disclosure can defuse these things in a society that allows people to share their feelings without fear.

Another dirty little secret comes from the Imperial tradition of "emotional sovereignty." Imperials like to be able to conceal from each other the fact that their feelings have been hurt or that they are afraid of things. This, they believe, makes them less vulnerable to others. Allowing others to know where your emotional weak spots lie gives them weapons to use against you. Keeping these secret is assumed to allow you more maneuvering room, and more psychological safety.

On the other hand, Zhodani psionic abilities makes all of Zhodani society well aware of the vast number of fears and sources of hurt feelings that are shared by all humans. Because these tendencies are shared by all, they are not a source of vulnerability, but are things that can be handled by a corporate response. Zhodani society is therefore invariably more polite than Imperial society.

What is the difference between these two attitudes? Only one: that of awareness. Imperials are not aware of how much all humans are alike and are prone to imagine that they have unique weaknesses, i.e., "I must be the only one who feels this way, so I must keep it a secret."

Zhodani society, on the other hand, has empirical knowledge that people in a given society are all pretty much the same. This lack of emotional loneliness gives Zhodani fewer reasons to fear each other. Zhodani society is therefore warmer

than Imperial society, as Zhodani are more likely to make themselves emotionally vulnerable than are Imperials, and drastically more likely to do so than members of the sociopathically status-driven Aslan, Vargr and Sword World societies.

Zhodani Privacy: Although it is true that Zhodani are more likely to make themselves emotionally vulnerable than Imperials, this does not mean Zhodani society is a miserable soup of teary, warm-and-fuzzy soul-baring. On the contrary, such behavior is seen in Imperial society only as a reaction to the rigid rules of emotional sovereignty. This sort of behavior is unheard-of in Zhodani society for the simple reason that it is unnecessary.

Weepy soul-baring of the type seen on many Imperial holovid "talk shows" is the result of the build-up of psychological pressure required by emotional sovereignty. A lifetime of keeping secrets about one's true feelings out of fear that others might learn the truth causes tremendous spiritual distress. The most common ways in Imperial society to deal with this stress are to turn it inward so that it ultimately damages the self, or to periodically purge the system by pouring it out before a group of witnesses.

In Zhodani society, where no one is afraid of the psychological and emotional truths about themselves, there is no need to gush about them, because there is no need to keep them a deep dark secret in the first place.

Zhodani Timeline

Imperial	Zhodani	Event
-400,000	-170,000	Ancients transplant humans onto Zhdant.
-299,700	-126,600	Ancients' final war strikes Zhdant.
-200,000	-85,000	<i>Homo zhdontas</i> arises on Zhdant (195,000 BC).
-15,000	-3500	Rise of modern <i>Homo sapiens</i> on Terra (10,500 BC).
-8590	-817.3	Zhodani invent printing press (4072 BC).
-8540	-795.1	Zhodani first encounter Qiknavrats (Chirpers).
-8500	-778.1	Zhodani discover psionics.
-7980	-548.1	First Zhodani space exploration (3462 BC).
-7959	-538.3	First expedition to Viepchakl.
-7950	-534.3	Viepchakl base established. First encounter with Viepchakits (Chirpers).
-7949	-534.2	First meeting between Qiknavrats and Viepchakl. Plague.
-7948	-534.1	Viepchakits and Qiknavrats extinct.
-7945	-532.3	Plague spreads to Zhdant. Two-thirds of Zhodani population killed.
-7940	-530.2	Second Dark Age.
-6800	-25.2	Zhodani recovery.
-6731	1.1	First Psionic Games, Zhodani calendar begins (2213 BC).
-6200	238.3	First Zhodani planetary missions (1682 BC).
-6000	327.1	First Zhodani sublight interstellar flights (1482 BC).
-5823	405.2	Zhodani Consulate established (1305 BC).
-5415	585.3	Zhodani discover jump drive (897 BC).
-4000	1211.1	First core expedition launched (AD 518).
-2800	1741.3	First Zhodani contact with Vargr.
-2000	2095.2	First Zhodani contact with Vilani traders.
-1000	2537.2	Zhodani Consulate reaches present size.
50	3001.3	First Zhodani contact with Imperial traders.
60	3006.1	Imperial colonization of Spinward Marches begins.
461	3183.2	First Aslan contact with Zhodani.
500	3200.3	Imperial explorations into Zhodani territory.
589	3240.1	First Frontier War begins.
604	3246.3	First Frontier War ends.
615	3251.2	Second Frontier War begins.
620	3253.3	Second Frontier War ends.
750	3311.1	Seventh core expedition launched.
800	3333.2	Psionic suppressions in Imperium begin.
826	3344.3	Psionic suppressions completed.
979	3412.2	Third Frontier War begins.
986	3415.2	Third Frontier War ends.
1082	3458.1	Fourth Frontier War begins.
1084	3458.3	Fourth Frontier War ends.
1107	3469.1	Fifth Frontier War begins.
1110	3470.2	Fifth Frontier War ends.
1119	3474.2	First evidence of Zhodani troubles seen by Domain.
1132	3480.1	Spinward States Accords signed.
1201	3510.2	Exodus begins.



Adventure Hook

Regency psions are being recruited to help assist Zhodani refugee groups. Their nature as psions will give them common ground with the Zhodani and help in establishing trust. The psions are to teach the Zhodani how to live in Imperial society, but this is difficult when the Zhodani do not live in Imperial society but instead are crammed into camps with tents and shipping crates for houses. Food and medicine are in short supply, and there is no shortage of opportunists attempting to bilk the Zhodani out of their meager savings and few possessions. Even worse, local groups suspect that the Zhodani are up to something (see sidebar, "Reasons to Hate the Joes") and are organizing a campaign to kick the filthy aliens off the world.

Reasons to Hate the Joes

The Zhodani, or "Joes" as they are pejoratively called by Imperials, have been hated for a long time by residents of the Domain of Deneb, so there is little need to come up with new reasons. However, the Exodus has presented the following, adopted by many Regency citizens.

- They suck up relief funds that could go to developing this world's real needs. Plus they provide cheap labor and will take our jobs.
- There goes the neighborhood. Refugee camps don't raise property values. They merely attract more refugees, flies, disease, squalor, and crime.
- The refugees are merely squatters, just like those damn Toons (page 81). It will be impossible to get them off this world once they become established. They'll set up Joe ghettos and be here forever.
- This is an invasion, in the ecological/social-Darwinism sense: "history is the story of the migration of peoples." Warfare is warfare, and imperial humans can not allow themselves to get pushed out of their territory.
- This is the prelude to an invasion. The so-called refugees are either fifth-columnists preparing the way for the military formations, or are a smoke screen which will mask the coming of the real invasion fleets.



With Zhodani society keeping few secrets about psychological and emotional issues, there has arisen a custom of compensating for this by maintaining boundaries around other areas of life.

Family life, for example, is kept private. Not because anything there is secret, but because there is great dignity in things done for their own sake, not for the consumption of society at large. Such family acts include daily rituals between spouses, between parents and children, between siblings, and between children and their pets.

In a similar way, Zhodani dress is more "modest" than most Imperial fashions. Imperial fascination with the covered and uncovered nature of the body is a further manifestation of their difficulty with the strictures of emotional sovereignty. Imperials are usually thwarted from attaining true emotional connectedness, and they have learned to fill this emptiness by increasing emphasis on the physical portion of personal contact. Their dress shows this by often functioning to advertise one's suitability and availability for physical contact. From the Zhodani point of view, placing the burden of true personal connectedness on merely physical concepts is ludicrous. For example, there is no analog to the Imperial "string bikini" in Zhodani culture. Zhodani have no need to compensate for an emotional isolation they do not experience by focusing attention on physical appearance and inflammatory anatomical details. A Zhodani who wished to go about naked would simply go about naked, while one who wished to remain clothed would remain clothed. Zhodani find no titillation in "clothing" which does not cover, or in pretending to be "dressed" while being as undressed as possible. Such clothing is thought by the Zhodani to be childish and prurient.

Sheep Among the Wolves

Pity the poor prole, displaced from his home, ripped from his well-adjusted, stable, dignified society, and plopped onto an Imperial world, bastion of anti-psionic prejudice and home to a race of constitutional liars, incapable of even learning the truth about their own minds. This is the reality of the Exodus for its most numerous constituents. What will they do? Where will they go? How will they find satisfying lives, or even food and shelter, surrounded by people who have fought them for 600 years?

The Zhodani are trusting, because they lived in one of the few societies that allowed them to be. They don't know how to defend themselves from lies and deceit because they have never had to. They are easy marks for the most transparent charlatan, let alone the professional swindlers, con artists, carpet-baggers, junk bond kings, divorce lawyers, used car salesmen and politicians.

Fortunately the proles are not alone. All groups of Zhodani refugees are shepherded by the intendants and nobles from their community, who do their best to protect their charges from the injustice the universe has to offer. They protect their proles from criminals and dishonesty by interviewing and psionically reading the non-Zhodani who come into contact with the group. They represent their proles in their dealings with local authorities and accompany them when they go to Regency welfare offices and courts in order to lend their legal knowledge, authority, and the moral support of their presence. By these examples, the Zhodani nobility are noble indeed.

Why the Exodus?

No one in the Regency understands the reasons for the Exodus, but there is no shortage of speculation, including the signs as early as 1119 of internal unrest in the Consulate (Survival Margin pages 22-23). What is surprising is that even the refugees themselves are of little help, as many appear to have taken flight without first-hand experience of whatever it was that was causing them to flee.

The Zhodani are unanimous in their belief that their society is in danger of being destroyed from within. References to internal strife and Zhodani-on-Zhodani violence and even warfare are common. But when asked how much of this took place on their homeworld before they were forced to flee, refugees admit, reluctantly it seems, that they saw none of this themselves. When pressed they will point out that very strong "intimations of doom" were felt by almost all Zhodani, proles, intendants and nobles alike, but the specifics and importance of these motivations are hard for them to express now, the way a dream fades from memory after awakening. When this kind of questioning forces its Zhodani subjects to come face to face with the strange vagueness of their reasons, the best they can do is to assure the questioner that it all made sense at the time.

Creating Zhodani Characters

Zhodani characters may be created using the character generation procedures presented in TNE with the following modifications.

Attributes: These are as described in TNE except for PSI and SOC (see below).

Psionics: Zhodani receive their psionic training at age 17 during character generation before any career terms are resolved. This means that Zhodani



characters roll 2D6-1, guaranteeing at least PSI 1. It impossible to create a prole character using this method, which is the whole point really, because why would you want to create a Zhodani character who was not psionic?

Just for the sake of discussion, see the note on Psionic Frequency on TNE page 246.

A	(10)	-iepr
B	(11)	-atl
C	(12)	-stebr
D	(13)	-tlas
E	(14)	-tlasché
F	(15)	-iashav

Social Standing: Because of the psionic effect above, all such characters will be intendants at least, so simply give Zhodani characters a beginning SOC of A.

Careers: Referees should modify TNE careers to allow improvement of psionic skills during term resolution.

Naming: When naming Zhodani characters, note that they add standardized suffixes to their names (family names for intendants; nobles have only one name) based on their SOC attribute, seen in the box above. This suffix changes with changed social status.

ASLAN

Of all of the former Imperium's neighbors, the Aslan had the widest distribution, being adjacent to both the Solomani Rim far to rimward and the Spinward Marches, at the Imperium's spinward extreme.

The Aslan resemble large Terran felines of the lion family, but the resemblance is merely coincidental. Aslan are larger than humans, averaging about two meters in height. They are all equipped with an integral weapon, called the *aisai* or dewclaw, on each hand which they instinctively and effectively use in combat. Incidentally, Aslan have only four manipulative digits on each limb, with the result that their math uses base 8 rather than the base 10 of five-fingered humans.

Aslan Hierate

The Aslan Hierate formerly stretched from the Solomani Rim across the Great Rift to the Spinward Marches. However, like the Imperium, its area trailing the Rift was ravaged by Virus and is now Wilds, leaving only the areas across the Rift to survive into the post-Collapse era. This area was formerly called the Aslan Colonies or trans-rift colonies, but is now all that remains of the Aslan Hierate itself.

Aslan society is organized along family lines, with the family (*ekho*) of two to 12 Aslan as the basic unit. Families are organized into "prides" (*ahriy*) with one dominant family. Finally, prides are organized into a clan (*huiho*), again with one dominant pride. All subordinate members of that clan owe fealty to the clan and to its single clan leader. Family/pride/clan loyalty is very important among the Aslan. In fact, the phrase *Sihouweiliyuahryi*, "Your pride calls to you," is an invocation that will not be denied by any Aslan blood relative.

The Hierate is "ruled" by the *Taukhu*, or "29," the ruling body of the 29 dominant Aslan clans. The *Taukhu* exercises no real authority over individual Aslan, as only the clan leaders can call on the loyalty of their clan members, and each clan has its own laws and traditions. The *Taukhu* owns no military forces or bases, these all belong to the clans. But as the council of the 29 most powerful clans, and the only forum for the handling of inter-clan business and issues that involve the Aslan as a whole, the *Taukhu* is the highest focal point of Aslan policy and power.

Clans rise and fall in relative power and can be replaced on the *Taukhu*. Inter-clan arguments are solved by highly organized "clan wars," essentially the equivalent of a duel of honor, but on a national scale. Clans can rise or fall in power and prestige as a result of these wars, and can become vassal clans to other more powerful clans.

Aslan Society

The Aslan are a competitive and, by human standards, touchy and violent race. Their society is based on many strict codes of behavior and propriety, all lumped under the general heading of "honor," although the Aslan like to point out that they have 15 different words for honor, unlike the dishonorable humans. To humans, honor is but one concept among many, but to the Aslan it is *everything*, which makes them regard humans with suspicion, if not outright contempt. Misunderstandings are common between cultural Aslan and Imperial culture humans. Although Aslan populations have been able to assimilate themselves more or less within Imperial and also Darrian culture, they are then rejected by many cultural Aslan for having betrayed their race's values.

One important feature of Aslan society is the strict division of labor between male and female Aslan. Males are warriors, concerned with political and military leadership and the acquisition of land—their passion and reason for being. Females, which outnumber males by 3:1, are responsible for trade, industry, and commerce, education, scientific and technical knowledge, and the accumulation and management of wealth—in short, the real work of making society work while

Aslan Timeline

Imperial	Aslan	Event
-2190	-123	Aslan First World War.
-2160	-88	Aslan Second World War escalates to massive nuclear exchange.
-2136	-59	First Aslan space explorations.
-2198	-18	Aslan Third World War.
-2083	0	<i>Taukhu</i> formed. Aslan calendar begins.
-2013	80	Terran exploration ship <i>Pathfinder</i> misjumps, crash-lands on Kusyu.
-1999	94	Aslan build first starship <i>Ukhtai</i> , based on <i>Pathfinder</i> technology.
-1980	117	First Aslan contact with Solomani humans.
-1776	350	Rule of Man collapses. Long Night begins.
-1719	415	Aslan <i>Trolyeacawi</i> clan purchases starships from Solomani traders.
-1118	1101	First Aslan Border War begins.
-1104	1185	Aslan first cross Great Rift.
-63	2304	Great Conclave (<i>Sakokusalo</i>) begins.
-56	2312	Cultural Purge (<i>Uwaralyekose</i>) begins.
-7	2368	Great Conclave concluded. "Codices of Sakokusalo" mandates primogeniture and other standard items of Aslan culture.
49	2432	Cultural Purge ends.
212	2618	Peace of Dark Nebula signed between Imperium and Aslan.
374	2805	Flyfiyair War begins between Old Earth Union and Hierate. Imperium pulled into war. Aslan and Imperial envoys agree on a duel war, which is won by the Imperium.
380	2810	Peace of Ftahair. Imperial-Aslan border established with Reaver's Deep as buffer zone. Aslan prohibited in making investments in Imperial worlds.
454	2894	Aslan traders begin shipping dustspice from Romar.
461	2902	Aslan dustspice traders first contact Zhodani.
585	3043	Aslan <i>ihatei</i> offer to fight for Darrians in exchange for land.
1109	3641	Human visitors discover wreck of <i>Pathfinder</i> on Kusyu.
1116	3649	Dulinor assassinate Strophon and Tokeaias, the Yerlyaruiwo ambassador.
1117	3650	Assassin's Guild "Brotherhood of Tokeaias" dispatches duel-assassins across Great Rift to make Dulinor pay for his dishonorable act. First <i>ihatei</i> forays into the Domain of Deneb.
1119	3652	Growing <i>ihatei</i> incursions into Domain lead to armed conflict between Imperial and Hierate forces.
1120	3654	Domain of Deneb establishes the Patrol, or <i>Trekhyair</i> .
1131	3666	Domain forces occupy the Football as part of the Quarantine. Joint Domain-Aslan forces destroy vampire fleets crossing Great Rift in the Riftspan Reach.
1132	3667	Regency established and Spinward States Accords signed. Aoriakht and Football worlds incorporated into Regency.

Good Neighbors

When dealing with Aslan, even Regency Aslan, you have to remember that you are dealing with a pack of hormone-addled adolescents. Before you say anything, before you respond to a provocation, remember what it was like when you were a teenager. Remember what it was like to move in packs, all horribly bound up in your group's nonexistent status and honor, imagining a slight or an insult behind every remark or expression. Remember what it was like to be part of that fascism called adolescence, where there was a simple answer for everything, everything was black and white, and everyone who was not for you was the enemy and deserved no better than to be crushed. Then, and only then, compose your remark. And when you smile, be careful to not show too many teeth, unless you have a weapon in your hand and outnumber them.

Ambassador Celine Richtor from a lecture at the Regency Foreign Service University, Regina



the males concentrate on single-combat glory. For example, only males may serve as pilots and gunners aboard Aslan starships, and only females may serve as navigators, pursers, engineers, medics, and stewards.

By human standards these divisions are taken to ludicrous extremes. High-status Aslan males are literally helpless with concepts of money and finance. While they have an obsession for obtaining land of their own, they seek it for its own sake; it takes the female members of their families to figure out what to do with it so that it can be of any use to anyone.

Even Aslan military units follow this model. The combat leader and close combat troops are male, but all support, logistical, technical, staff, and intelligence personnel are female. This includes combat engineers and artillery personnel, all the way up to the true commander, the female who organizes the unit and sees to its day-to-day operations.

With the cultural imperialism typical of Aslan, they project these gender differences onto non-Aslan as "perceived gender." In other words, a human male in a "female" role will be treated by the Aslan as a female, and vice versa. This means that Aslan will not discuss business (a female task) with a human who pilots a starship (a male task), regardless of whether that human is really male or female. In some cases Aslan will simply not be able to tell the difference between male and female humans, but even if they do, their cultural predisposition requires them to impose their Aslan standards.

ASLAN IN THE REGENCY: THE HUMAN POINT OF VIEW

To the human perspective, there are two types of Aslan who are citizens of the Regency—those who adapt to human values and culture (referred to as "Regency Aslan") and those who adhere to Aslan culture and force these values in the larger human culture (referred to as "Aslan in the Regency"). Until the Collapse, the only Aslan recognized by the Domain of Deneb government to legally reside within the Domain boundaries were of the assimilable Regency Aslan variety. However, the impending arrival of Virus is 1131 changed all of this.

Fait Accompli

If politics makes strange bedfellows, then Screaming Unavoidable Necessity mothers the invention of some mighty unusual looking siblings. Such is the relationship between the descendants of the Aslan *ihatei* invaders and the



descendants of the rightful rulers of the former Domain of Deneb.

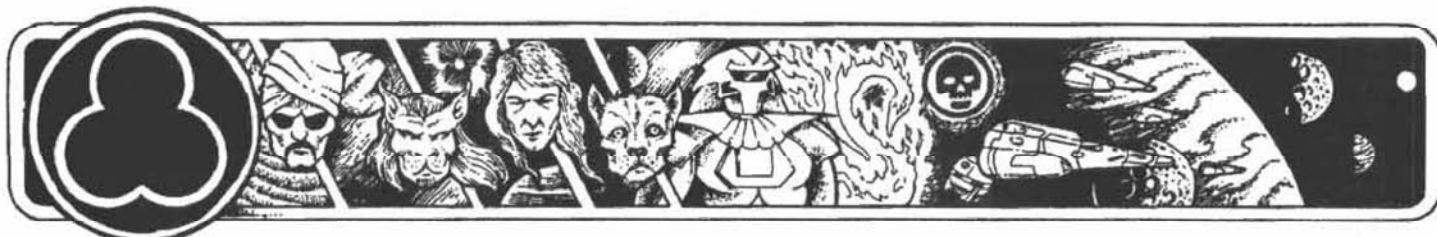
One unintended by-product of the Collapse is that it legitimized many of the Aslan acquisitions with the Domain of Deneb borders. Although in many cases the Domain government was engaged in military campaigns to dislodge Aslan enclaves or topple their governments, the urgency of presenting an impervious frontier to Virus made the conclusion of such campaigns a luxury. In order to ensure impervious borders, the new Regency had to formally accept and legitimize whatever governing structures were already in place, even if these were traditional cultural Aslan clan governments.

A Deal With the Devil

The most difficult of the internal political problems facing the Regency is that of traditional Aslan planetary government existing undigested within a larger Imperial culture Regency government. Not only does this create difficulties for the non-Aslan inhabitants of these planets, who feel oppressed by the inflexible social order placed on them, but the Aslan government itself has mixed loyalties. Although the Aslan have sworn fealty to the Regency for the land it has granted

An Abridged Aslan Abecedarium

- Ahfa*: Items kept as one's personal Shrine of Heroes.
- Alsat*: The Aslan dewclaw, literally "blade claw."
- Alsaiaokheh*: Duel of honor, often to the death.
- Akhaoye*: Essence or spirit of all things Aslan. "Because if it's not Aslan, it's CRAP!"
- Akyafterleao*: Contrary to the Aslan spirit. This refers to an active threat to the *akhaoye* rather than the contemptible, offhand disregard for it shown by barbarians.
- Aokhaor*: Honor, literally "spirit of strength." This is the term the Aslan use to encompass the entire Aslan life-style, one dedicated to the spiritually correct approach to life.
- Aorlakht*: "New Lords," or more accurately, "New Landholders." In other words Aslan, often *ihatei*, who previously did not hold land who now do so. This was the name used by the Aslan invaders of the Domain of Deneb.
- Arlaeha*: Vargr.
- Eakhau*: Aslan day, 36 hours; 212.2 of these make an Aslan year, or *ftahea*.
- Ekho*: Aslan family.
- Firukhte*: Stylized use of insults to provoke another party into issuing a challenge.
- Flyfiyalr*: The Imperium, literally "vassals of vassals of one." This term is still used for the Regency.
- Flyfiyalrya'uis*: Trokh insult meaning an Imperial lackey which has soiled itself because it neither understands nor possesses personal honor.
- Ftahea*: Aslan year, 320 standard days.
- Ftehr*: The Aslan people.
- Hsol't*: Solomani.
- Ihatei*: Second son. To the Aslan it goes without saying that this also means unlanded.
- Istolucael*: Zhodani.
- Khaofly*: "Submission to the Stronger." The ritual apology delivered by the loser in a duel of honor.
- Khoafterleao*: Aslan concept of spiritual perfection which can only be achieved by the purging of all non-Aslan influences.
- Rukhta*: Deeds without honor.
- Rukhtiywe*: The act of denying one's Aslan nature.
- Tahwhlteakhtau*: Barbarians, literally "those who lack understanding of Aslan culture." This phrase is typically used for those who embrace Imperial culture, whether humans or Aslan who have adopted the human way.
- Tekhaaa*: Aslan "hour," 137 minutes; 16 of these make an Aslan day, or *eakhau*.
- Tlasolstsea*: "Bounty of New Lands." Area ripe with new land for the taking by righteous, upright Aslan. Unfortunately many trans-rift Aslan viewed the Domain of Deneb as such an area during the Civil War.
- Tlaukhu*: "The 29," specifically the council of the 29 most powerful Aslan clans in the pre-Collapse period.
- Trokh*: The Aslan language.
- Ukhtat*: "Hero." The perfect Aslan role model, in perfect accord with Aslan concepts of *aokhaor* and *akhaoye*.



them, they have been allowed to retain their clan loyalties, which call to them from outside the borders of the Regency.

By 1202 the upshot of this is that Aslan clans in the Regency have a "foot in the door" which they are using to permit immigration of other clan members, thus further consolidating their power. While the Regency government cannot be happy with this development, there is very little it can do about it.

Trekhyair

The exclusively Aslan-manned portion of the "Patrol," or *Trekhyair* ("land protector") was established by then-Archduke Norris in 1120 to co-opt Aslan, including *ihatei*, into defending the Domain in exchange for land (Survival Margin, page 25). This brilliant stroke resulted in the "domestication" of a large number of uncontrolled *ihatei*, and added defenders to the Vargr frontiers to boot. Had it not been for the 1132 *faits accomplis*, this would perhaps have been the solution to the Aslan problem, but events did not fall that way.

Nonetheless, the *Trekhyair* itself became a tremendous success. Although it might have initially appeared as a cynical attempt to co-opt the Aslan, the Denebians soon learned the same lesson as their Darrian neighbors (see page 31): the Aslan can be some mighty good friends to have. Within a few short years the Domain was actually recommissioning older warships for the use of the growing patrol, including *Azhanti High Lightning-class* cruisers (*Azhanti High Lightning, OP, Arrival Vengeance, SA*).

The *Trekhyair* lives on in 1202, as vigorous Aslan participation in the Regency Quarantine Service. As a continuation of the *Trekhyair* incentives, Aslan RQS personnel can opt to receive land instead of normal monetary compensation. These land titles are typically on worlds in or near the Regency Frontier that have been abandoned by their former human inhabitants. Aslan RQS crews typically operate Aslan-built and -styled variants of the Quarantine Cutter design (see page 91). However, these ships are a lumpy blend of flowing Aslan naval architecture and blistered-on fairings of human-built equipment.

ASLAN IN THE REGENCY: THE ASLAN POINT OF VIEW

As could be expected, the Aslan view of Aslan inhabitants of the Regency is more complex, not to mention more doctrinaire. To the Aslan mind, there are three types of Aslan, in increasing order of compromise with barbaric values.

Adventure Hook

Turncoats: The PCs are members of a human military peacekeeping force (PKF) sent to quiet guerrilla activity on an Aslan-ruled Regency world. The catch is that the guerrillas are humans, the original inhabitants of the world before the *ihatei* took over during the Final War. However, owing to the accommodation made with the Aslan rulers during the Collapse, the Aslan are the lawful rulers and the humans are legally in the wrong (although perhaps morally in the right). The ruling Aslan make it clear that they will annihilate the guerrilla strongholds if these activities continue, and they are within their legal rights to do so. The PKF is the last chance the guerrillas have to make peace before the Aslan destroy them. And although the Regency government's heart is with the human guerrillas, its hands are tied.

As representatives of the government which backs the Aslan rulers, the human peace-keepers are the enemies of the human guerrillas, and may be treated as such. The peace-keepers don't like what they have to do to their repressed human brethren, but they know that if they don't do it, the Aslan will, and with much more terrible results.

Complications: Aslan observers are sent along with the PKF. They may demand harsher measures, or may deliberately make the situation worse, to create an excuse for final Aslan intervention. These observers may be contemptuous of the human PKF, continually goading and insulting them in the Aslan *finukhte* tradition.

The Aslan government, impatient with the pace of the PKF operations, sends an Aslan strike force into the field to "make an example" of a human village. The PKF must observe the slaughter and still attempt to convince the humans to peacefully exist with their Aslan rulers.

The Aslan may be deliberately setting up the PKF to fail, to allow them to accuse the Regency government of betraying them and giving them an excuse to declare their independence.

This adventure is not a shoot 'em up. It is intended for groups that accept the challenge of complex and ambiguous moral and psychological dilemmas.

These are "True Aslan," "other Aslan," and "barbarians."

True Aslan are any who retain their full Aslan culture and traditions. These would include the *Aorlakht* rulers of the Regency *fait accompli* worlds.

Other Aslan are those who have made some concessions to human culture that allow them to trade more effectively. Most would include the Darrian Aslan in this group, as well as the Aslan members of the *Trekhyair*, RQS, and other Regency armed forces. Although these Aslan are not as scorned as the barbarians, Aslan exude an unmistakable sniffiness when they speak of these other Aslan and the way they sold out for prosperity.

Barbarians are the true fallen Aslan who have fully adapted to human values. Lest there be any question about where the fallen Aslan stand on the cosmic pecking order, the Aslan hold non-Aslan who live by Aslan culture to be closer to them than racial Aslan who have rejected their rightful culture. Some such Aslan have formed their own states, such as the so-called Glorious Empire in Trojan Reach, which was conquered by true Aslan eager to teach them their errors.

Creating Aslan Characters

Regency Aslan (by Aslan standards, either "Other Aslan" or "Barbarians"), because they follow human professional norms, may be generated using the character generation procedures presented in TNE with the following modifications.

Attribute	Mod	Roll
STR	+2	2D6 +1
AGL	-1	2D6 -2
CON	+2	2D6 +1
INT	—	2D6 -1
EDU	—	2D6 -1
CHR	—	2D6 -1
SOC	—	2D6 -1

Psionics: -2 per four-year term rather than -1. In addition, PSI continues to drop with age, even after testing: -1 the first term (four-year block) after testing, -2 the second term after testing, -3 the third term after testing, and so on.

Skills: Among cultural Aslan, the gender division of labor extends even to skill receipt. For example, a male would not receive skills of a technical, scientific or economic nature, and females would not receive close combat skills. However these distinctions are less important for assimilated Aslan.

There are also several new skills for the Aslan, below.

Dewclaw (STR): This skill replaces Unarmed Melee Combat for Aslan and covers the ability to fight "unarmed" with their natural weaponry.

Independence (INT): This skill is available only to male Aslan and governs their ability to deal with money and handle financial concepts, which are traditional female responsibilities. The presence of this skill means a male can see to his own needs in simple monetary transactions. Lack of this skill means the Aslan has no understanding of money whatsoever, and will need to be looked after by a wife or female companion who takes care of making his purchases.

Meditation (CON): This allows the Aslan to duplicate most of abilities of the psionic cascade skill Self, without having to possess psionic talents. Meditation is used just like Self, except it is controlled by the CON attribute and only has three cascades: Suspended Animation, Psionically Enhanced Strength and Psionically Enhanced Constitution.

Tolerance (CHR): This skill allows Aslan to interact with non-Aslan. It is thus similar to Liaison skill, except it particularly refers to the ability to ignore violations of Aslan propriety on the part of non-Aslan, allowing the possessor to better get along with these barbarians. Those Regency Aslan known as *Tahiwiteakhtau* (barbarians) to other Aslan have no use for this skill, as they have already adapted to human social norms.

Tradition (EDU): This skill confers deep and detailed knowledge of Aslan history and traditions, allowing an Aslan to "out-Aslan" other Aslan. Use of this skill is helpful in persuading other Aslan, as the possessor can use fine points of honor and tradition to support his points and undercut others'. It is also be used to allow really cranky Aslan to pick fights all the time, because there is very little that cannot piss off an Aslan who is really paying attention. Those Regency Aslan known as *Tahiwiteakhtau* (barbarians) to other Aslan have no use for this skill, as they have adapted to human social norms and have no need (nor the right) to quote Aslan propriety.



Tips for Humans in Vargr Society

1. Pay attention to your relative status in the framework of Vargr society, and be sure to know the charisma of the Vargr you encounter.
2. Keeping point 1 in mind, think about *privilege*. Relative levels of charisma confer various privileges in Vargr society. Demand to receive yours and see that you grant others the privileges to which they are entitled.
3. Be assertive. Making firm decisions and standing by them is a hallmark of charisma.
4. Use it or lose it. Charisma must be constantly fed and exercised. It is rapidly reduced if it is not demonstrated often, even for *seemingly* minor points. Vargr are always keeping score.
5. Be vigilant. Vargr are always pushing to see what they can get away with. If you do not reassert your authority in the face of such challenges you have *agreed* to let that Vargr gain power at your expense, and he will only push harder the next time. Loss of charisma is the death by 1000 pricks.
6. Praise those who submit to your authority. Subordinate Vargr need approval and affirmation; it cements their loyalty to their superiors and it gives them a secure and comfortable role in the universe. By making sure they know you value their contributions, you give them value, and because you are now a source of their value, they will *support* your authority, thereby further validating the approval you give them.
7. Like begets like. The best way to gain high charisma among Vargr is to act as if you already have it. This will become a self-fulfilling prophecy. Conversely, the best way to achieve low charisma is to not care about it enough to use it. Vargr do not grant the benefit of the doubt—to a Vargr the only explanation for failure to exercise charisma is that one already had none to begin with.

The Survivor's Guide to the Spirward States
 Regency Foreign Service University and
 the Regency Ministry for Public Information and Welfare
 Government Printing Office, Regina, 1142

VARGR

Of all the Regency's neighbors, the Vargr are the most difficult to describe in any concise fashion. Some Vargr are Regency citizens. Some Vargr are pirates or criminals, preying on humans. Some Vargr are pirates or criminals, preying on other Vargr. Some Vargr are members of Vargr states or polities. Vargr do different things, but they all behave in the same way.

The irony is that all Vargr society is the same, yet it is also all different. The central theme of Vargr social interaction is flux. This is the result of the ceaseless Vargr jockeying for relative authority, status, and power, called by the Vargr *charisma*. The Vargr have never achieved a large unified state like those of the Zhodani, Vilani, Solomani, Aslan, K'kree or Hivers. Instead they have always existed as a bewildering kaleidoscope of small states, constantly fissioning, realigning, coalescing, splintering, then coalescing again only to splinter some more. The constant struggle for charisma where one's gain only comes at the expense of another's loss, and the constant willingness to abandon an old leader when someone better comes along, has prevented any kind of Vargr stability at the microcosmic level. However, the nature of all Vargr societies at the macrocosmic level remains exactly the same as it has always been. The only constant is change. In fact, Vargr profess to be uneasy at the stability of human society—surely something unnatural and suspicious is going on.

This lack of organization makes the Vargr both more dangerous as individuals and less dangerous as a group. Thus human empires have long been required to fend off Vargr corsairs, but have never been truly threatened by a Vargr invasion.

However, it is their very lack of organization that creates the greatest Vargr threat to the Regency, that of an entry vector for Virus. The experience of the Regency and its other neighbors has taught one indelible lesson—that Virus can only be successfully defeated by a unified, airtight front. The Vargr are constitutionally incapable of imagining such a thing, let alone carrying it out.

Physical Characteristics

The Vargr have something in common with the Zhodani, Darrians and other transplanted human races. They too owe their existence to the activities of the Ancients over 300,000 years ago. However, unlike the humans, the Vargr were created, genetically engineered from prehistoric Terran dogs, and given larger brains, hands with manipulative digits, and an upright posture.

Average Vargr males are 1.6 meters in height, while females are 1.5 meters. They are therefore lighter and less strong than humans, but are more agile. Like the dogs from which they were derived, Vargr demonstrate a wide variety of fur color, texture and pattern.

Regency Vargr

There have been Vargr citizens in the Domain of Deneb for centuries, and although they are capable of functioning within the broad parameters of that society, they still retain their distinctive social style. They prefer to live in communities with other Vargr, and the "Vargrtowns" within many large Regency cities are characterized by the same raucous, freewheeling anarchy as Vargr interstellar society.

There are three main populations of Vargr living in the Regency. These mostly differ in how long ago they forced their way in—most Vargr arrive the same way: uninvited. The first group is the established Vargr, those who have been living in the Imperium for several generations. These can be found most anywhere in the Regency, although they gravitate to other existing Vargr communities.

The second group is the Vargr who arrived on Imperial worlds during the Vargr raiding and incursions during the Civil War, from 1117 to 1130. These Vargr are found on the coreward and trailing worlds of the Regency on which they gained a foothold by force of arms. Their recognition by the *faits accomplis* of 1132 gave them more staying power on these worlds than they could have achieved on their own, and they remain in power on these worlds.

The final group are the Vargr refugees, those who fled the onslaught of Virus after 1131. These Vargr at least did not come to conquer or steal, they came simply to survive. These found their way into Regency-organized Vargr refugee camps, unlike the first two groups.

A Regency human would say that Regency Vargr do not have much respect for authority, and that they obey the Regency's laws when it suits them or when they are forced to do so. This assessment is true, but a truer description is that humans and Vargr have quite different understandings of "respect for authority." While humans believe in self-control, in willingly submitting to laws so that others will do the same for the benefit of all, Vargr competition for charisma does not permit this. Vargr are constantly pushing the envelope, looking for openings where they can increase their own authority, constantly trying to see what they can get away with. The amount of respect a Vargr is willing to give to the law (or



society, or government) is *precisely* the amount of respect the Vargr's experience shows him that law demands, *no more and no less*. Responding to such human criticism, one Vargr replied, "You humans might as well say that we are morally bound to obey the law of gravity. It is there, it acts on me, I accept that. But I do not let it stop me from leaping or flying. If it ultimately wins, pulling me to the ground, so be it. But I will not give up my right to follow my own laws. If it is strong enough to make me obey, then it is strong enough to make me obey. But if it is not, why should I grant it authority it does not deserve? All laws are the same way."

Vargr Organized Crime: A growing force in the Regency is Vargr-controlled organized crime. There is some such activity on every world which has a significant Vargr population, and even on some which do not. This activity, on all the worlds on which it appears, is commonly known as "the Pack."

Lawless organizations are nothing new for the Vargr, but it appears that the Pack is something different, as its operations and procedures are the same from world to world, implying higher control, or at least coordination. Although the Pack's activities do draw on human possessions and moneys, its membership seems to be exclusively Vargr. And while human populations are largely immune from Pack reprisals, murder and violence within Vargr communities associated with failure to cooperate with the Pack are common.

The Vargr-specific nature of its violence has helped the spread of the Pack, as most humans see it as a purely Vargr problem, which has limited the response of human law enforcement agencies. The racist nature of this thinking, "it's okay so long as they only do it to their own kind," is clear, and not encouraging.

Vargr Splinters

Even before the Collapse, Vargr space was always known as the "Vargr Extents," meaning that this area was no true Vargr nation, only that there were a lot of Vargr there. These circumstances still hold true in 1202, which makes it very difficult for the Regency to maintain relations with the Vargr states (usually called the "Vargr Splinters") given the threat of Virus. However, given Vargr tendencies and history, it would not do to try to maintain a perfectly closed border against the Vargr. By allowing some legitimate Vargr trade the Regency is able to exercise more control over its nature than if it allowed none at all, forcing all Vargr trade to be, by definition, out of its control.

For this reason the Regency's frontier with the Vargr is the most fortified of all its interfaces with the Spinward States, having more in common with the frontier on the deep Wilds than with the civilized interfaces with the Darrians or Zhodani. Whatever can be said of the thoroughness of inspection and impoundment procedures at other interfaces, these do not hold a candle to the Vargr interface inspections. In fact, no Vargr Splinter ships are allowed across the frontier into the Regency under any circumstances, as it is assumed that they are Virus plagues just waiting to happen.

Despite the strictness of this border, it is only a fortunate minority of Vargr that are extended even this dubious honor. The interface with the Vargr Splinters extends only along the coreward edge of three subsectors—Regina, Aramis (C and D/Spinward Marches), and a small slice of Pretoria (A/Deneb). These border on the Vargr groups that were sheltered in the "shadow" of the Domain of Deneb as Virus rounded the corner of the Great Rift and barreled through Corridor. These therefore had the opportunity to benefit from the Domain's warning and protect themselves. The Vargr to coreward of the remainder of Deneb were not so lucky. These areas are classified as deep Wilds, and these frontiers are sealed against contact.

No one in the Regency really believes that Virus could not be spread from the Wilds Vargr to the Vargr Splinters, then into the Regency. But that is why the Vargr interface is guarded as well as it is.

One Cannot Punch the Air: One dissenting view to the uniquely Vargr susceptibility to Virus argues that Vargr society is actually immunizing itself to Virus and will eventually emerge stronger than those societies that spent their finite energies on holding Virus at bay. This is a long-view ecological perspective of interstellar culture that persuasively demonstrates (via historical examples, psycho-historical principles and sophisticated computer modeling) that decentralization is precisely the sort of organization that will ultimately defeat Virus. This is the ancient Terran Oriental theory of warfare by simply absorbing the invader and passively destroying him over time, perhaps even assimilating the invader into the absorbing culture. At the end the invader disappears as a distinct entity and the invaded culture survives, but it has now converted the strengths of the invader into its own. Radical proponents of this view argue that the Regency should open its borders to Virus and to the forces of social Darwinism that would eventually craft the Regency into the sort of organization that could survive

Creating Vargr Characters

Vargr may be generated using the character generation procedures presented in TNE with the following modifications.

Attribute	Mod	Roll
STR	-1	2D6 -2
AGL	+2	2D6 +1
CON	-1	2D6 -2
INT	—	2D6 -1
EDU	—	2D6 -1
CHR	Special	1D6
SOC	N/A	None

Psonics: Vargr psonics is handled as in TNE. However, the Vargr states have no psonic training centers to speak of, so testing and training is almost impossible to find outside of the Regency.

Charisma Increases: During character generation, CHR is increased by one each time the character exceeds the required Commission or Promotion roll by four or more points.

Church of the Chosen Ones

Fanatical Vargr sect which believes that the Vargr were deliberately created by the Ancients to be the supreme race in Charted Space and that they are destined to someday rule over all other races, perhaps after the Ancients' final return to invest them in their rightful glory.

The church therefore accepts the theories that the Vargr were created by genetic manipulation (and is thus in conflict with some Vargr sects which see this as slander), but finds this to be not degrading, but proof of the Vargr superiority. After all, the Ancients transplanted humans on a great many worlds but did not significantly modify them. And after having gained such expertise on humans, the Ancients found this Terran species to be inadequate. Proof is that they took the trouble to create the Vargr, an unnecessary effort if the already existing humans had measured up to the Ancients' standards. And because the Ancients would not have bothered to create something that was less than perfect, the Vargr are the only race that can claim racial perfection by deliberate design.

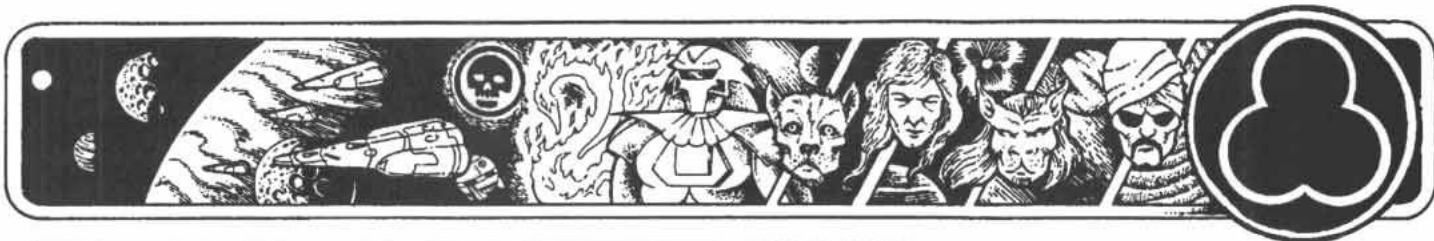
Given the Vargr nature, the church has naturally split into many factions. The militant wing believes their superiority requires the Vargr to conquer other cultures. The beneficent wing believes their superiority obligates them to assist lesser races to achieve what the Vargr have naturally. The penitent wing believes their current status proves they have sinned and betrayed their potential and must rediscover their true glory before the Ancients return to punish them for having squandered their gifts. Many other factions have no real doctrinal differences, but have merely split to follow different leaders.

these new conditions.

However, this ecology of civilizations is persuasive only to ivory tower academics and others who imagine that they can hold themselves over and above real life as disinterested observers. First Regent Norris himself answered these theoreticians by agreeing that they were perhaps correct, but registered the following reservations:

"The same human culture that practiced what you propose was also the author of the curse. May you live in interesting times. And there is the trick. This life, this walking the razor's edge between survival and extinction, is a lovely spectator sport, but who is the spectator? Since this victory would take place over decades and trade the destruction of planets and the extinguishing of billions of lives for our rebirth in a new form, it makes us choose whether it is people or societies that are real. Are we mere cells in a body that can live on without us, or is each individual the irreducible currency of reality so that it is society which serves them? This life I live would be merely interesting if I did not have to take it so personally, but I find that I do take it personally, and these theories that you propose take on life or death significance."

Although Norris' refusal to subject his people to this sort of evolution is ethical, the possibility remains that new societies are forming in the Vargr Wilds—new societies that are the fusion of biologically-based point-identity and electronic meta-identity (see Library Data).



Darrian Timeline

Date	Event
(Imperial) -300,000	Ancients transport Terran humans to Daryen.
-300,000	Ancient civilization destroyed.
-1520	Itzin Fleet departs Dingir.
-1511	Terran traders contact Darrians.
-1410	Daryen begins space exploration. Darrian Golden Age begins.
-1270	Darrian space exploration reaches out to 20 parsecs.
-1000	Experiments on Daryen's sun, Tarnis, begin.
-924	Darrians reach TL16. <i>Maghiz</i> ; Tarnis destabilizes.
-905	Darrians decide to abandon space.
-860	All Darrian interstellar contact ceases. Night Time begins.
-399	Sword Worlds colonization begins.
-275	Mire returns to space.
-187	First Zhodani contact with Darrians.
60	Imperial colonization of Spinward Marches begins.
148	Imperial Scouts contact Daryen.
450	Darrian Special Arm created.
489	Star Trigger demonstrated.
585	Aslan arrive at Daryen.
589	First Frontier War begins. Darrians neutral.
593	Sword Worlds invade Entropic Worlds.
595	Darrian Confederation allies with Imperium.
604	First Frontier War ends.
788	Darrians retake Entropic Worlds.
1084	Sword Worlds retake Entropic Worlds.
1107	Fifth Frontier War begins.
1110	Darrians retake Entropic Worlds. Fifth Frontier War ends.
1121	Darrian Confederation annexes Nonym.
1132	Darrians assist Regency in putting down Sword Worlds land-grab.

DARRIANS

Like the Zhodani, the Darrians are a human race planted by the Ancients. Unlike the Zhodani, the Darrians are classed as a minor human race as they received jump drive only as the result of contact with Solomani traders who were assimilated by the Darrian race. The Darrians have long been aligned with the Imperials against their Zhodani and Sword Worlds rivals, and continue their friendly relationship with the Regency.

Although the Darrians are a specific race of humans, the term "Darrian" has a broader social meaning within the Darrian Confederation. Only 75% of the Darrian population are ethnic Darrians. Another 12% are of mixed Darrian-Solomani descent, and 8% are Aslan.

Darrian Physical Characteristics

Although remaining within the broad range of human morphology, the Darrians have a distinctive "elfin" appearance which is a combination of environmental adaptations and genetic drift.

Having spent many millennia adapting to a world with a surface gravity of 0.5G, Darrians are taller than the human norm, averaging two meters in height. They are also more slender than other human races and tend toward sharp facial features.

Darrian skin is a uniform golden color, due to the pigment protremelanin which protects the skin from ultraviolet rays without darkening and controls vitamin D production to needed levels regardless of the amount of sunlight. Darrian hair is white or grayish-silver.

Darrians are less strong but more agile than Imperial humans. Other minor differences include the fact that 40% of Darrians are left-handed or ambidextrous, probably the result of a larger and better developed corpus callosum than is present in Vilani, Solomani or Zhodani brains. Darrians have a wider pelvic structure than other human races, meaning fewer complications in childbirth and a wider walking track. Darrians also sweat less than other human races, an adaptation to the somewhat drier Daryen climate.

Darrian Society and Psychology

In comparison with other human cultures, Darrians tend to be quiet, dignified and stoic. They are also constitutionally peaceful; Darrian history records remarkably few wars.

Darrian philosophy, distilled in the Codes of Darrian, is based firmly in tolerance and the veneration of intelligence and rationality as the highest expression of humanity. Tolerance is evidenced by prohibitions against cruelty to animals as well as stiff penalties against slandering another person. This tolerance demands that each creature be allowed to live in accordance with its own nature, which leads to the Darrian emphasis on rationality and civility.

Humans have both an animal nature and a higher nature, but it is the responsibility of humans to rise above slavery to the instincts they share with animals and express the true, uniquely human virtues of rationality, intelligence, self-control and civilization. Although this Darrian philosophy is quite spiritual in nature, Darrian society has no truck with organized religion. The significance of the spiritual life is broadly recognized, but experiencing it is a personal and private matter, as befits the Darrian emphasis on tolerance. Darrian philosophy also contains a strong streak of fatalism, surely an artifact of their history.

Darrian society places great value on knowledge and discovery for its own sake, and does not glamorize violence or brute force as do many other human cultures. Learning is something of a passion in Darrian society; Darrian role models are typically teachers, scholars, scientists, or academics, not warriors or military personnel. Pacifism and extreme life-respecting traditions (i.e., even plant life may not be taken; only fruit is eaten; only deadfall wood may be used; and animal fur may only be obtained by shearing) are not the norm in Darrian society, but are rather more common than in the Vilani or Solomani traditions.

The Darrians also value art; their most distinctive art form is also unique to them: Darrian flame sculpture. Flame sculpture uses various energy fields to hold a burning flame in a static, three-dimensional form, or in more sophisticated examples, in an animated series of forms. Flame sculpture embodies the Darrian concept of humanity's dual nature. Just as wild animal nature is made acceptable by rationality and self-control, the wild, dangerous flame is made safe by the containment fields, but its fiery beauty remains as a reminder of the wildness held in check.

Darrian History

Darrian accounts of their prehistory are quite reminiscent of Terran Eden myths: The early Darrians lived in well-balanced, well-laid-out orchards in which all their needs were met. This idyllic beginning and the fact that Daryen shows no marks of the Ancients' final war fits with the Darrian peacefulness, but even the Darrians were eventually expelled from their Eden by the gradual failure of the orchard systems, forcing them to spread



BKM-95



out, explore and meet their own needs.

The basically benign character of the Daryen environment continued, and Darrian science developed as a desire to understand and work with a beneficent nature, rather than a desire to control a cruel and capricious one. The Darrians peacefully continued to grow and learn until -1511 when the Terrans of the Itzin Fleet introduced themselves to them.

Terrans: In -1520 the 35 transports and 10 armed escorts of the Itzin Fleet left Dingir with the goal of travelling the long way around the Great Rift to what later became known as the Spinward Marches. The Itzin corporation, originally from Turkey on Terra, sought to escape the steady economic decline that was the Long Night. The fleet arrived at then-uninhabited Sacnoth in -1513, surveyed the surrounding area, and decided to settle on Daryen with its hospitable environment and untouched minor human race that could benefit from their technology. Significantly, and to their great credit, the Itzin Terrans did not come, as they could have, as sky gods using their technology to rule, but on the ground, using their technology to trade with the Darrians.

By -1400 the Terrans had been completely absorbed into Darrian society, and the synergy of the thoughtful, inquisitive Darrians and the manic, driven Solomani caused explosive advancements in science and technology, and a rapid rise to TL16 in only 400 years.

Maghiz: Among the many topics of surpassing interest to the Darrians were stars, particularly Tarnis, the sun of their home system of Daryen. Extensive observations and probings of Tarnis began in -1000. In -924 the fateful step was taken of sending a probe, part of the *Adh* ("Alpha," or "A") Project, to explore the star's interior. Somehow this probe destabilized the star causing three days of cataclysmic stellar flares.

The result was known as the *Maghiz* (Chaos) or *te-Zuyes* (the Holocaust). The first effect of the flares was a huge electromagnetic pulse which arrived at Daryen at the speed of light. This pulse destroyed almost all electronic equipment, turning computers, communicators, power grids, and contra-grav lifters to slag. Aircraft fell out of control and crashed, vehicles would not work, data systems were useless. Without these tools, repairs and damage control were almost impossible.

But this was not all. Following the EMP was the searing wave front of expanding stellar gas, moving at 300,000 kph. When it arrived three weeks later it raised surface temperatures to 250°, burning entire forests, vaporizing seas, and killing 80% of the world's inhabitants. Half of the Darrian starship fleet was destroyed as well.

While the gas damage was confined to the Daryen system, the EMP continued to travel outward, eventually hitting each of the Darrian colonies in turn, doing further damage. Although there was advance warning of the pulse, the colonies were all dependent upon their mother world, which could no longer provide science, technology, or replacement starships to maintain trade.

In -905 it was decided that the remaining colonies could no longer maintain their interstellar contact and must instead focus their resources to meet their own separate needs. The few remaining starships were divided up among the colonies, three for each world, and carefully stored. By -860 all interstellar contact had ceased.

Re-Emergence

By -275 the Darrian colony world Mire had rebuilt itself to TL10 and began refurbishing its starships and building new ones. It soon reestablished contact with the other Darrian worlds, but discovered that things had changed. When the Darrians voluntarily relinquished space 600 years before, theirs was the only society to be found. But now space was crowded. The growing Sword Worlds were nearby, and the Darrians soon contacted the looming Zhodani Consulate.

Little Fish, Big Sea

The remainder of Darrian history is the story of a once vigorous and unchallenged people coming to terms with the limitations of their power and making accommodations with the powerful forces around them.

There have been three major results of these accommodations. The first is their development and much-publicized deployment of the Star Trigger as a deterrent weapon. This weapon is an application of the technology which accidentally triggered the *Maghiz*, but now the Darrians are capable of visiting this catastrophe on any star belonging to their adversaries. These weapons are deployed aboard special starships operated by the Darrian Special Arm since the 400s.

Second is their welcoming of Aslan *ihatei* into their society. Aslan *ihatei*, looking for new lands, arrived in the Spinward Marches just prior to the First

Creating Darrian Characters

Darrian characters may be generated using the character generation procedures presented in TNE with the following modifications.

These attribute modifiers are in addition to any other homeworld modifiers, with the exception that the STR and CON rolls already allow for homeworld gravity.

Attribute	Mod	Roll
STR	Special	1D6 +2
AGL	---	2D6 -1
CON	Special	1D6 +2
INT	---	2D6 -1
EDU	+1	2D6
CHR	---	2D6 -1
SOC	---	2D6 -1

Psionics: Identical to procedures in TNE.

Careers: Darrian term choices should concentrate on the Professor, Scientist, Scout, Trader and Navy careers.

Darrian vs. Daryen

During the Imperial period, citizens of the Domain of Deneb referred to the Darrian race and their homeworld with the same word: Darrian. In fact, Darrian is an Imperial corruption of *Daryen*, the word for "home" in the Darrian language, *te-zlodh* or *te-zapet*. Compared to star maps from the Imperial era, maps used in the Regency label worlds in their home language whenever possible. Thus the world is now referred to as Daryen, while the term Darrian is retained for the race and political entity.

Adventure Hooks

1. Do the Darrians have a functioning star trigger? (*Referees see page 84.*) Could they, as they have implied, set up a vampire fleet equipped with such devices to wreak havoc on their neighbors as a doomsday weapon? The PCs could be assigned to uncover this information, which would constitute a multi-part adventure. First they would have to research the concept and history of the star trigger, learn about the DCN and Special Arm, and finally prove or disprove whether such a capability exists.

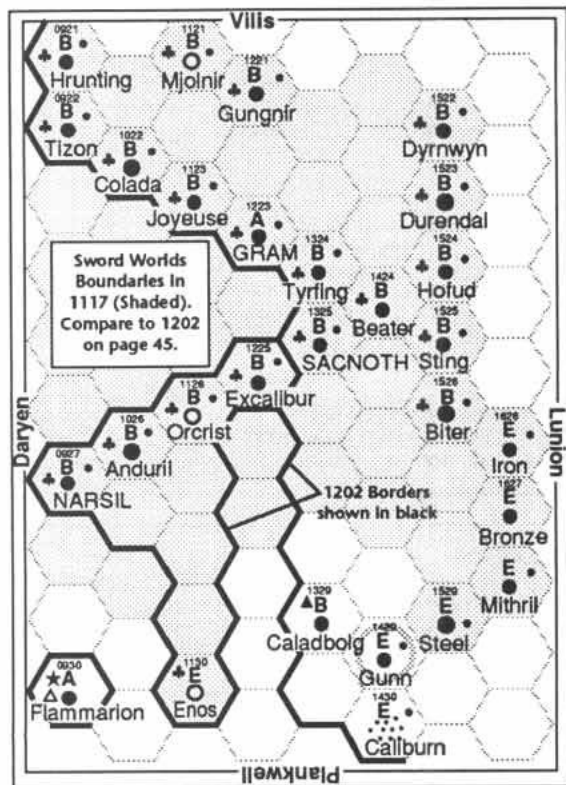
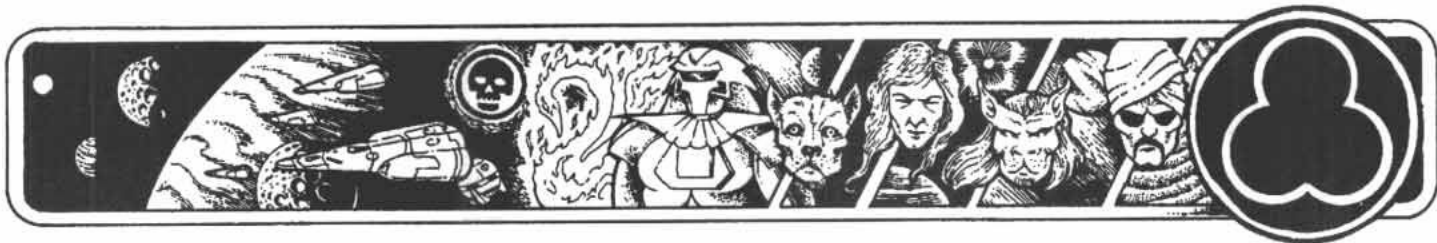
2. Many smaller units of the DCN do exchange duty with the RQS on the Regency frontiers. Thus there is a chance to meet or roleplay Darrian characters even on the outrim frontier, where the Darrians usually operate their own equipment, in the form of pre-positioned patrol cruisers (see page 92).

Frontier War. With the coming of war, they offered their services to the grateful Darrians as mercenaries in exchange for land. The Aslan were a welcome and timely addition to the Darrian social mix; the following years required their talents and greatly strengthened the Darrian position in its very challenging surroundings. In return the Aslan gained prime land and excellent economic opportunities, both of which have held them in good stead to the present day.

The Aslan are considered to be well-integrated into the tolerant Darrian society. Unlike the polygyny typical of the Aslan Hierate, the Darrian Aslan mostly practice monogamous marriage, a practice restricted to the lower classes among cultural Aslan. Furthermore, the practice of speaking the Aslan language, *Trokh*, among themselves is gradually falling into disfavor, being replaced by the Darrian and Galangic that they use in trade and in their day-to-day lives. Such is the slick slope leading to barbarism (see page 27).

Last is their history of alliance with the Imperium, and later the Regency. This began during the First Frontier War and serves as a counterbalance to the threat of the Sword Worlds, which are usually allied with the Zhodani.

The Darrians are currently engaged in extensive cooperation with the Regency, in the areas of advanced technology ship design, and in assisting to maintain the Quarantine. Darrian TL16 ship designs, such as the *Barekdoldin* ("Lightning-wind")-class patrol cruisers are license-produced in the Regency, and Darrian Confederation Navy forces perform exchange duty with the RQS on the Regency's outrim frontiers.



Sword Worlds Timeline

Date	Event
-399	First settlement of Gram.
-186	First interstellar government among Sword Worlds, the Sacnoth Dominate.
-164	First Sword World contact with Darrians.
-102	Sacnoth Dominate breaks up as a result of the War of the First Rebellion.
-80	Complete breakdown of interstellar government among the Sword Worlds.
60	Imperial colonization of the Spinward Marches begins at Mora.
73	First Sword Worlds contact with Imperial traders.
104	Triple Dominion of Colada, Anduril and Dyrwyn established.
217	Triple Dominion breaks up.
589	First Frontier War begins.
593	Sword Worlds invade and take the Darrian Entropic Worlds.
604	First Frontier War ends. Sacnoth Dominate re-established as the Second Dominate.
615	Second Frontier War begins.
620	Second Frontier War ends. Imperials temporarily occupy 10 Sword Worlds.
626	Imperial occupation ends.
698	Second Dominate overthrown by Gram Coalition.
788	Darrian War results in loss of Entropic Worlds to Darrian Confederation. Gram Coalition falls, is replaced by Trilateral Alliance of Narsil, Sacnoth and Durendal. Trilateral Alliance breaks up.
848	Current Sword Worlds government formed, capital at Gram.
979	Third Frontier War begins.
986	Third Frontier War ends.
1082	Fourth Frontier War begins.
1084	Fourth Frontier War ends, Sword Worlds retake Entropic Worlds.
1098	Joyeuse Civil War begins.
1107	Fifth Frontier War begins.
1110	Darrians retake Entropic Worlds. Imperial forces take many coreward and trailing Sword Worlds. Fifth Frontier War ends.
1111	Border Worlds, consisting of Sword Worlds, taken by Imperium, established as Imperial client state.
1132	Sword Worlds attempt land-grab.
1133	Regency absorbs Border Worlds and Gram arm.

SWORD WORLDS

The Sword Worlds have never been much of a threat to the security of the Spinward Marches, Domain of Deneb or Regency. Their numbers are simply too small when compared to the coiled power contained in the 800-some worlds of this salient of the Imperium. This is especially true now, with the Sword Worlds reduced to five independent worlds, down from 27 at the peak of their power.

It was only when united with the Zhodani and Vargr in one of the Outworld Coalitions that the Sword Worlders were able to leverage themselves into being a player in area politics. But with improved Domain-Consulate relations during the Civil War and since, the Zhodani card was no longer the Sword Worlders' to play.

Sword World Irredentism

The main threat presented by the Sword Worlds to the Regency is that of internal unrest. With 19 former Sword Worlds incorporated into the Regency, there are numerous points for friction between the Sword World and Imperial cultures, and

The Sword Worlds are not a society; they are a collection of squabbling boors. To call this assemblage a society would be like a Terran claiming that the set of all Parisian waiters constitutes a society.

At best, the Sword Worlders constitute a subculture which can only exist in contrast with a true culture, the same as all rednecks, hillbillies and crackers can exist only so long as they have access to a true society which takes care of the real work of civilization.

Governor Esteban Hanreddy
Subsector Governor, Sword Worlds

Those who do not have honor cannot be expected to understand those who do.
Margrave Elector Basenji Himmelsdottr
Sword Worlds Separatist Party, Narsil Column

Those who can express themselves only via self-righteous tautologies should not be surprised when no one else can understand them, or be bothered to try.
Esteban Hanreddy

no shortage of Sword Worlders to demand their independence.

Since the beginning of the Abandonment in 1133 the Regency has pursued the policy of resettling loyal Imperials onto the former Sword Worlds and Border Worlds. While this has created a firm base of pro-Imperial sentiment, it has not eliminated the influence of Sword World separatists. It is unlikely that the former Sword Worlds will ever be entirely assimilated into the Imperial mainstream.

Sword Worlds History and Society

The Sword Worlds were populated beginning in -399 by Terrans of Germanic and Nordic descent. By -200 most of the Sword Worlds (Gram, Joyeuse, Colada, Tizon, Hrunting, Tyrfling, Beater, Sacnoth, Excalbur, Hofud, Sting, Biter, Orcrist, Anduril, Durendal, Narsil and Dyrwyn) were settled. The official language of the Sword Worlds is a variant of Terran Icelandic, with many Nordic, Germanic and Vilani additions.

Although the Sword Worlds are a confederation in the purest possible sense, leaving each member world complete autonomy in its internal affairs, their culture is rather homogeneous, being broadly militaristic and male-dominated. The highest Sword World values are honor, stoicism, obedience and respect for authority, and Sword Worlders use these standards to judge non-Sword Worlders. Sword Worlders therefore regard other cultures with disdain, and impute weakness and cowardice to the behavior of others unless it is strongly proved otherwise.

Females are much more subordinate in Sword World society than in Imperial culture, and are expected to adhere to this status by demonstrating passivity and obedience to their male superiors. Men are expected to be decisive, strong-willed, stern and silent. Above all, they expect to be treated with respect for these traits, which causes them to be easily provoked when dealing with non-Sword Worlders.

Although they have allied themselves numerous times with the Zhodani, Sword Worlders have a low opinion of them. Much of this stems from their mistrust of psionics, as its subtlety goes against the grain of the hirsute, testosterone-added Sword Worlds culture.

The Sword Worlds government is called the Confederation Council, which limits itself to handling interworld trade, disputes and foreign policy. Each of the Sword Worlds maintains its own separate armed forces, but these are confederated and placed under unified command in time of war.



THE ISLANDS

The entity known by the Regency as "The Islands" comprises the worlds of subsectors J (the New Islands subsector) and K (the Old Islands subsector) of Reft sector. Both subsectors are collectively an occupied territory of the Regency, which is responsible for security and peacekeeping there. See page 72.

History of the Islands

In 2050 the European Space Agency launched the most ambitious of the sublight interstellar colonization missions: three large colony ships hollowed out from asteroids and carrying 100,000 colonists each. These ships, *Voyageur*, *Marinus van der Lubbe*, and *C-Jammer*, carried culturally homogeneous crews of French, German and British extraction, respectively. They were launched core-spinward toward the Great Rift on a journey that would last 2500 years.

Each ship had an active crew of 1000 (which would eventually grow to 10,000) in addition to the 100,000 colonists in cold sleep. Each colonist was revived for a five-year work period during the mission, with 750 such sleepers being awake at any given time. This allowed subsequent generations of the active crew to meet first-hand colonists who had started the mission in 2050 and ensured that each crew's ties to their 21st century European cultures remained strong.

When the Terrans discovered jump drive 37 years later such expeditions became obsolete. However, the intervention of the Terran-Vilani interstellar was prevented the interception or recall of these missions, which were eventually forgotten in the Long Night, long before they ever reached their destinations.

The ships arrived at their separate destination worlds (spread across an area of six parsecs) in Reft sector just a few years before the Third Imperium was to be founded hundreds of light years away. However, the active crews preferred their familiar ships to the bizarre worlds of open skies, and after dropping off their colonists set off to explore the other worlds in the area. Sublight exploration and colonization is slow work, but eventually *C-Jammer* placed a fourth colony at Serendip Belt while *Van der Lubbe* and *Voyageur* explored further afield. When their explorations were complete, *Van der Lubbe* and *Voyageur* returned to the original colonies to begin carrying new colonists to other new worlds.

The older colonies eventually began building sublight ships of their own, and the second-generation sublight colonization movement ratcheted up to a slightly less glacial pace. Second- and third-generation colonization retained the cultural-ethnic segregation of the original ships. However, the crews of the ships, cruising through interstellar space for generations at a time, developed their own supra-national culture, and served all the colonies equally. The colonies continued to grow, and gradually split into new subcultures as the result of civil wars and the separation that eroded ties between isolated worlds whose only common ground was that of common ancestry several centuries earlier.

Meanwhile, unknown to the Islanders, the Third Frontier War raged a sector away, and a battle-damaged participant, the strike cruiser *ISS Eldorado*, misjumped into the Islands, arriving at Serendip Belt. With the help of the locals, they repaired their jump drive, fashioned auxiliary fuel tanks and jumped back to the Imperium.

After the end of the war, the IISS visited the Islands only to find that the Serendips had duplicated the jump drives they had helped repair and were in the process of conquering both subsectors with their new fleet of starships. The IISS mission commander suffered from some sort of messiah complex and, seeking to atone for this inadvertent sin, began distributing jump technology to the other major powers, thoughtfully ensuring that they could all make interstellar war on an even footing.

It took 90 years for the Islanders to adjust to this new balance of power, and like most cultures they found that expanded reach led inevitably to expanded greed. Military budgets, fleets and saber-rattling all prospered, and in 1106 all-out war broke out for the consolidation of the Islands.

Wars among the major Islands powers raged intermittently from 1106 until 1140. Behind their eight-parsec moat, the Islanders remained unconcerned by the Civil War, but each power was determined to be firmly in control by the time a re-united Imperium came to offer membership to the victorious rulers.

In 1140 Regency forces arbitrarily declared an end to these wars when they effectively annexed both subsectors. Such an act is normally a clear act of political cynicism or corruption, but Regency

leadership and public opinion found such niceties to be naive hairsplitting under the circumstances of preserving civilization "behind the claw," especially in the aftermath of the Rape of Trin. Should vampire fleets gain a foothold in the Islands, they would present a clear threat to the survival of civilization to spinward of the Great Rift.

In this regard it is significant that between 1130 and 1140 no fewer than six of the Islands worlds died. While three of these have since been re-occupied as Regency Quarantine Bases, three (*Sturgeon's Law*, *Wellington*, and *Berlichingen*) remain barren. Thus far it has been impossible to determine whether these died as a result of the consolidation wars or at the hands of vampires which slipped into the Islands under cover of the wars.

Timeline of the Islands Subsectors

Terran	Imperial	Event
2050	-2452	ESA Long-Range Colony Mission leaves solar system.
2087	-2431	Jump drive invented on Earth.
2096	-2422	First Interstellar War begins between Terrans and Vilani First Imperium.
2742	-1776	Long Night begins.
4512	-6	<i>C-Jammer</i> arrives at New Home.
4516	-2	<i>Van der Lubbe</i> arrives at Neubayern.
4518	0	<i>Voyageur</i> arrives at Amondiaque.
4518	0	Third Imperium Founded.
4608	90	<i>C-Jammer</i> discovers and settles Serendip Belt.
4788	270	First new spaceship, <i>Outward Bound</i> , launched from New Home.
4814	296	<i>Outward Bound</i> places first colony on Colchis.
4860	342	<i>Van der Lubbe</i> and <i>Voyageur</i> return to Neubayern following voyages of discovery, begin ferrying colonists to these new worlds.
4861	343	Amondiaque completes first new spaceship, <i>Asterix</i> .
5232	714	<i>Infinité</i> forced down on <i>Sturgeon's Law</i> .
5501	983	<i>ISS Eldorado</i> misjumps to Serendip Belt.
5504	986	First Serendip starship, <i>C-Breaker</i> , enters service.
5534	1016	IISS spreads jump technology.
5624	1106	Wars of consolidation break out in Islands.
5634	1116	Strephon murdered. Final War begins.
5648	1130	Virus released. Collapse begins.
5658	1140	Regency annexes Islands, enforce end to consolidation wars.

Sources of Colonization or Bases

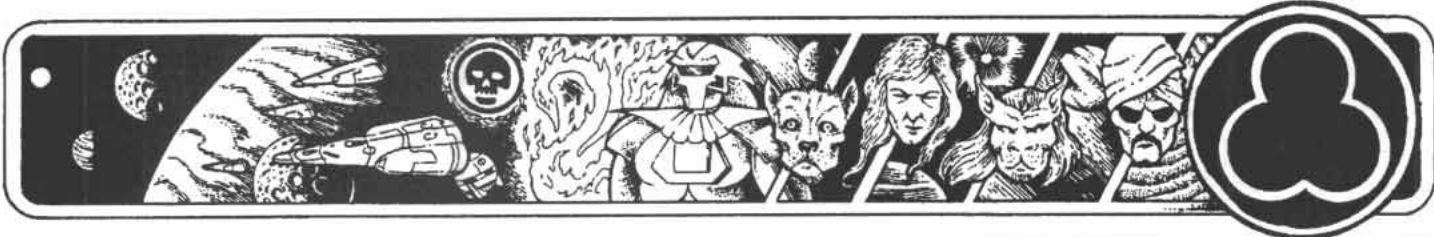
<i>New Home</i>	<i>Neubayern</i>	<i>Amondiaque</i>			
Colchis*	Topas*	St. Denis			
Esperanza*	Herzenslust	Acadie			
Sturgeon's Law	Berlichingen	Quichotte			
	Schlesien Belt	Sansterre*			
		Joyeuse*			
<i>Colchis</i>	<i>Joyeuse</i>	<i>Besançon</i>	<i>Topas</i>	<i>Sansterre</i>	<i>Esperanza</i>
New Colchis	St. Hilaire	Elysée	Zuflucht	Achille	Wellington
	Besançon*	Gloire			

*Indicates world which itself became the source of further colonization

Major Powers and Possessions circa 1202

<i>New Home</i>	<i>Neubayern</i>	<i>Amondiaque</i>	<i>Sansterre</i>
Colchis	Topas*	Acadie	St. Genevieve*
Elysée*	Elysée*	St. Genevieve*	
St. Genevieve*	St. Genevieve*		
<i>Joyeuse</i>	<i>New Colchis</i>	<i>Serendip Belt</i>	<i>Esperanza</i>
Quichotte	Herzenslust*	Gloire	St. Hilaire
Besançon*	Besançon*	Topas*	Nebelwelt
Herzenslust*		Elysée*	

*Disputed ("Powderkeg") world. RPKF ground troops man DMZs separating combatants.



Islander Aggression

The Islands are the only area in the Spinward States (outside of, perhaps, the Zhodani Consulate, but no one knows what is going on in there) where anything approaching open warfare is going on in 1202. To Regency citizens, the Islanders possess an incomprehensible and repugnant level of aggression and expansionism. After all, the Regency consists of hundreds of worlds which possess no desire to make war on each other, but instead find it inescapably reasonable that they should instead be knitted into a larger society that provides benefits to all its members. Besides, war in the face of virus howling at the gate is suicidally insane.

These tendencies are in fact an instructive example of how drastically different conditions can create drastically differing social assumptions.

Whereas the Regency and its neighbors have benefited from centuries of mutual trade and communication, the Islands became insular and even xenophobic over the course of centuries of effective isolation that is the reality of sublight commerce. Furthermore, the Islanders began as distinctly segregated English, French and German cultures cemented by 2000 years of shipboard travel with none of the mixing effects experienced by ethnic and national groups that expanded out into space with the more rapid travel times allowed by jump drive with all of the ethnic, cultural, and social blending that such communication implies.

The fact that these people had the ambition and drive to expand when the only avenue was painstaking sublight travel testifies to their determination to assert their wills over the universe, and this determination is easily expressed as aggression. Because the nature of sublight travel allowed no option for true interstellar warfare that could have vented these forces, and in the absence of external enemies to unite them, the Islanders were distinctly unready to coexist peacefully with each other when super-light travel was inflicted on them.

Now possessing the tools to practice their expansionist tendencies in real time, they found themselves trapped on a small playing field where all of the real estate was already taken, and there was no other direction to exercise their expansionism. The only choice left was to fight over what was already there.

RQS and RPKF forces in the Islands have developed a notably impatient attitude toward their warlike protectorate. Early Regency forces suffered frequent casualties as a result of being caught between warring Island states, or as part of humanitarian relief missions turned hot. After years of bitter experience, the attitude of Island-deployed RQS and RPKF personnel has hardened into one of, "when in doubt, do it to them before they do it to us."



BXM-95

Adventure Hook

RQS duty in the Islands is a combination of the traditional RQS job of Quarantine enforcement plus one other explicit task, that of the Regency Peacekeeping Force (RPKF). The very clear danger of conflict in the Islands is that it can create openings for, and conceal the intrusion of, Virus. Thus PKF duty not only requires the saintly resolution and forbearance traditional for such operations, but adds the disastrous consequence of Virus outbreak if one is too forbearing and insufficiently vigilant.

A typical PKF flotilla consists of a Darrian patrol cruiser (either Darrian- or Regency-manned), a pair of Quarantine cutters (either the standard Faith-class or Asian-manned *Trekhyair* variants), one or two *Empress Maravo*-class far traders for logistical support and troop carriage, and two or three jump-boats for courier and liaison service. These flotillas are limited to jump-2, which restricts them to riding the circuit in the Old Islands and the core-trailing portion of the New Islands. See the Starships section, pages 85-92, for details.

The duties of the flotilla are to "show the flag," protect free trade, see that buffer zones are being maintained and respected, inspect and maintain boundary and other navigational markers, transport relief troops to observation posts and demilitarized zones, prevent celestine incidents at powder-keg worlds, and militarily intervene when cease-fires are violated.

Powderkeg worlds are those which are disputed by one or more power (see sidebar, "Major Powers and Possessions, 1202"). Because the rivals still send shipping to support their forces there, opportunities for incidents and combat are many. These nominally civilian vessels are crewed by military personnel and harass each other by violating celestine rules of the road, provoking accidents and "playing chicken" in restrictive traffic patterns.

A tour of duty with such a flotilla begins at RQB Valdivia (at Gloire, 1123 Ref, see page 72) and lasts for six months, at which time the force returns to Valdivia for rotation back safeside. This holds true for reserve and active-duty RQS personnel, as PKF duty is deemed too stressful for long deployments.

More than one weary Regency peacekeeper has been heard to lament, "How can we keep a peace they don't want? When people want to end a war peacekeepers make sense, but they *like* killing each other. They don't want us to stop them. What the hell are we supposed to do?" For most Regency warriors the answer has become simple pragmatism—by maintaining order in the Islands they protect the Regency's borders. Only a minority still try to maintain an ethic of compassion and service to the Islanders, not all of whom are the uncivilized animals they are portrayed as.

FEDERATION OF ARDEN

The Federation of Arden (pages 37 and 41) has long been neutral ground between the Zhodani Consulate and the Domain of Deneb. Thus it was teeming with diplomats engaged in secret negotiations, unextraditable celebrity fugitives and exiles, fashionable expatriates, intelligence operatives exchanging information, prisoners, or seeking to penetrate the frontier, arms merchants, guerrillas, terrorists, freedom fighters, assassins, bounty hunters, out-of-work mercenaries, and all the other amoral sorts attracted by an environment of ambiguity, deceit, and shady opportunity.

With the warming of Consulate-Domain/Regency relations through most of the post-Civil War period, the importance of this underworld nexus declined, but it has taken steps to maintain its association with underground and "gray" organizations. The Federation of Arden has the distinction of being one of the few states to refuse to sign the Spinward States Accords. This not only underscores the Federation's status as an independent power, but achieves two other functions. First, it allows the Federation to not renounce the use of Virus as a weapon of last resort to maintain its independence. Second, it makes the Federation attractive to the kind of extralegal activities that have long fueled its economy. For example, the Federation is one of the main sites of money-laundering for the Vargr underworld. With the beginning of the Exodus and renewed uncertainty between the Zhodani and Regency, Arden is reasserting its role as the axle of intrigue in the Marches.

The Federation is a relative late-comer to interstellar sovereignty. Arden only took Zircon (1110) and Utoland (1209) as colonies just prior to the Fifth Frontier War, extending its grasp to four more worlds, Quare (0915), Zenopit (1010), Pequan (1210), and Tremous Dex (1311) by 1210. The Federation reached its current size in 1133, although it lost Tremous Dex to the new Regency.

The Federation of Arden's government is considered to be quite oppressive; it is controlled by the Arden Society, a small group of leaders selected for their contributions to the Society's advancement. Arden maintains a policy of passive neutrality, leaving its systems conditionally open to belligerents in time of war—belligerent vessels may refuel and pass through the systems, but may not engage in combat. They are kept segregated by the Federation's naval forces.

The Federation of Arden refuses to accept Zhodani refugees. These are either sent back into the Consulate or encouraged to proceed on into the Regency.

Data Section

NOTES FOR REGENCY UWP DATA

The following 37 pages contain complete UWP information for all 981 worlds in the Regency and its immediate surroundings, located in four sectors and 45 subsectors.

UWP Abbreviations and Codes

The standard UWP format as described and detailed in TNE pages 180-195 will be used. The following specific codes are used in this book.

Base Codes: A: Naval Base and Scout Base; B: Naval Base and Way Station; C: Corsair (Vargr) Base; D: Naval Depot; I: Interface World; M: Military Base; N: Naval Base; S: Scout Base; T: Terminus World (see page 20); W: (Xboat) Way Station; Z: Zhodani Naval/Military base

Trade Codes and Notes: Ag: Agricultural; An: Ancients' Site; As: Asteroid; Aw: Aslan ruled world within the Regency; Ba: Barren; Cf: Frontier Capital; Cm: Cemetery world (a world whose original population has died off completely, the current population is all recent settlers); Cp: subsector Capital or of other small interstellar state; Cx: Sector or higher level regional Capital; De: Desert; Ex: Exile camp; Fl: Fluid oceans; Hi: High population; Ic: Ice-capped; In: Industrial; Mr: Military rule; O:NNNN indicates that the world is owned by the world in the indicated (NNNN) hex; Po: Poor; Pr: Prison camp; Re: Reserve world; Ri: Rich; Rs: Research Station (with Greek letter designation); Rwn: Refugee world, where "N" can be a letter or a number: "Z" indicates Zhodani refugees and "V" indicates Vargr refugees, a number indicates imperial humans from the Abandonment, see notes below; Va: Vacuum; Vw: Vargr-ruled world within the Regency; Wa: Water world.

A:N, C:N, D:N, or V:N indicates that the world was populated in part by Aslan, Chippers, Droyne, or Vargr. The number "N" following the colon indicates how many tenths of the world's population consists of these races (0=1-9%, 9=90-99%). The remaining population is assumed to be predominantly human (i.e., Zhodani if on Zhodani worlds, imperial culture on Imperial worlds, some local mix on non-aligned worlds or client states).

TPPG indicates Travel Zone, Population Multiplier, Planetoid Belts, and Gas Giants. If Travel Zone digit is empty, it is listed as a Green Travel Zone; A and R indicate Amber and Red zones respectively. In addition, all worlds in the Regency Frontier (gray-shaded hexes) are considered to be Amber Zones, but are not separately listed as such. All worlds in the Wilds, outside of the Regency Safe and Frontier, are Red Zones for Regency citizens, as the Wilds are officially interdicted by the Regency government as well as the governments of all other Spinward States. Although Regency armed forces patrol these areas, they are off-limits to all other persons.

A B in this column indicates a Balkanized world located in the Wilds ("W" allegiance code), the government code in the UPP string describes the most common government type or the most powerful government on the world (varies from world to world, referee's discretion).

Allegiance Codes: As: Aslan Hierate, AF: Aslan Frontier world; Cs: Client state of the Regency; Cz: Client state of the Zhodani Consulate; Da: Darrian Confederation; DD: Domain of Deneb (Third Imperium); Dr: Droyne world; FA: Federation of Arden; Na: Non-aligned, no off-planet allegiance, but these worlds are minor members of the Spinward States, and have not collapsed (they are therefore not part of the Wilds; these worlds use the government types listed on page 188 of the TNE rulebook); Re: Regency, RF: Regency Frontier worlds; SF: Senlis Foederate; SW: Sword Worlds; Va: Vargr, nonaligned or unspecified allegiance; Vf: Dzarrh Federate (Vargr state); Vu: United Followers of Augurgh (Vargr state); V6: Assemblage of 1116 (Vargr state); Wi: Wilds, no off-world allegiance, and perhaps no off-world contact; these worlds have collapsed and use the Wilds government type from page 191, TNE rulebook (in the case of government type 6: "Technologically Elevated Dictator," the world's listed tech level is that of the world as a whole; the tech level of the TED and his or her support structure is higher, up to the world's original tech level); Zh: Zhodani Consulate; "—" indicates no allegiance because there is no population.

Aslan Government Codes: The following government codes are used in the UWPs of Aslan-ruled worlds in place of the standard government types found on page 188 of TNE. G: Small station or facility: operated by an off-world clan or controlled by a company. This is the only instance in which an Aslan world is controlled by anything other than a clan. H: Split clan control: several on-world clans control different parts of the world, analogous to human balkanized worlds. J: Single on-world clan control: world is controlled by a single clan which only rules one world, however the world may also include other small clans which are controlled by the major clan. K: Single multi-world clan control: world is controlled by a clan which owns several worlds. L: Major clan control: world is controlled by one of the 29 major clans of the *Tlaukhu*. M: Vassal clan control: world is controlled by a vassal clan subservient to a large clan, however the world is actually owned by the larger clan. N: Major vassal clan control: as M above, but the controlling clan is subservient to one of the *Tlaukhu* clans. Again, it is the superior clan which owns the world, the vassal clan merely controls it in its stead.

Map Symbols

The 45 subsector maps use the standard symbology detailed on TNE page 183 and given on the Subsector Data Forms found in the Traveller Players' Forms

supplement.

Regency Frontier: This area is found in the Deneb, Reft, and Trojan Reach Sectors, and is indicated by a gray-shaded hex. Worlds in these hexes use the "RF" allegiance code, above. All worlds in the Frontier are considered to be Amber Travel Zones, even if not otherwise listed.

Note that Wilds areas are not indicated on the map, they are simply the area on the far side of the Frontier from the Regency safe area. All worlds in the Wilds are considered to be Red (Interdicted) Travel Zones, although they are not otherwise listed as such.

Military Base: Military bases, found in the Sword Worlds (page 45) and some Aslan worlds, use the club (♣) symbol.

Zhodani Military/Naval Base: Although these bases are in all respects equivalent to the naval bases shown in Regency and other territory with the five-pointed star (★) symbol, for the sake of tradition these bases are shown by a closed diamond (◆) symbol.

Interface World: These quarantine border security worlds (see below) are indicated by a "cross-hairs" insignia (⊕). This symbol is also used for the Wildside and Safeside Termini worlds (see page 20) on pages 54, 58, and 62. Because of their placement along the Regency Frontier there is no danger of their confusion with normal interface worlds.

Calibration Point: These deep-space military refueling points are indicated with a circle-x symbol (⊗), accompanied by "CP" and their code-names. See Library Data, page 76, for description of calibration points.

New Terms and Facilities

Military Base: A smaller version of the standard naval base, which also includes facilities for non-naval military forces. Whereas a naval base is designed to support subsector-sized fleets or larger, military bases are sized for planetary navies.

Interface Worlds: These are the border worlds that provide contact between the Spinward States. All starships passing from one Spinward State to the next must make first planetfall in the new state at one of these worlds. It is illegal to pass into a Spinward State to a non-interface world, and this action carries heavy penalties, usually involving the confiscation of the starship. See page 20 for further discussion.

Note that interface worlds are only indicated for the major Spinward States (i.e., those which consist of more than one world). For the minor states (single worlds) none are listed, as each minor state functions as its own interface world.

Terminus Worlds: Similar to interface worlds, above, but will be used to control access to the Regency Safe following the opening of the Frontier. See page 20.

Calibration Point: See page 76.

Refugee Worlds: The Regency contains three kinds of refugee worlds: Zhodani refugee worlds, Vargr refugee worlds, and Regency refugee worlds.

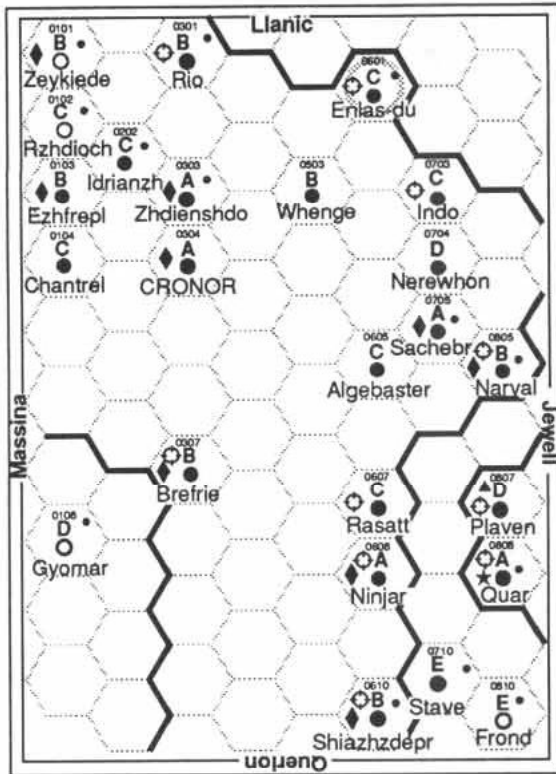
For Zhodani and Vargr refugee worlds, the size of their refugee population is not given, nor are the refugees included in the world's UWP population data. Since the Zhodani Exodus is still underway with no sign of abating, the size of these refugee populations are subject to rapid change, and the few remaining Vargr refugee worlds (as most Vargr refugees eventually moved to established Vargr communities on other worlds) will have their populations listed under the world remarks.

The number of Zhodani refugees continues to expand, so these refugees can be found on worlds which do not have the Rw:Z note. The Rw:Z note indicates worlds which have either been officially designated as sites where Zhodani refugees are transferred, or which have large continuous influxes of Zhodani refugees and have become *de facto* refugee worlds. Any world which has a naturally breathable atmosphere and is reasonably close to the Zhodani interface is likely to become a Zhodani refugee world, whether it wants to or not. While it would perhaps be simple to destroy all incoming Zhodani ships, standards of decency simply will not allow this.

Zhodani refugees may be found on most any Regency world; the difference between a refugee world and a world which simply contains some refugees is a matter of density. A world where large homogeneous groups of Zhodani live in temporary housing or overcrowded ghettos are refugee worlds. A world in which a relatively small number are spread throughout its population is not such a world. However, with the continuing influx, more refugee worlds are being created, and there is nothing to stop a referee from stipulating that a world without the Rw:Z code has now become such a world.

Regency refugee worlds are the by now semi-permanent homes of imperial citizens who fled to the Regency interior during the period of the Civil War or Abandonment. Most such refugees have long since found permanent homes (sometimes on the refugee worlds themselves, sometimes on other worlds offering new opportunities, and sometimes by deliberate resettlement on former Sword Worlds or Aslan *fait accompli* worlds, see pages 11 and 45) and integrated themselves into Regency society. Where the Regency refugee world note remains, these populations still live in separate communities peopled almost entirely by refugees and their descendants. By now these communities have become bewilderingly complex subcultures; regardless of the travel zone of the world itself, all refugee camps are considered to be Amber Travel Zones.

Note on Aslan and Vargr Populations: The Regency contains a great many Aslan and Vargr citizens, most of which are not indicated by A:N or V:N notes. Worlds with these notes are those which contain politically significant populations of these beings, usually living according to their own cultures and preferences, rather than imperial culture, see page 78.



SPINWARD MARCHES SECTOR

The Spinward Marches were settled by the young Third Imperium beginning in the year 60 (IC). The Zhodani name for the sector is *Tloq*, and by 500 Imperial settlements extended all the way to the spinward edge of the Chronor (A) subsector, and were beginning to encroach on Zhodani settlements in core-spinward *Tloq*/Spinward Marches. These frictions precipitated the First Frontier War of 589-604, longest of the frontier wars, which resulted in the loss of territory in the Chronor subsector to the Zhodani. (This is in spite of the fact that the war ended in an Imperial victory by Grand Admiral hault-Plankwell's destruction of the Zhodani-Vargr fleet in the Rhylander subsector; this victory was sufficient only to end the 15-year conflict, but not to recover territory already lost in it.) The Second Frontier War of 615-620 resulted in the loss of more territory to the Zhodani Consulate in the Jewell (B) subsector, as well as the relinquishing of a number of Imperial worlds in the Querion (E) subsector, creating a buffer zone of non-aligned human worlds between the two powers.

This arrangement proved to be quite stable, and lasted for over 350 years, until 979 with the outbreak of the Third Frontier War. This war also resulted in a roll-back of Imperial borders, with further Zhodani gains in the Jewell and Querion subsectors, and the expansion of the non-aligned "demilitarized zone" into the Vilis (F) subsector.

The Fourth Frontier War a century later (1082-1084) was essentially an accident (and is also known as the "False War") which resulted in minor border adjustments affecting only four worlds.

The fifth and last frontier war from 1107 to 1110 was the first true Imperial victory, resulting in a small net gain of worlds. Zhodani-Imperial relations since then have been remarkably warmer than in the past, as related in other sections. (See also *The Spinward Marches Campaign*, and *Supplement 11, Library Data N-Z*, both OP.)

Spinward Marches Subsector A: Cronor (formerly Chronor)

The Cronor subsector, formerly known to Imperials by its Imperial transliteration, "Chronor," is now referred to by both Zhodani and Imperials by its Zhodani name Cronor.

This is a by-product of the closer relations between the Consulate and Domain/Regency in the period following the disintegration of the Imperium. This is also seen in the "name changes" on the UWP listings above. These are not actual name changes, but are merely the Regency's recognition of the proper Zhodani names for these worlds, and are another result of the post-Collapse warming of Zhodani-Regency relations.

For the Zhodani, the Cronor subsector had been a frontier area far from the well-trafficked center of the Consulate, and consequently not particularly well-developed. With the warming of Imperial-Zhodani relations, Cronor gradually became a center for trade with the Regency. This growth is reflected

Cronor Subsector, 1117 and 1202 dual listing (Subsector A of Spinward Marches Sector)

Name	Hex	UPP	Base	Trade	TPPG	Aq	Stellar
Zeycude	0101	C330698-9		De Na Ni Po	613	Zh	K9 V
Zeykiede	0101	B330698-A	Z, I	De Na Ni Po	813	Zh	K9 V
Reno	0102	C120789-A		De Na Po	603	Zh	G8 V M1 D
Rzhdiotch	0102	C120789-B		De Na Po	903	Zh	G8 V M1 D
Errere	0103	B263664-B	Z	Ni Ri C:0 O:0304	910	Zh	M1 V M4 D
Ezhfrep	0103	B263764-B	Z	Ri C:0 O:0304	210	Zh	M1 V M4 D
Cantrel	0104	C366243-9		Lo Ni	520	Zh	F1 III
Chantrel	0104	C366577-A		Ni Ag	120	Zh	F1 III
Gyomar	0108	D8B2889-5		Fl	824	Na	A8 IV
	0108	D8B2889-5		Fl	924	Na	A8 IV
Thengo	0202	C868586-5		Ag Ni	801	Zh	G5 V M3 D
Idrianzh	0202	C868686-6		Ag Ni Ri	101	Zh	G5 V M3 D
Rio	0301	C686648-8		Ag Ni Ri	201	Na	M1 V M0 D
	0301	B686648-A	I	Ag Ni Ri	601	Cz	M1 V M0 D
Gesentown	0303	B211698-C	Z	Ic Na Ni	801	Zh	M2 V M9 D
Zhdienshdo	0303	A211798-D	Z	Ic Na	101	Zh	M2 V M9 D
Chronor	0304	A6369A5-D	Z	Hi Cp	810	Zh	F8 V
Cronor	0304	A636AA5-E	Z	Hi Cp	210	Zh	F8 V
Alsa	0307	B4337CA-A	Z	Na Po	810	Zh	F7 V M9 D
Brefrie	0307	B4337CA-B	Z, I	Na Po An	910	Zh	F7 V M9 D
Whenge	0503	D648500-8		Ag Ni	610	Na	F8 V
	0503	B648743-A		Ag	810	Na	F8 V
Erilas-Du	0601	E975776-6		Ag	323	Na	F1 V
	0601	C975876-6	I	V:3	A123	Cz	F1 V
Algebaster	0605	C665658-9		Ag Ni Ri	410	Na	M0 V M1 D
	0605	C665758-A		Ag Ri	110	Cz	M0 V M1 D
Rasatt	0607	E883401-7		Lo Ni	910	Na	F0 V
	0607	C883601-9	I	Ni	210	Zh	F0 V
Ninjar	0608	A211666-C	Z	Ic Na Ni O:0304	410	Zh	A4 V
	0608	A211766-D	Z, I	Ic Na O:0304	110	Zh	A4 V
Sheyou	0610	B756779-A	Z	Ag	111	Zh	F4 V M0 D
Shiazhdepr	0610	B756779-B	Z, I	Ag	411	Zh	F4 V M0 D
Indo	0703	E334662-5		Ni O:0704	320	Na	F6 V
	0703	C334766-7	I	O:0704	320	Cz	F6 V
Nerewhon	0704	E738475-7		Lo Ni	820	Na	K5 V
	0704	D738475-9		Lo Ni	820	Cz	K5 V
Cipango	0705	A886865-C	Z	Ri O:0304	121	Zh	G2 V
Sachebr	0705	A886865-C	Z	Ri O:0304	321	Zh	G2 V
Stave	0710	E7667A8-2		Ag	801	Na	K9 V M2 D
	0710	E7667A8-2		Ag	701	Na	K9 V M2 D
Narval	0805	D525688-6	Z	Ni	A603	Na	G4 V M6 V
	0805	B525688-8	Z, I	Ni	903	Cz	G4 V M6 V
Plaven	0807	E845300-3		Lo Ni	910	Na	G8 V M7 D
	0807	D845500-8	S, I	Ni Ag Rw:Z	210	Re	G8 V M7 D
Quar	0808	B532720-B	N	Na Po	A401	DD	M2 V
	0808	A532820-C	N, I	Na Po	101	Re	M2 V
Fronde	0810	E9C3300-9		Fl Lo Ni	103	Na	F8 V
	0810	E9C3200-8		Fl Lo Ni	603	Na	F8 V

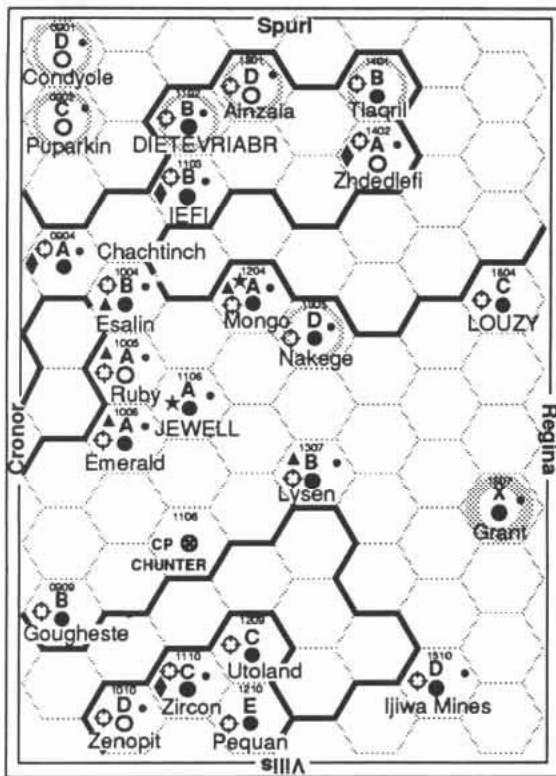
in the increased starport quality and technology in the Zhodani worlds. The population increase is partially due to this same cause, but is equally the result of the Zhodani rimward migration that eventually erupted into the Exodus in 1201 (see pages 13 and 24).

Cronor does not have a Regency fleet assigned, as only two worlds in the subsector have Regency allegiance. The defense of Regency interests and territory in Cronor is the responsibility of the 212th Fleet based in Jewell, and the Cronor frontier falls within the 1st Quarantine District (see Jewell, next page, for more details).

Cronor Cleft: The major astrographic feature of the Cronor subsector is the Cronor Cleft, a divide that cuts core-rimward down the center of the subsector, interrupting communications between its spinward and trailing halves. This obstacle was only a problem for Zhodani military forces before the warming of relations between the Consulate and Regency, but with the increase in trade, communications, and travel (especially among those involved in the psionic sciences) it became a significant obstacle to commerce. The result was the flowering of Whenge (0503). This former minor world occupies a unique location, sitting as it does astride the cleft and has become a port of call for almost all commercial shipping moving between the Zhodani interior and the Regency frontier. (Like the the Regency, the Consulate presumably maintains calibration points, see "Library Data," page 76, to assist military traffic in surmounting this obstacle when staging into the border areas.)

Sea Bear: Large, dangerous, amphibious carnivore native to Thengo/Idrianzh (0202), but it has been distributed to a large number of worlds in the Cronor, Jewell (B), and Querion (E) subsectors. Also known as the "surfer's nightmare."

Sea bears are mammalian in appearance and layout, with four pairs of powerful, clawed limbs which can be used interchangeably for predation, locomotion, or holding itself firm against ocean currents. Adult sea bears average 1.5 meters in length and mass upward of 50 kg. They hunt alone, but



during mating season assemble into social groups of hundreds of individuals, much like Terran seals.

The sea bear hunts along beaches, shallow offshore waters, and its eight strong limbs make it powerful enough to hunt even in the surf zone. (See also JTAS 3, OP, and Best of the Journal 1, SA.)

Spinward Marches Subsector B: Jewell

Jewell subsector is home to the 212th Fleet which earned fame in the Fifth Frontier War by repulsing invading Vargr fleets from the Regina subsector. The 212th is currently headquartered at Jewell (1106).

Jewell's frontier is entirely contained within Quarantine District 1, which runs from Zeta 2 (0919) in the Vilis subsector (page 41) to Menorb (1803) in the Regina subsector (page 38).

Battle subsector: Imperial nickname for the Jewell subsector, because of status as a major battleground in all of the frontier wars.

Condoyole (0901): Condoyole and its immediately rimward neighbor Puparkin (0902) are unusual examples of minor Spinward States, in that they are not within the envelope of the Zhodani, Regency, and Asian frontiers. These two worlds trade directly with the Vargr frontiers, and contain large Vargr trading communities.

The worlds are similar in that they both have inhospitable atmospheres and all settlements are either built below ground or in sealed surface modules. Because of the essentially uncontrolled Vargr presence on these worlds, both are considered rather lawless and dangerous environments. Both worlds are classified as Amber Zones by the Travellers' Aid Society (and its equivalents in other Spinward States) because of their proximity to the unstable Vargr Splinters and the presence of Vargr organized crime on these worlds (see page 29, referees only see page 85).

CP Chunter: The Regency Navy maintains several calibration points (see Library Data) within the Regency itself to facilitate fleet movements across interstellar gaps, such as the Abyss (see page 41). CP Chunter is one such intra-Regency mobility CP, and like all CPs, is for military use only. Its exact location and beacon code are classified.

Esalin (1004): Esalin was originally settled by Imperials in 835, but was taken by the Zhodani in 1082 during the Fourth Frontier War. Joint Imperial-Zhodani administration of the world was established during the armistice following the war, and Esalin was declared neutral in 1098. Esalin was reconquered by the Imperium in the Fifth Frontier War and the Zhodani portion of its government deposed, but the world retained a significant Zhodani population which was encouraged to remain on the world. Although now clearly Imperial territory, its previous status as a neutral meeting ground for Consulate-Imperial negotiations was too useful to abandon. Esalin was maintained in a demilitarized status and its Zhodani citizens were not treated as conquered subjects but, in an experiment that would eventually pay handsome dividends for the Regency, were allowed to retain their lifestyles within "Zhodani Cultural Enclaves."

Jewell Subsector, 1117 and 1202 dual listing (Subsector B of Spinward Marches Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Condoyole	0901	E7A1522-8		FI Ni	923	Na	F8 III
	0901	D7A1664-7		FI Ni V:4	A223	Na	F8 III
Puparkin	0902	C7B3386-9		FI Lo Ni	502	Na	K8 V M4 D
	0902	C7B3553-A		FI Ni V:8	A302	Na	K8 V M4 D
Chwistyocho	0904	B766766-A	Z	Ag Ri	A424	Zh	M2 V
Chachtinch	0904	A766866-B	Z, I	Ri	224	Zh	M2 V
Gougeste	0909	C372510-A		Ni	A420	Na	K2 V
Gougheste	0909	B372510-A		Ni	420	Re	K2 V
Esalin	1004	C565673-8		Ag Ni Ri	A223	Cs	F3 V M5 D
	1004	B565866-A	S, I	Ri Rw:Z	423	Cs	F3 V M5 D
Ruby	1005	B400445-B	S	Lo Ni Va	201	DD	M1 V M3 D
	1005	A400445-C	S, I	Lo Ni Va	401	Re	M1 V M3 D
Emerald	1006	B766555-B	S	Ag Ni	534	DD	M1 V
	1006	A766555-C	S, I	Ag Ni Rw:Z	934	Re	M1 V
Zenopit	1010	D130546-7		De Ni Po	622	FA	M3 V
	1010	D130598-7	I	De Ni Po	722	FA	M3 V
Riverland	1102	C566A99-9		Hi	A214	Zh	M7 III
Dietevriabr	1102	B566A99-A	I	Hi V:2	A314	Zh	M7 III
Cian	1103	B672899-A	Z		A901	Zh	K8 V
Iefi	1103	B672999-A	Z, I	Hi In	201	Zh	K8 V
Jewell	1106	A777999-C	A	Hi In Cp	623	DD	G7 V
	1106	A777A99-F	A	Hi In Cp Rw:Z	123	Re	G7 V
Zircon	1110	C792668-8	J	Ni O:1011	624	FA	F0 V
	1110	C792668-8	J, I	Ni O:1011	824	FA	F0 V
Ao-dai	1201	E410644-6		Na Ni	312	Zh	K2 V M3 D
Ainzaiia	1201	D410644-6	I	Na Ni V:1	A412	Zh	K2 V M3 D
Mongo	1204	A368685-A	A	Ag Ni Ri	603	DD	M6 III M0 D
	1204	A368686-B	A, I	Ag Ni Ri Rw:Z	803	Re	M6 III M0 D
Utoland	1209	C473464-7		Lo Ni O:1011	410	FA	M0 V
	1209	C473464-7	I	Lo Ni O:1011	610	FA	M0 V
Pequan	1210	E565689-4		Ag Ni	710	FA	K5 V
	1210	E565669-4	I	Ag Ni Ri	910	FA	K5 V
Nakege	1305	D591314-2		Lo Ni	A501	DD	M2 V M0 D
	1305	D591414-6	I	Lo Ni Rw:Z	A101	Re	M2 V M0 D
Lysen	1307	B592655-A	S	Ni	623	DD	M3 V
	1307	B592677-B	S, I	Ni Rw:Z	823	Re	M3 V
Foelen	1401	B638665-8		Ni O:1402	A910	Zh	K0 V
Tlaqril	1401	B638788-8	I	V:2	A310	Zh	K0 V
Farreach	1402	A200400-B	Z	Lo Ni Va	A415	Zh	M3 II M0 V
Zhdediefi	1402	A200400-C	Z, I	Lo Ni Va	715	Zh	M3 II M0 V
871-438	1510	E722000-8		Lo Ni Po	801	Na	M9 V M8 D
Ijiwa Mines	1510	D722200-8	I	Lo Ni Po	301	Re	M9 V M8 D
Louzy	1604	D322A88-8		Hi In Na Po	110	DD	M2 V
	1604	C322A78-A	I	Hi In Na Po	210	Re	M2 V
Grant	1607	X664100-0		Lo Ni	R222	DD	K6 V
	1607	X664100-0		Lo Ni Rw:Z	R222	Re	K6 V

With the unanticipated warming of Zhodani-Domian relations during the pre-Collapse period, Esalin became an increasingly important conduit for communications between the neighboring powers (see, for example, Survival Margin page 41) until Norris formally moved these proceedings to Regina (next page).

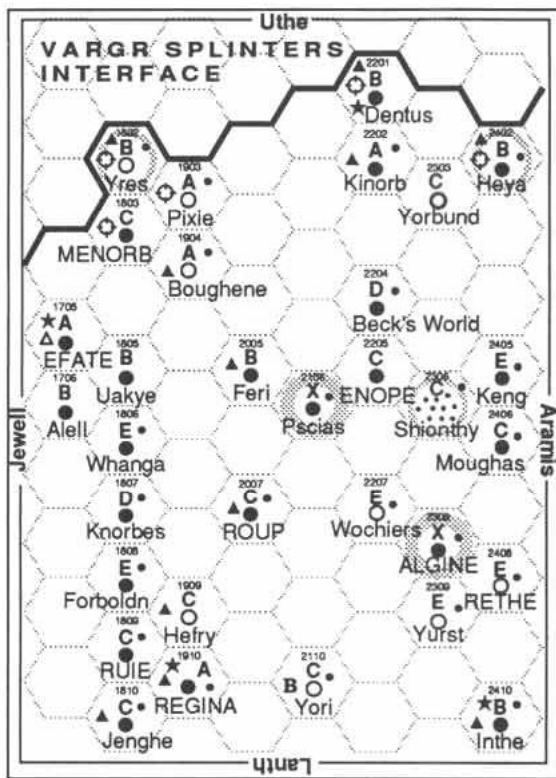
Jewell (1106): Already one of the key worlds of the subsector, Jewell became even more important in the post-Collapse period as one of the focal points of the Regency's industrial development strategy. Jewell was one of 26 worlds identified by the Regency as a developmental priority to increase the number of high-technology manufacturing centers, particularly in areas where these were scarce. One such area was the Regency's core-spinward region, as these five subsectors (Jewell, Regina, Aramis, Vilis, and Lanth) had not a single TL-15 world, much less a TL-15 industrial world. Jewell was the figurative and literal cornerstone of this project, and became the most core-spinward of the Regency's high technology worlds, providing needed high technology at the crucial junction of the Zhodani and Vargr frontiers.

Jewells, The: Popular name for the cluster of six Imperial-held worlds in the center of the subsector: Ruby (1005), Emerald (1006), Jewell (1106), Mongo (1204), Nakege (1305), and Lysen (1307). These strategic worlds have long been a thorn in the Zhodani side, constituting a fortified dagger pointed into Zhodani territory. They have therefore seen much fighting, as their capture has been a Zhodani strategic goal in most of the frontier wars.

Puparkin (0902): See remarks under Condoyole, above.

Refugee Worlds: The Jewell subsector contains a number of Zhodani refugee worlds. These worlds are usually the first Regency stop on their journey; Regency authorities are attempting to ship these refugees further from the interface to purpose-built refugee facilities, to avoid overcrowding on these border worlds. Low-population worlds, such as Nakege (1305) are easily overwhelmed by refugee influxes that can outnumber their own population.

The Federation of Arden (page 34) will not accept Zhodani refugees. These are either sent back to the Consulate or are encouraged to continue on into the Regency.



Regina Subsector, 1117 and 1202 dual listing (Subsector C of Spinward Marches Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Efate	1705	A646930-D	B	Hi In	810	DD	K4 V
	1705	A646A30-F	B	Hi In An Rw:Z	110	Re	K4 V
Alell	1706	B46789C-A		Ri	410	DD	M7 V M7 D
	1706	B46789C-B		Ri Rw:Z	810	Re	M7 V M7 D
Yres	1802	BAC6773-7		Fi	335	DD	G5 V
	1802	BAC6773-8	S, I	Fi V:1	A635	Re	G5 V
Menorb	1803	C652998-7		Hi Po	310	DD	M5 II
	1803	C652998-8	I	Hi Po Rw:Z	310	Re	M5 II
Uakye	1805	B439598-D		Ni	320	DD	M9 V
	1805	B439598-D		Ni	620	Re	M9 V
Whanga	1806	E676126-7		Lo Ni	224	DD	A1 V M1 D
	1806	E676326-A		Lo Ni Rw:Z	724	Re	A1 V M1 D
Knorbes	1807	E888787-2		Ag Ri	834	DD	G3 V
	1807	D888887-4		Ri An Rw:Z	134	Re	G3 V
Forboldn	1808	E893614-4		Ni	312	DD	G0 V
	1808	E893614-5		Ni Rw:Z	612	Re	G0 V
Ruie	1809	C776977-7		Hi In	A701	Na	G5 V
	1809	C776977-8		Hi In	901	Re	G5 V
Jenghe	1810	C799663-9	S	Ni O:1910	323	DD	M0 V
	1810	C799663-A	S	Ni O:1910	523	Re	M0 V
Pixie	1903	A100103-D	N	Lo Ni Va	901	DD	M1 V M0 D
	1903	A100203-D	N, I	Lo Ni Va An	801	Re	M1 V M0 D
Boughene	1904	A883531-D	S	Fi Ni	601	DD	K7 V
	1904	A883531-D	S	Fi Ni	901	Re	K7 V
Hefry	1909	C200423-7	S	Lo Ni Va	320	DD	K6 II M6 D
	1909	C200423-8	S	Lo Ni Va	320	Re	K6 II M6 D
Regina	1910	A788899-C	A	Ri Cp	703	DD	F7 V M8 D M6 V
	1910	A788999-D	A	Hi Cp	103	Re	F7 V M8 D M6 V
Feri	2005	B384879-B	S	Ri	620	DD	G4 V M3 D
	2005	B384879-B	S	Ri Rw:Z	720	Re	G4 V M3 D
Roup	2007	C77A9A9-7	S	Hi In Wa	A323	DD	F9 V
	2007	C77A9A9-7	S	Hi In Wa	223	Re	F9 V
Pscias	2106	X355423-1		Lo Ni	R501	DD	K5 V
	2106	X355523-2		Ag Ni	R801	Re	K5 V
Yori	2110	C360757-A		De Ri RsB	713	DD	F1 V
	2110	C360857-D		De Ri RsB An	113	Re	F1 V
Dentus	2201	C979500-A	S	Ni	920	DD	M2 V
	2201	B979600-B	A, I	Ni Rw:Z	220	Re	M2 V
Kinorb	2202	A663659-8		Ni Ri	622	DD	G7 V
	2202	A663659-9	S	Ni Ri V:0 Rw:Z	822	Re	G7 V
Beck's World	2204	D88349D-4		Lo Ni	701	DD	M0 V M2 D
	2204	D88349D-5		Lo Ni An	901	Re	M0 V M2 D
Enope	2205	C411988-6		Hi Ic In Na	600	DD	K6 V M5 D
	2205	C411988-7		Hi Ic In Na	700	Re	K6 V M5 D
Wochiers	2207	EAC28CC-9		Fi	703	DD	F0 V
	2207	EAC28CC-A		Fi	803	Re	F0 V
Yorbund	2303	C7C6503-7		Fi Ni	220	DD	M3 V
	2303	C7C6503-8		Fi Ni	320	Re	M3 V
Shionthy	2306	X000742-8		As Na	R714	DD	M4 V
	2306	C000742-9		As Na An	A814	Re	M4 V
Algine	2308	X766977-4		Hi	R723	DD	G9 V
	2308	X766977-4		Hi	R923	Re	G9 V
Yurst	2309	E7B4643-5		Fi Ni	824	DD	K9 V
	2309	E7B4643-6		Fi Ni	724	Re	K9 V
Heya	2402	B687745-5		Ag Ri	734	DD	K6 III M8 D
	2402	B687845-7	S, I	Ri V:1 Rw:Z	A134	Re	K6 III M8 D
Keng	2405	E2718CA-3			812	DD	G5 III M9 D
	2405	E2718CA-5			712	Re	G5 III M9 D
Moughas	2406	CAS4588-B		Ni Wa	801	DD	K9 V M9 D
	2406	CAS4588-B		Ni Wa	901	Re	K9 V M9 D
Rethe	2408	E230AA8-8		De Hi Na Po	323	DD	G7 V
	2408	E230AA8-9		De Hi Na Po	323	Re	G7 V
Inthe	2410	B575776-9	A	Ag	423	DD	F8 V
	2410	B575776-A	A	Ag An	723	Re	F8 V

Spinward Marches Subsector C: Regina

The Regina subsector is defended by the famous 213th Fleet which defended the Lunion subsector and conquered the trailing Sword Worlds in the Fifth Frontier War. The 213th headquarters are located at Efate (1705).

The Regina frontier falls within the 2nd Quarantine District. RQD 2 runs from Menorb (1803) to Enaaka (0203 Deneb) in the Pretoria subsector and has exclusive responsibility for the interface with the Vargr Splinters.

General Products, LIC: One of the former Imperial megacorporations (see "Ling Standard Products," page 46) which survives in the Regency, General maintains three shipyards in the Regina subsector, at Efate (1705), Pixie (1903), and Regina (1910). Regina obtained a bad reputation for starship quality in the antebellum period, and was actually forced to withdraw from the military starship market until the onset of the Civil War. General was one of the manufacturers of the uniformly ill-regarded *Kinunir*-class Colonial Cruisers (see *Brilliant Lances Technical Booklet*, page 38), hastily returned to production during the war.

Regina (1910): Capital of the Regina subsector and of Spinward Marches Sector, Regina is the moon of a gas giant, Assiniboia (Lusor 4/Lusor Epsilon).

During the Final War Norris established Regina as the site of talks to improve Domain's foreign relations, with special attention begin given to its relationship with its traditional enemies, the Zhodani. Regina was a convenient location for this initiative, and Regina grew to replace Esalin (1004) as the focal point of Consulate-Domain diplomacy. This was another manifestation of the crucial *Welong* theme of Norris' career: the Domain's coming to terms with psionics and its Zhodani neighbors (detailed elsewhere in this book). Norris, as the military leader of the first true victory over the Zhodani, was probably the only Imperial leader who could have engineered a *rapprochement* with the Zhodani, and even had this been his only accomplishment, he would still be regarded as one of the most important statesmen in Imperial history. It is still remarked to this day, "Only Norris could go to Zhodane."

University of Regina: Although originally a planetary institution, the demands of the Final War and Collapse prompted "Regina" to expand its services and mandate to first the entire Spinward Marches Sector and later to the entire Domain/Regency. It is now regarded as one of the foremost institutions of learning in the Regency, although certainly some of this cachet is due to its association with the revered First Regent.

Although Regina is a broad-spectrum institution, it continues to concentrate on its traditional strengths in the social sciences: history, sociology, cultural anthropology, public policy, and political science. Since the First Regent's death, Regina has added a high-profile Norris Aella Aledon School of Leadership Philosophy.

By law Regina is the only university in the sector allowed to call itself the "U of R" (see *University of Rhyllanor*, page 43). However, its students and faculty breezily scorn this distinction and refer to the university simply by the world's name: "Regina." Through some tortuous administrative path the university has traced a portion of its campus to an act approved by the young Duke of Regina in 1099, thereby allowing its alumni the sanctimonious claim that Regina is the university that the First Regent built, which they invariably fit into conversations as often as possible. This arrogance, which has only arisen since the Collapse, extends to many institutions based on Regina, and is characterized by the presumption that

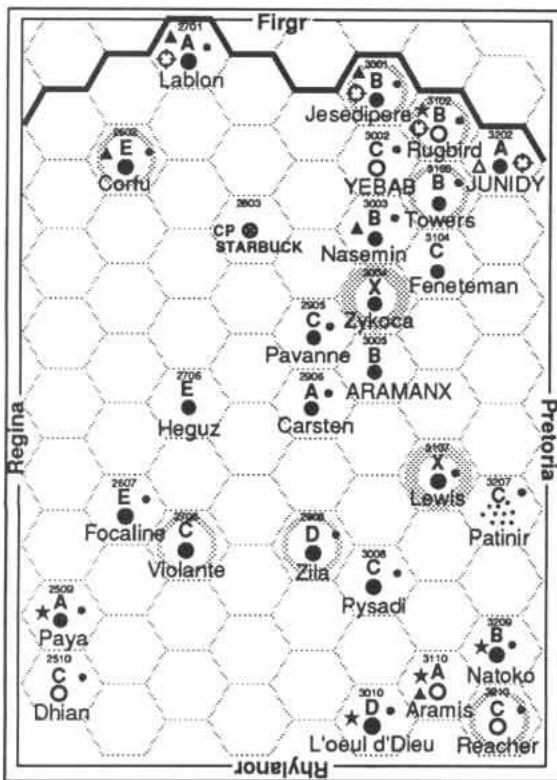
Regina is the true repository of the greatest traditions of the Regency, and "birthplace of two thirds of all Regents." This sentiment is not suffered lightly on other Regency worlds.

Regina Center for Research: Not a true university or learning institution, the RCR is rather a center for analysis which draws on the expertise of the region's colleges and universities to support its assigned projects. It was the RCR to which then-Archduke Norris turned in 1117 to create the Spinward Marches Archive Retrieval Team (SMART), which is the foundation on which all current Regency library databases are built (see the *MegaTraveller Imperial Encyclopedia*, SA).

Regency Foreign Service University: Located on Regina, the RFSU is the school where all career and senior diplomats of the Regency are trained. This school is the outgrowth of the foreign affairs initiatives begun by Norris in the pre-Collapse period (see "Regina," above).

Shionthy (2306): This belt is thought to be the remains of a world destroyed by the Ancients in their final war, as it contains significant quantities of antimatter. It is this danger that caused its previous interdiction and current Amber Zone status. Those brave or foolish enough to collect these particles can sell them for amazing prices, but face the hazards of handling, or even operating near, this dangerous material (see *Fire, Fusion, & Steel*, page 65).

Aramis Subsector, 1117 and 1202 dual listing (Subsector D of Spinward Marches Sector)



Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Paya	2509	A655241-9	N	Lo Ni	603	DD	F3 V
	2509	A655333-B	N	Lo Ni	303	Re	F3 V
Dhian	2510	C9A769D-4		FI Ni	202	DD	K5 V
	2510	C9A759D-7		FI Ni	602	Re	K5 V
Corfu	2602	X895674-8		Ag Ni	R222	DD	M0 V
	2602	E895552-5	S	Ag Ni V:3	A322	Re	M0 V
Focaline	2607	E488544-A		Ag Ni	724	DD	F3 V
	2607	E488544-B		Ag Ni V:0	924	Re	F3 V
Lablon	2701	B646589-A		Ag Ni	503	DD	M2 III M4 D
	2701	A646689-A	S, I	Ag Ni V:4	103	Re	M2 III M4 D
Heguz	2706	E66A224-C		Lo Ni Wa	510	DD	M2 V M7 D
	2706	E66A224-C		Lo Ni Wa	410	Re	M2 V M7 D
Violante	2708	C669452-A		Lo Ni	420	DD	M0 V
	2708	C6697A5-A		Vw	A520	Re	M0 V
Pavanne	2905	C669452-A		Lo Ni	425	DD	G2 V
	2905	C669442-A		Lo Ni V:2	625	Re	G2 V
Carsten	2906	C427402-B		Lo Ni	804	DD	M1 V
	2906	C427502-C		Ni	204	Re	M1 V
Zila	2908	E25672C-7		Ag	A701	DD	K6 V M3 D
	2908	D25672C-7		Ag	A801	Re	K6 V M3 D
Jese dipere	3001	C775300-7		Lo Ni	411	DD	F4 V
	3001	B7756A5-8	S, I	Ag Ni Vw	A311	Re	F4 V
Yebab	3002	C9A489A-7		FI	712	DD	G9 V
	3002	C9A499B-8		FI Hi V:1	112	Re	G9 V
Nasemin	3003	B98A422-B	S	Lo Ni Wa	612	DD	K2 V
	3003	B98A422-C	S	Lo Ni Wa V:1	812	Re	K2 V
Zykoca	3004	X994542-6		Ag Ni	R320	DD	K9 V
	3004	X994542-5		Ag Ni	R520	Re	K9 V
Aramanx	3005	B657974-6		Hi	210	DD	G0 V
	3005	B657998-A		Hi V:1	310	Re	G0 V
Pysadi	3008	C4766D7-4		Ag Ni	201	DD	K9 V M1 D
	3008	C4765D7-6		Ag Ni	601	Re	K9 V M1 D
L'oeul d' Dieu	3010	B98A510-B	N	Ni Wa	502	DD	G1 V M9 D
	3010	B98A510-C	N	Ni Wa	802	Re	G1 V M9 D
Rugbird	3102	BAC5634-A		FI Ni	A811	DD	M1 V
	3102	BAC5789-B	N, I	FI Vw	A911	Re	M1 V
Towers	3103	B444448-A	S	Lo Ni	A735	DD	A8 III K6 D
	3103	B444548-B		Ag Ni V:1	A235	Re	A8 III K6 D
Feneteman	3104	C222200-C		Lo Ni Po	910	DD	G4 V M7 D
	3104	C222200-C		Lo Ni Po	810	Re	G4 V M7 D
Lewis	3107	X427402-D		Lo Ni	R701	DD	F8 V
	3107	X427344-8		Lo Ni	R801	Re	F8 V
Aramis	3110	A680556-B	A	De Ni Cp	710	DD	M2 V
	3110	A680653-C	A	De Ni Cp	210	Re	M2 V
Junidy	3202	B434ABD-9	W	Hi	310	DD	F7 V M9 D
	3202	A434AEE-D	W, I	Hi V:1	410	Re	F7 V M9 D
Patinir	3207	C000632-9		As Na Ni	223	DD	F3 V
	3207	C000632-A		As Na Ni An	323	Re	F3 V
Natoko	3209	B582211-8	N	Lo Ni	A801	DD	M2 V M6 D
	3209	B582468-A	N	Lo Ni	801	Re	M2 V M6 D
Reacher	3210	C9A8542-8		FI Ni	A233	DD	G4 V
	3210	C9A8542-8		FI Ni	A433	Re	G4 V

Shionthy has tremendous historical significance because of its role in the life of Norris, the First Regent. The Shionthy belt was the final resting place of the Colonial Cruiser *Kinunir* (Tail No. 9514), which was carrying an Imperial Warrant from Emperor Strephon for then-Duke Norris. *Kinunir* suffered a failure in her AI security system, killed her crew (foreshadowing the Collapse) and wound up out of fuel as a derelict in the then-interdicted system. Norris was eventually able to trace the location of the warrant, enter the Shionthy system, find the ship, and recover the Warrant, allowing him to take over command of the Imperial forces in the Fifth Frontier War from Sector Admiral Santanocheev, and bring the war to a successful conclusion.

Kinunir remains in her resting place as an historic site and war grave. Tampering with war graves is a high justice crime. For further details, see the *MegaTraveller Imperial Encyclopedia* (SA), *Adventure 1: Kinunir* (OP), *Fifth Frontier War* (OP), and *The Spinward Marches Campaign* (OP).

Tree Kraken: See page 81.

Spinward Marches Subsector D: Aramis

Aramis is defended by the 214th Fleet, which also earned laurels in the Fifth Frontier War, by taking the Sword World invasion in the flank, destroying the Sacnoth Fleet, and opening the way to the occupation of the trailing Sword Worlds and the creation of the Border Worlds (see page 45).

The Aramis frontier is part of Regency Quarantine District 2, see Regina, previous page, for discussion. Calibration Point Starbuck (2803) was established to enhance strategic mobility of RQS and naval forces from the Regency interior to the sector frontier.

In the antebellum period the Aramis subsector was often referred to as "the breadbasket of the Vargr," because of the tremendous quantity of agricultural exports that the subsector traded with the Vargr Extents. Naturally in times of war this fact made the Aramis subsector a target for Vargr conquest, which is testified to by the large Vargr populations on the subsector's deepirm frontier following the Civil War invasions.

Junidy (3202): Homeworld of the sapient race known as the Lllelweyoly, also known colloquially as "Dandelions." Lllelweyoly have five multi-jointed limbs which function as "hands" and "feet," and also carry the being's sensory organs. The Lllelweyoly have an excruciatingly complex social order. Each individual has multiple social ranks which pertain only under specific circumstances, and to make a hierarchical error is a grievous social gaffe. Nonetheless, Junidy is coded as a Green Travel Zone, as crimes committed by non-Lllelweyolians are punished by expulsion from society.

Junidy is subject to severe thermal fluctuations in the course of its local day, and many Lllelweyolian features are unique adaptations to these variations.

Although this is not strictly true, as the distinction between "plant" and "animal" is only applicable within a distinct ecosystem, Regency and Imperial wags have been known to joke that the subsector known for its agricultural exports has also produced one of the few "agricultural" forms of intelligent life.

It has also been observed by many non-human species that humans are the most racist and judgemental of all starfaring sapient lifeforms, a dubious distinction to be sure.

Pysadi (3008): Pysadi has long been ruled by a religious dictatorship, the "Mother Church." This faith worships the world Pysadi itself, believing Pysadi to be the mother of all things (much like the Terran Gaia movement of the ~2500s). Pysadi is also the sole environment of the Anolas, a hermaphroditic prosimian analog (similar in performance

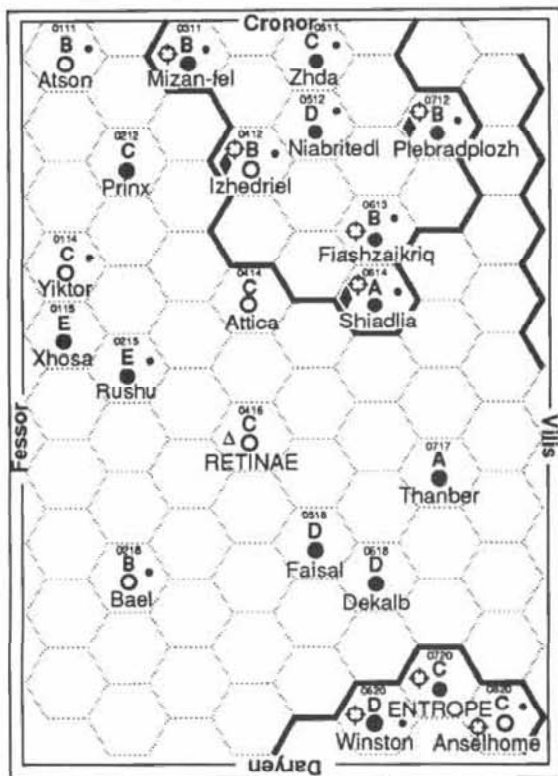
and function to members of the Terran genus *Platycoeliscus*). Anolas are "naturally" considered holy by the Mother Church, and their capture, study, or export is prohibited. (Killing one is a capital offense, in case you were wondering.)

Offworld, Pysadi is renowned for its fruit. Fresh (and preserved) fruit from Pysadi is esteemed (and accordingly priced) throughout the Regency. In fact, Pysadian fruit is one of the few agricultural commodities that is actually shipped in low berths to preserve its freshness. Notable Pysadian fruit include skymelon and trake. Trake grown on Pysadi produces much better trake wine (called atrake) than that from trake grown elsewhere, but alcohol is forbidden by the Mother Church, making the production of Pysadian atrake a difficult proposition.

Tree Rat: See page 81.

Yebab (3002): Homeworld of the Ebokin (singular is irregular: Eibokin). The Ebokin are bilaterally symmetrical and possess four pairs of legs and two pairs of manipulative "arms" near the head, at the anterior end. Ebokin government is matriarchal, characterized by strict laws which are slow to change. Females average 1.5 meters in length and mass 130 kg, with males being smaller. Because of the nature of their society, most Ebokin never leave Yebab.

Zila (2908): Zila is the site of some of the most respected wineries in the Marches. Although they are not of the legendary quality of Terra's Tokaj Eszencia, once served at the Emperor's table (see *Azhanti High Lightning*, OP), they are quite good, and are made from grapes as well as trake (see under "Pysadi," above). Nonetheless, their reputation was enhanced in the antebellum period by calculated marketing by the megacorporation Tukera, which hoped to buy out the Zilan vineyards (see *The Traveller Adventure*, SA). Fortunately for the Zilans, the Final War forced Tukera to consolidate its holdings outside of the Marches, a gamble which ultimately failed (*Hard Times*, OP, and *Survival Margin*). Four wineries dominate the Zilan market: *Fireau et Fille*, *Signal*, *Delatest*, and *Tessalan & Bucephalus*, a previously small firm which bought up the Tukera interests when they abandoned the Domain.



Spinward Marches Subsector E: Querion

The Querion subsector is one of the few truly neutral subsectors of the Spinward Marches. In the antebellum period it contained exactly no Imperial-member worlds (although it did contain an Imperial Research Station on a non-Imperial world, see "Retinae," below), but it did contain a number of nonaligned worlds, Zhodani worlds, and worlds subject to competing claims of both the Darrian Confederation and Sword Worlds (see "Entropic Worlds," below).

Querion contains a number of "minor Spinward States," individual world-states which exist within the Quarantine protocols that are primarily administered and paid for by their larger neighbors. These worlds are inhabited primarily by the descendants of Imperial settlers. Many of these worlds were originally members of the Third Imperium, but were obliged to become independent as the Imperial boundaries were pushed back as a result of the first three frontier wars (see page 36). Because these states exist within the larger envelope of viral safety ensured by Regency, Zhodani, and Aslan quarantine forces, their responsibilities are minor. In fact, the major Spinward States consider themselves the guarantors of these "lazy" and privileged minor states, but these individual worlds are obligated, as signatories of the Spinward States Accords, to uphold the anti-viral protocols to the best of their abilities. Fortunately for the minor states of Querion, the major viral threats have been eliminated by other forces long before they make it to the individual worlds of this subsector.

Asmodeus (0512): Asmodeus was the site of a major nuclear war which ended in 1005, and is quite a tourist attraction for those who fancy such things, for academic, ethically instructive, or morbid reasons. Rebuilding is proceeding under Zhodani direction, using the proceeds earned by this planet-sized war monument and demonstration area.

Bael (0218): Bael was known to be the site of extensive lanthanum deposits in the period immediately following the Fifth Frontier War. This was expected to create intense competition for these assets, and caused no small amount of Zhodani-Imperial jockeying in the period 1110-1117. However, in the pre-Collapse period from 1119 on these rivalries cooled considerably and Bael became a very profitable nonaligned world, trading peacefully with all of its neighbors.

Entropic Worlds: The Entropic Worlds consist of the three worlds Winston (0620), Entrope (0720) and Anselhome (0820). These worlds are the object of centuries-old conflicting Darrian and Sword World claims. They were most recently retaken by the Darrians in the last stages of the Fifth Frontier War (see *The Spinward Marches Campaign, OP*). See timelines on pages 30 and 32 for further details.

Querion Subsector, 1117 and 1202 dual listing (Subsector E of Spinward Marches Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alq	Stellar
Atson	0111	B310598-8	Ni		933	Na	K8 V
	0111	B310698-8	Ni		233	Cz	K8 V
Yktor	0114	C686431-A	Fl Lo Ni		123	Na	G4 V M4 D
	0114	C686487-A	Fl Lo Ni		323	Na	G4 V M4 D
Xhosa	0115	EA95124-4	Lo Ni		910	Na	M0 III
	0115	EA95546-6	Ag Ni		710	Na	M0 III
Prinx	0212	C436635-6	Ni		720	Na	A9 V K8 V
	0212	C436635-7	Ni		920	Na	A9 V K8 V
Rushu	0215	E765664-4	Ag Ni Ri Vw		903	Va	A0 IV M6 D
	0215	E766784-4	Ag Ri Vw		203	Na	A0 IV M6 D
Bael	0218	E200100-8	Lo Ni Va		812	Na	K2 V
	0218	B200476-A	Lo Ni Va		612	Na	K2 V
Mizan-fel	0311	B46258A-8	Ni		323	Na	F3 V
	0311	B46258A-9	I Ni		723	Zh	F3 V
Sansibar	0412	B200310-A	Z	Lo Ni Va D:4	701	Zh	M3 V M3 D
Izhedriel	0412	B200310-B	Z, I	Lo Ni Va D:5	901	Zh	M3 V M3 D
Attica	0414	C400546-8	Ni Va		810	Na	K1 V M6 D
	0414	C400646-9	Ni Va		210	Na	K1 V M6 D
Retinae	0416	E8C69AA-5	Fl Hi RsΔ		910	Cs	M1 V
	0416	C8C6A8A-8	Fl Hi RsΔ Rw: Z		110	Cs	M1 V
Terra Nova	0511	C786342-9	Lo Ni		812	Zh	M2 V
Zhda	0511	C786442-A	Lo Ni		112	Zh	M2 V
Asmodeus	0512	E596400-4	Lo Ni		205	Zh	K8 V
Niabritedl	0512	D586510-6	Lo Ni		605	Zh	K8 V
Faisal	0518	D445436-3	Lo Ni		810	Cs	K9 V M7 D
	0518	D445556-5	Ag Ni		310	Cs	K9 V M7 D
Lebeau	0613	B869554-C	Ni		901	Zh	G8 V M5 D
Fashzaikriq	0613	B869654-D	I Ni Ri		501	Zh	G8 V M5 D
Querion	0614	B254788-9	Z	Ag Cp	804	Zh	C6 V
Shiadlia	0614	A2548A8-9	Z, I	Cp	204	Zh	C6 V
Dekalb	0618	EA8A799-6	Ri Wa		320	Cs	M1 V
	0618	DA8A799-7	Ri Wa		820	Cs	M1 V
Winston	0620	E887573-6	Ag Ni		501	Sw	K5 V M9 D
	0620	D887573-6	I Ag Ni		801	Da	K5 V M9 D
Rapp's World	0712	C592320-8	Z	Lo Ni	402	Zh	K5 V M8 V
Plebradplozh	0712	C592320-A	Z, I	Lo Ni	802	Zh	K5 V M8 V
Thanber	0717	B243653-C	Ni Po		210	Cs	M0 V M1 D
	0717	A243755-C	Po		110	Cs	M0 V M1 D
Entrope	0720	E336AAA-C	Hi		110	Sw	G6 V M1 D
	0720	C336AAA-D	I Hi		210	Da	G6 V M1 D
Anselhome	0820	C110588-8	Ni		601	Sw	M1 V M0 D
	0820	C110547-A	I Ni		901	Da	M1 V M0 D

The fourth world in this cluster, Torment (0721, see page 45) is no longer considered part of the Entropic Worlds, and has remained under Darrian control for centuries.

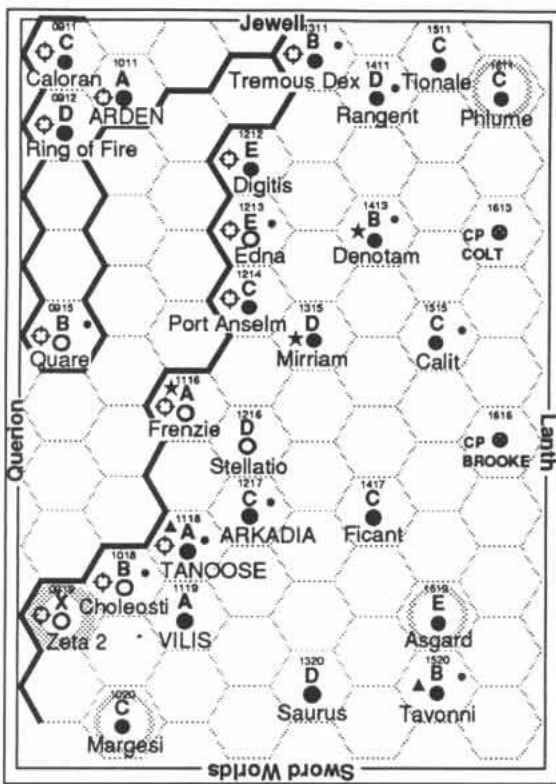
Four Corners: Four Corners, or the Four Corners Interface, refers to the interface where the Regency and Darrian Confederation borders meet and run contiguously along the corners of four subsectors: Querion, Vilis (F), Daryen (I), and Sword Worlds (J). Because of the strong relations between the Darrians and Regency, a large number of merchant vessels are jointly licensed by Darrian and Regency Quarantine authorities, allowing operations in both Spinward States without the need for lengthy relicensing at the interface. Such dual-licensed vessels are, of course, required to stop for inspection at the interface between the two states, but the inspection is abbreviated given the joint licensing arrangement (see page 20).

Retinae (0416): Site of Imperial Research Station Delta (Δ) established in 556. Although the Imperium relinquished the Retinae system in 986 as a result of the Third Frontier War, the station was maintained on this now nonaligned world. The Imperial Navy operated a courier route through Frenzie and Thanber, which is maintained by the Regency.

Before the Exodus (pages 13 and 24, *referees only page 85*), RSΔ also provided data to the Consulate, pursuant to Regency directives. This data flow has been *officially* suspended as a result of the many violations of the Spinward States protocols committed by Zhodani nationals since 1201.

Spinward Marches Subsector F: Vilis

One of the major astrographic features of this subsector is the Abyss, a region of low stellar density that extends into the Vilis, Lanth (G), and Lunion (K) subsectors. Although authorities differ on the actual boundaries of the Abyss, it is commonly considered to include seven worlds, although the roster of these worlds vary. All lists include Ghandi (1815), Ylaven (1916), Victoria (1817), Sontherth (1918), and D'Ganzio (1920). The remaining two worlds are chosen from Ficant (1417), Calit (1515), Lanth (1717), Arba (1721), Rabwhar (1822), and Quopist (2215), depending upon the authority.



Vilis Subsector, 1117 and 1202 dual listing (Subsector F of Spinward Marches Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alq	Stellar
Caloran	0911	C796746-5		Ag	510	Cs	G2 V M4 D
	0911	C796646-5	I	Ag Ni	710	FA	G2 V M4 D
899-076	0912	E201300-8		lc Lo Ni Va	520	Na	F7 V
Ring of Fire	0912	D201300-9	I	lc Lo Ni Va	820	FA	F7 V
Quare	0915	B200545-9		Ni Va	204	FA	M3 V
	0915	B200545-A	I	Ni Va Mr	404	FA	M3 V
Zeta 2	0919	X680000-0		Ba De Lo Ni	R020	Na	M4 V
	0919	X680000-0	I	Ba De Lo Ni	R020	Re	M4 V
Arden	1011	C5549CB-8		Hi	810	FA	G4 V M5 D
	1011	A554ACB-B	I	Hi Cp	110	FA	G4 V M5 D
Choleosti	1018	C200100-9		Lo Ni Va	101	DD	M9 V M4 D
	1018	B200322-A	I	Lo Ni Va Rw:Z	501	Re	M9 V M4 D
Margesi	1020	C575677-6		Ag Ni	A910	DD	K4 V M7 D
	1020	C575787-7		Ag Ni	A210	Re	K4 V M7 D
Frenzie	1116	A200436-A	N	Lo Ni Va Cp	110	DD	M2 III M3 D
	1116	A200436-E	N, I	Lo Ni Va Cp Rw:Z	210	Re	M2 III M3 D
Garda-Vilis	1118	B978868-A	S	O:1119	912	DD	M3 V
Tanoose	1118	A978987-B	S, I	Hi Rw:Z	512	Re	M3 V
Vilis	1119	A593943-A		Hi In	820	DD	G5 V M8 D
	1119	A593A43-B		Hi In Rw:Z	120	Re	G5 V M8 D
Digitis	1212	E53668A-5		Ni	920	Na	M6 III
	1212	E53678A-6	I		120	Re	M6 III
Edinina	1213	E400220-5		Lo Ni Va	A401	Cs	K6 V M0 D
Edna	1213	E400220-9	I	Lo Ni Va	601	Re	K6 V M0 D
728-907	1214	D955000-2		Lo Ni	610	DD	F1 V M4 D
Port Anselm	1214	C955300-8	I	Lo Ni Rw:Z	210	Re	F1 V M4 D
Stellatio	1216	DSA4420-4		Fl Lo Ni	210	DD	M9 III
	1216	DSA4420-7		Fl Lo Ni	710	Re	M9 III
Arkadia	1217	E446845-6			402	DD	C8 V
	1217	C4469BC-9		Hi In	102	Re	C8 V
Tremous Dex	1311	B511411-C		lc Lo Ni	201	FA	K8 V M5 D
	1311	B511557-C	I	lc Ni	401	Re	K8 V M5 D
Mirriam	1315	E472300-8	N	Lo Ni	110	DD	F5 V
	1315	D472464-8	N	Lo Ni	510	Re	F5 V
Saurus	1320	D888588-7		Ag Ni	820	DD	A8 V M1 V
	1320	D888688-7		Ag Ni Rw:Z	120	Re	A8 V M1 V
Rangent	1411	E67A612-7		Ni Wa	503	Na	K8 V
	1411	D67A612-8		Ni Wa	703	Re	K8 V
Denotam	1413	B739573-A	N	Ni	324	DD	M2 V
	1413	B739573-C	N	Ni	624	Re	M2 V
Ficant	1417	E567353-5		Lo Ni	910	DD	M0 V M1 D
	1417	C567455-7		Lo Ni	310	Re	M0 V M1 D
Tionale	1511	C674321-8		Lo Ni	A210	Cs	M2 V M5 D
	1511	C674321-9		Lo Ni	310	Re	M2 V M5 D
Calit	1515	C334867-7		C:1 O:1413	501	DD	K9 V M5 D
	1515	C334867-8		C:1 O:1413	701	Re	K9 V M5 D
Asgard	1519	X3437C7-2		Po	R520	DD	F5 II M1 D
	1519	E3437C7-4		Po	A720	Re	F5 II M1 D
Tavonni	1520	E567000-7		Lo Ni	434	DD	G6 II
	1520	B567642-D	S	Ag Ni Ri	434	Re	G6 II
Phlume	1611	C887624-8		Ag Ni	710	DD	G5 V M8 D
	1611	C887645-8		Ag Ni Ri	A910	Re	G5 V M8 D

The coreward portion of the subsector is essentially a demilitarized zone established after the Third Frontier War. This was created by the Imperium's withdrawal from a number of former member worlds, settled by Imperial subjects.

Vilis is defended by the valiant 193rd Fleet, another veteran of the Fifth Frontier War, maintaining its headquarters at Frenzie (1116). The 193rd spent the entire war in essentially static positions defending Efaté (1705, page 38). Following the "surrender" of Louzy (1604, page 37) to the Zhodani (this system was actually entrusted to the care of its system defense flotillas, *referees only see page 82*), the 193rd did not give one centimeter of territory to the Outworld Coalition for the remainder of the war, and was actually able to liberate some worlds during the course of the campaign.

The worlds of the Vilis frontier are part of Regency Quarantine District 1, running coreward from Zeta 2 (0919). RQD 7 begins immediately to rimward of Zeta 2, and runs into the Sword Worlds (J) subsector (page 45).

Arden (1011): Arden is a former Imperial world, abandoned after the Third Frontier War and now independent and neutral. It is the capital of the Federation of Arden, a small independent power taking advantage of the power vacuum between the Zhodani and Imperial frontiers. In the period between the Third Frontier War and the Collapse it carved out a niche as a meeting place for Imperial and Zhodani covert operators and negotiators. However, following the warming of Imperial-Zhodani relations beginning in 1119, its importance waned with the increasing number of legitimate channels between the two governments. Nonetheless, by virtue of its intermediary status between the Regency and Zhodani Consulate, the Federation has exerted an attraction on the sort of elements that thrive in an extra-national environment (see page 34).

CP Brooke: Calibration Point Brooke is one of the network of calibration points placed in and around the Abyss to assist Regency military forces in making their way across this stellar desert. The ability to maintain longer average jumps and follow straight-line courses to trouble spots can save weeks in redeployments. See also the maps for the Lanth (page 42) and Lunion (page 46) subsectors for the location of other CPs in this network.

CP Colt: See "CP Brooke."

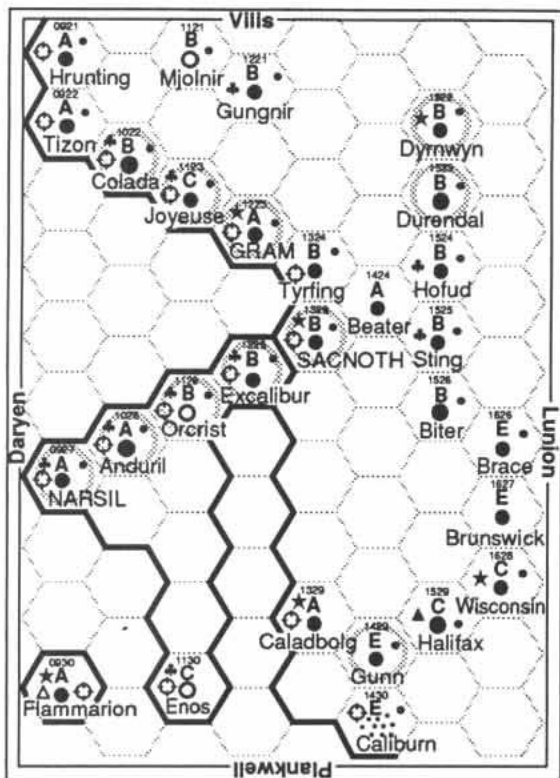
Tanoose (formerly Garda-Vilis) (1118): Formerly a subject world of Vilis (1119), Tanoose gained home rule in 1155 as a result of Norris' Representational Reforms. Originally settled in approximately -120 (IC), the failing settlement was taken over by Vilis, and in the years since then was deliberately maintained as an economically dependent world. By late in the antebellum period, the Vilis-imposed government was widely

unpopular, and open rebellion broke out in 1103. Although this sentiment attracted Sword World and Zhodani opportunism (See *Adventure 7: Broadsword, OP*), the mainstream of Tanoose nationalism was not anti-Imperial, but only in favor of home rule. Active resistance to the cynical, externally imposed Vilisian military rule was muted by the common cause of Virus, but the onset of the declaration in 1152 of the Representational Reforms created an outlet for dissatisfaction that could not be silenced, and resulted in the world's ultimate independence. See also "Vilis," below.

Vilis (1119): Although Vilis was one of the 26 targeted worlds of the Regency Industrial Development Program (see page 67), it is not a success story. Unlike other targeted worlds, which typically advanced three tech levels, Vilis advanced only one. Blame for this poor performance is placed by Vilisians on the Tanoose independence upheavals, in which the Vilis-owned industries of Tanoose were nationalized by the newly independent world, with Regency acquiescence.

Non-Vilisian observers agree that Vilis' troubles date to the Tanoosan independence, but blame the Vilisians themselves. Vilis appears to have been far too dependent on their subject world. They have not recovered from the loss, and have slid into a cultural decline. Tanoose is now considered to be the dominant Regency world of the subsector, taking the position of Vilis.

Vilis was originally settled in 240 by colonists from the Sword World Gungnir (1221, page 45).



Sword Worlds Subsector, 1117 and 1202 dual listing (Subsector J of Spinward Marches Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Hrunting	0921	B463747-9	M	Ri	313	SW	M2 V
	0921	A463756-A	I	Ri	413	Re	M2 V
Tizon	0922	B386887-A	M	Ri	323	SW	K2 IV M3 D
	0922	A386885-B	I	Ri	423	Re	K2 IV M3 D
Narsil	0927	B574A55-A	M	Hi In	224	SW	M0 II M6 D
	0927	A574A57-D	M, I	Hi In Cp	A424	SW	M0 II M6 D
Flammarion	0930	A623514-B	B	Ni Po	710	DD	F8 V
	0930	A623634-D	B, I	Ni Po Na	210	Re	F8 V
Colada	1022	B364685-B	M	Ag Ni Ri	A211	SW	K2 V M8 D
	1022	B36466A-B	M, I	Ag Ni Ri	A311	Re	K2 V M8 D
Anduril	1026	B985855-B	M	Ri	222	SW	F2 V
	1026	A985855-D	M, I	Ri	A522	SW	F2 V
Mjolnir	1121	B530544-A	M	De Ni Po	522	SW	A5 V G0 D
	1121	B530566-B		De Ni Po	822	Re	A5 V G0 D
Joyeuse	1123	B464778-A	M	Ag Ri	A201	SW	M3 V M9 D
	1123	C47476A-A	M, I	Ag Mr	A601	Re	M3 V M9 D
Orcrist	1126	B8A6733-A	M	Fi	401	SW	K7 V M7 D
	1126	B8A6733-C	M, I	Fi	A801	SW	K7 V M7 D
Enos	1130	E250598-4	M	De Ni Po	710	SW	M1 V
	1130	C2506AA-7	M, I	De Ni Po	110	SW	M1 V
Gungnir	1221	B444779-8	M	Ag	432	SW	G3 IV M4 V
	1221	B444788-9	M	Ag	732	Re	G3 IV M4 V
Gram	1223	A895957-B	M	Hi In Cp	603	SW	F2 V M2 D
	1223	A895957-C	N, I	Hi In	A803	Re	F2 V M2 D
Excilbur	1225	B324755-A	M		402	SW	K5 V
	1225	B324755-C	M, I		A702	SW	K5 V
Tyrfing	1324	B637735-A	M		701	BW	M2 V
	1324	B637835-A	I		101	Re	M2 V
Sacnoth	1325	B775956-C	M	Hi In	801	BW	F9 V M8 D
	1325	B775A69-D	N, I	Hi In Mr Cp	A201	Re	F9 V M8 D
Caladbolg	1329	B365776-A	S	Ag Ri	710	DD	F7 V M0 D M4 D
	1329	A365876-A	N, I	Ri	110	Re	F7 V M0 D M4 D
Beater	1424	B685686-A	M	Ag Ni Ri	610	BW	K4 V
	1424	A685686-D		Ag Ni Ri	910	Re	K4 V
Gunn	1429	E344110-8		Lo Ni	A602	DD	M3 V
	1429	E344000-8		Lo Ni	A602	Re	M3 V
Caliburn	1430	E000514-A		As Ni	924	DD	M2 V
	1430	E000614-C	I	As Ni Na	324	Re	M2 V
Dymwyn	1522	B958412-A	M	Lo Ni	201	BW	K4 V M8 D
	1522	B958418-B	N	Lo Ni	A801	Re	K4 V M8 D
Durendal	1523	B687334-B	M	Lo Ni	714	BW	M1 V
	1523	B687647-C		Ni Ri Ag	A714	Re	M1 V
Hofud	1524	B666553-A	M	Ag Ni	501	BW	K4 V M9 D
	1524	B666655-B	M	Ag Ni Ri	101	Re	K4 V M9 D
Sting	1525	B645896-A	M		302	BW	M0 V
	1525	B645887-B	M		402	Re	M0 V
Biter	1526	B354623-A	M	Ag Ni	301	BW	G7 V M1 D
	1526	B354626-C		Ag Ni	501	Re	G7 V M1 D
Steel	1529	E655000-7		Lo Ni	324	BW	M8 III
Halifax	1529	C655557-A	S	Ni Ag	124	Re	M8 III
Iron	1626	E529000-9		Lo Ni	714	BW	F0 V
Brace	1626	E529000-0		Ba	014	Re	F0 V
Bronze	1627	E201000-9		Ic Lo Ni Va	510	BW	M3 V
Brunswick	1627	E201000-0		Ic Va Ba	010	Re	M3 V
Mithril	1628	E568000-7		Lo Ni	301	BW	F4 D
Wisconsin	1628	C568645-A	N	Ni Ri Ag	301	Re	F4 D

the Second Frontier War, when Hrunting (0921), Tizon (0922), Colada (1022), Mjolnir (1121), Joyeuse (1123), Gungnir (1221), Dymwyn (1522), Durendal (1523), Hofud (1524), and Biter (1526) were occupied from 620-626. It was apparently thought by the Imperials that this would teach the Sword Worlds a lesson, without being so harsh as to create lasting enmity. So much for theory, as these years are still remembered as the "First Occupation," as distinct from the "Second Occupation" of the Border Worlds from 1110-1132, and the "Third Occupation" from 1132 to the present.

The Sword Worlds subsector is considered one of the most unstable regions of the Regency, a fact reflected by the great number of TAS-designated Amber Zone worlds. Since the late 1130s the Regency has practiced a policy of resettling refugees from the Abandonment of Deneb's trailing worlds (page 11) on the Regency-owned Sword Worlds to balance out local anti-imperial sentiment. However, most observers now admit that this program was a failure. Rather than being able to combine with the original Sword World inhabitants to create a new, moderate, culture, the newcomers were excluded from existing communities, and there now exist two mutually hostile sets of cultures on the Regency Sword Worlds. And because the Denebian refugees have now lived on these worlds for two generations (and have no homes to return to), they now reasonably regard the Sword Worlds as the only homes they have ever known. This situation seems sure to create lasting strife for generations to come.

On some worlds the Regency has retained former Sword Worlds military bases in order to keep local control, on others it has upgraded these bases to Regency naval bases, and on others still it exercises a policy of demilitarization under which it dismantles the old military bases.

As a part of the Regency, the Sword Worlds subsector is defended by the 151st Fleet (transferred from the Antra subsector, Deneb/C, following the establishment of the Quarantine borders), headquartered at the upgraded former Sword World base at Sacnoth (1325). The 151st Fleet was created during the final weeks of the Fifth Frontier War during the breakout from the Siege of Jewell (SM 1106, page 37).

The Sword Worlds subsector frontier is contained within Quarantine District 7, which starts at the Glisten-Pax Rulin border and runs core-spinward into the Vilis subsector.

Border Worlds: This was an Imperial client state created in 1111 from Sword Worlds occupied by Imperial forces in the Fifth Frontier War. By the end of hostilities the Imperial 213th and 214th Fleets had occupied Dymwyn, Durendal, Hofud, Beater, Sting, Biter, Iron, Bronze, Mithril and Steel, which prompted Tyrfing and Sacnoth to read the writing on the wall and bolt from the failing Confederation. These 12 worlds constituted the Border Worlds until the great Sword Worlds landgrab of 1132.

It is typical of Sword Worlds fractiousness that the Border Worlds capital actually moved from Sting to Beater during the period of "tight" Imperial control.

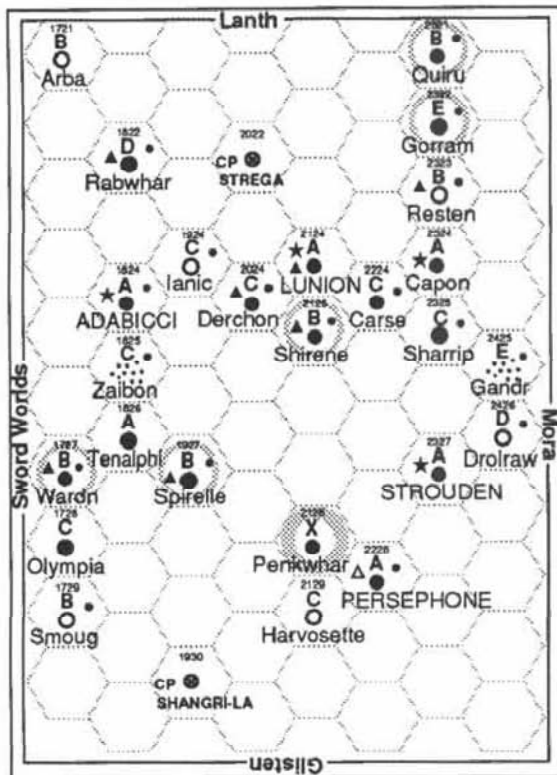
Enos (1130): Enos is an unusually dense world, and is thought to be a rogue world captured by its star, Kaleshi. The world's most unusual natural feature is the Fire Sea, a desert which lies atop a great many unusually large pockets of oil and natural gas. Frequent seismic activity and erosion have thinned and weakened the

impermeable trapping rock, allowing the pressurized gas to leak out through the sand, sometimes in huge jets. Static discharge or lightning storms can ignite the gas, causing explosions which often trigger further cataclysmic releases of burning gas.

The Fire Sea was the headquarters of a secret anti-Imperial organization backed by the Sword Worlds, composed of former Imperial psionics. This group was discovered and its base destroyed during the Civil War period (see TD 14-17).

Metal Worlds: These are the four worlds Steel/Halifax (1529), Iron/Brace (1626), Bronze/Brunswick (1627), and Mithril/Wisconsin (1628), so-called because of their former names. These four then-uninhabited worlds were held in common by the entire Sword Worlds Confederation as resource worlds. Since the absorption of many of the Sword Worlds, the Regency has renamed the metal worlds, showing its intention to retain them. To make its position more firm, it has settled the two habitable worlds—Steel, now Halifax, and Mithril, now Wisconsin—with a unique group of colonists: a joint Vargr-human religious community from Deneb (Deneb 1925) which has split off from the "Willies," as the Denebian faith is commonly known. See "Deneb," page 62.

Sword Worlds Confederation: The Sword Worlds Confederation of 1202 is only a shadow of its former extent and power, with only five worlds remaining (from its 1107 highwater-mark of 27) as independent members: Narsil (the capital), Anduril, Orcrist, Excilbur, and the outpost of Enos. Naturally it is Sword Worlds official policy to support the rights of "the freedom loving peoples imprisoned within the Imperial [sic] borders to repatriation and self-determination." Although the Quarantine provides ample opportunity to prevent military assistance from crossing the frontier, simple inflammatory moral support from the spinward side of the border seems to be all that is needed to encourage revolutionaries and freedom fighters on the "occupied Sword Worlds."



Spinward Marches Subsector K: Lunion

The Lunion subsector is known as the crossroads of the Spinward Marches, as the branches of the Spinward Main (see page 42) running coreward-rimward and spinward-trailing intersect here. Lunion also contains two of the Regency's 16 TL-15 industrial worlds, making it an important economic area.

In the period before the Fifth Frontier War the Lunion subsector also constituted the Imperial frontier with the Sword Worlds, but with the incorporation of the Border Worlds in 1133 Lunion became an interior subsector.

Lunion is defended by the 43rd Fleet headquartered at Lunion.

The Abyss which extends through the Lunion subsector (see also page 41) is a subject of some popular speculation, as it is widely believed to have been the area of a number of "mysterious starship disappearances" over the years (see "Lost Treasure Ships of the Abyss Rift," Challenge 44, SA, and "Demon Dark," Challenge 58, SA).

Gandr (2425): Perhaps the least valuable asteroid/planetoid belt currently being worked in the sector. Superheavy elements were discovered here in 1060, but these quickly played out, and no more have been discovered.

Ianic (1924): 32% of this world's population consists of the geneered human race known as the Jonkeereen (see page 61).

Ling Standard Products: Ling Standard Products (LSP) is one of the former megacorporations of the Third Imperium (see Supplement 8: Library Data (A-M), OP, JTAS 16, SA, The Traveller Adventure, SA, MegaTraveller Referee's Companion, SA, Hard Times, OP, MTJ 3 for fuller discussions of Imperial-era megacorporations than is practical here), and although its powers are not what they once was, it still looms as one of the dominant corporations of the smaller Regency, concentrating in the manufacture of vehicles, starships, and starship armament and subsystems.

The LSP shipyards at Strouden (2327) and Lunion (2124) are two of largest starship yards in the Marches, and LSP has maintained a reputation for high quality, unlike some of its competitors (see "General Products," page 38).

Lunion School of Economics: Located on Lunion (2124 Spinward Marches), this is the largest business and management college in the Regency, accrediting tens of thousands of high speed young whiz kids every semester to lead the corporations of the Spinward States. LSE grads typically have little patience with the fine points of public policy, history, international relations, or the arts, although they are highly trained in the practical mechanics of public relations and spin control.

Shirene (2125): This world is owned by the Al Morai merchant line, which uses its shipyard as an overhaul and maintenance center for its fleet of cargo carriers, see "Al Morai," page 47.

Lunion Subsector, 1117 and 1202 dual listing (Subsector K of Spinward Marches Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alq	Stellar
Arba	1721	C200200-C		Lo Ni Va	610	DD	K2 V
	1721	B200260-C		Lo Ni Va	810	Re	K2 V
Wardn	1727	B756486-B	S	Ni	A502	DD	M2 V
	1727	B756586-C	S	Ni Ag	A102	Re	M2 V
Olympia	1728	C328342-7		Lo Ni	120	DD	M3 V
	1728	C328342-9		Lo Ni	320	Re	M3 V
Smoug	1729	C14078A-9		De Po	902	DD	M1 V M7 D
	1729	B14088A-8		De Po	202	Re	M1 V M7 D
Rabwhar	1822	D54488A-6	S		313	DD	K5 V
	1822	D54488A-6	S		413	Re	K5 V
Adabicc	1824	A57189B-8	N		801	DD	K8 V M8 D
	1824	A57199B-D	N	Hi In	201	Re	K8 V M8 D
Zaibon	1825	B000544-B		As Ni	512	DD	G5 III
	1825	B000544-A		As Ni	112	Re	G5 III
Tenalphi	1826	A774102-E		Lo Ni	610	DD	F7 V
	1826	A774102-F		Lo Ni An	410	Re	F7 V
Ianic	1924	E360697-5		De Ni Ri	924	DD	M6 II M9 D
	1924	C360797-8		De Ni Ri	624	Re	M6 II M9 D
Spirelle	1927	C766846-8	S	Ri D:1	715	DD	G7 V
	1927	B766976-C	S	Hi D:1	A315	Re	G7 V
Derchon	2024	C512799-8	S	Ic Na	901	DD	M0 V M7 D
	2024	C5128A9-9	S	Ic Na	101	Re	M0 V M7 D
Lunion	2124	A995984-D	A	Hi In Cp	810	DD	M3 V M7 D
	2124	A995A84-F	A	Hi In Cp	210	Re	M3 V M7 D
Shirene	2125	B984510-B	S	Ag Ni	A723	DD	G4 V M1 D M1 D
	2125	B984644-C	S	Ag Ni Ri	A423	Re	G4 V M1 D M1 D
Penkwhar	2128	X978310-1		Lo Ni	R320	DD	M0 V
	2128	X978310-3		Lo Ni	R420	Re	M0 V
Harvosette	2129	C330737-9		De Na Po	910	DD	M0 V M5 D
	2129	C330847-A		De Na Po	110	Re	M0 V M5 D
Carse	2224	C463325-9		Lo Ni	601	DD	M3 V M6 D
	2224	C463325-A		Lo Ni	801	Re	M3 V M6 D
Persephone	2228	B775833-A	W		922	DD	M2 V
	2228	A775933-C	W	Hi In	122	Re	M2 V
Quiru	2321	B365300-8		Lo Ni	323	DD	M3 V
	2321	B36536A-9		Lo Ni	A723	Re	M3 V
Gorrarn	2322	X554220-0		Lo Ni	R801	DD	K8 V M6 V
	2322	E554220-7		Lo Ni	A801	Re	K8 V M6 V
Resten	2323	B310100-B	S	Lo Ni	501	DD	M5 V M8 D
	2323	B310100-B	S	Lo Ni	601	Re	M5 V M8 D
Capon	2324	B747748-A	N	Ag	610	DD	F9 V
	2324	A747748-B	N	Ag	810	Re	F9 V
Sharrip	2325	C575101-A		Lo Ni	503	DD	K5 V
	2325	C575101-B		Lo Ni	403	Re	K5 V
Strouden	2327	A745988-D	N	Hi In	920	DD	G5 V M4 D
	2327	A745A88-F	N	Hi In	120	Re	G5 V M4 D
Gandr	2425	E000347-8		As Lo Ni	813	DD	M7 V
	2425	E000347-9		As Lo Ni	613	Re	M7 V
Drolraw	2426	EAB6311-5		Fi Lo Ni	904	DD	F1 V
	2426	DAB6413-8		Fi Lo Ni	204	Re	F1 V

Wardn (1727): One of the remarkable features of this world is the Patterned Desert, which features a complex pater of lines in the desert surface made by the "dalev-thur," an indigenous non-sapient lifeform, now extinct. This regrettable state was made necessary by the discovery in 1121 that the dalev-thur were the hosts of a plague that threatened the population of Wardn (see adventure in MTJ 1).

Wardn's Amber Zone status is due to its thin atmosphere and weak magnetic field. These provide insufficient protection from its sun; the populace is obliged to seek cover during solar flare cycles.

Zaibon (1825): Site of the largest copper deposits ever discovered in the Marches, these reserves are now played out, leaving the system in decline.

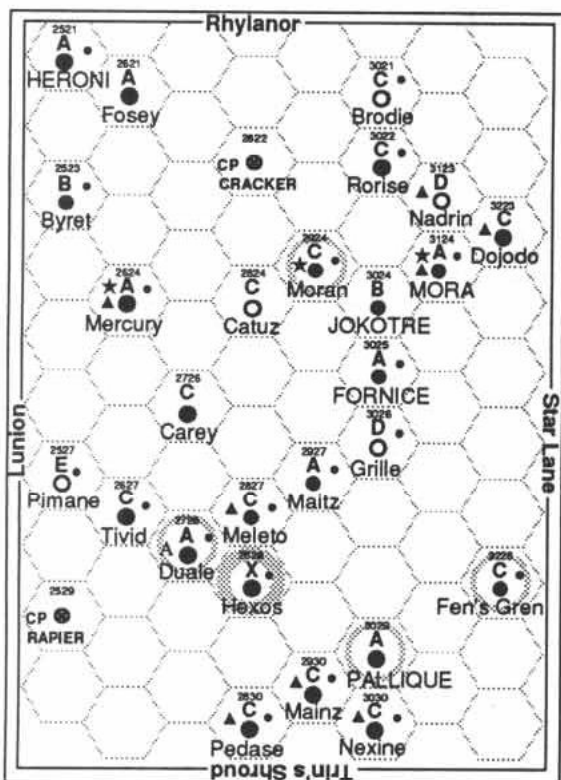
Spinward Marches Subsector L: Mora

The Mora subsector is considered to be the industrial hub of the Spinward Marches, containing a number of high technology economic powerhouses worlds, such as Fornice (3025), Pallique (3029), and Mora (3124) itself, one of only two TL-16 industrial worlds in the Regency.

Mora is patrolled by the 73rd Fleet, headquartered at Mora.

Al Morai: Major interstellar merchant line serving the Spinward Marches, with corporate headquarters on Mora. (See Spinward Marches Campaign, OP).

Al Morai maintains service to all Regency subsector capitals and the worlds along the routes which connect them, plus selected minor states (see pages 35 and 40) outside the Regency. Al Morai also provides service to the Darrian Confederation via the "Four Corners" interface at the junction of the Querion (E), Vilis (F), Daryen (I), and Sword Worlds (J) subsectors, see page 40. During the antebellum period Al Morai operated only in the Spinward Marches, but expanded its operations to include the



Mora Subsector, 1117 and 1202 dual listing (Subsector I of Spinward Marches Sector)

Name	Hex	UPP	Base	Trade	TPPG	Aq	Stellar
Heroni	2521	B6449B9-8		Hi In	721	DD	F3 V
	2521	A6449B9-A		Hi In	921	Re	F3 V
Byret	2523	B485697-6		Ag Ni Ri	812	DD	G9 V
	2523	B485726-9		Ag Ni Ri	112	Re	G9 V
Pimane	2527	E500343-4		Lo Ni Va	803	DD	K0 V
	2527	E500343-6		Lo Ni Va	903	Re	K0 V
Fosey	2621	A633656-A		Na Ni Po	620	DD	M3 V
	2621	A633688-C		Na Ni Po	820	Re	M3 V
Mercury	2624	B658663-8	A	Ag Ni	304	DD	F7 V
	2624	A658663-A	A	Ag Ni	404	Re	F7 V
Tivid	2627	C534477-8		Lo Ni	401	DD	M3 V
	2627	C534477-A		Lo Ni	901	Re	M3 V
Carey	2726	C579221-9		Lo Ni	910	DD	M2 V M2 D
	2726	C579321-B		Lo Ni	210	Re	M2 V M2 D
Duale	2728	A54378F-B		Po RsA	401	DD	M2 V M0 D
	2728	A54378A-C		Po RsA	A701	Re	M2 V M0 D
Catuz	2824	C22048C-9		De Lo Ni Po	510	DD	G9 V M2 D
	2824	C22067C-B		De Na Ni Po	510	Re	G9 V M2 D
Meleto	2827	C675100-5	S	Lo Ni	724	DD	F9 V
	2827	C675100-9	S	Lo Ni	624	Re	F9 V
Hexos	2828	B534420-8	N	Lo Ni C:3	123	DD	K1 V M2 D
	2828	X534000-0		Ba	R023	Re	K1 V M2 D
Pedase	2830	C415346-7	S	lc Lo Ni	101	DD	M2 V M7 D
	2830	C415346-8	S	lc Lo Ni	301	Re	M2 V M7 D
Moran	2924	C367300-8	N	Lo Ni	A201	DD	M3 V M7 D
	2924	C367322-A	N	Lo Ni	A401	Re	M3 V M7 D
Maitz	2927	A201511-B		lc Ni Va	122	DD	F1 V
	2927	A201511-D		lc Ni Va	322	Re	F1 V
Mainz	2930	C553352-A	S	Lo Ni Po	803	DD	K2 V M7 D
	2930	C553452-B	S	Lo Ni Po	203	Re	K2 V M7 D
Brodie	3021	C410468-7		Lo Ni O:3020	114	DD	M1 III M7 D
	3021	C410468-9		Lo Ni O:3020	314	Re	M1 III M7 D
Rorise	3022	C994100-A		Lo Ni	502	DD	M7 V
	3022	C994100-A		Lo Ni	602	Re	M7 V
Jokotre	3024	B6548D9-7			810	DD	K6 V
	3024	B6549D9-9		Hi	110	Re	K6 V
Fornice	3025	A354A87-C		Hi	202	DD	M0 V
	3025	A354A87-E		Hi	502	Re	M0 V
Grille	3026	E410335-7		Lo Ni	701	DD	F0 V M5 D
	3026	D410435-8		Lo Ni	101	Re	F0 V M5 D
Pallique	3029	A511965-E		Hi lc In Na	A320	DD	M1 V M0 D
	3029	A5119C7-F		Hi lc In Na	A620	Re	M1 V M0 D
Nexine	3030	C97A443-8	S	Lo Ni Wa	801	DD	K8 V M6 D
	3030	C97A554-A	S	Ni Wa	201	Re	K8 V M6 D
Nadrin	3123	D120203-6	S	De Lo Ni Po	920	DD	K5 V M1 D
	3123	D120203-8	S	De Lo Ni Po	720	Re	K5 V M1 D
Mora	3124	AA99AC7-F	A	Hi In Cx	112	DD	M2 V
	3124	AA99AC7-G	A	Hi In Cx	312	Re	M2 V
Dojodo	3223	C512311-7	S	lc Lo Ni C:0	710	DD	M0 V
	3223	C512311-8	S	lc Lo Ni C:1	810	Re	M0 V
Fen's Gren	3228	C647346-9		Lo Ni	A423	DD	K7 V
	3228	C647346-8		Lo Ni	A723	Re	K7 V

entire Regency over the past 70 years.

Al Morai maintains a homogeneous line of 93 World-class vessels, a proprietary design that is manufactured only for Al Morai. Most of these 3000-ton, unstreamlined, jump-4 ships are named for the worlds served by Al Morai (e.g., *Regina*, *Jewell*, etc.), but four carry non-world names: *Imperial Glory*, *Imperial Reign*, *Regency Shield*, and *Regency Flame*. Although the ships are all constructed to TL-15 standards, most of the fleet is a little long in the tooth, but the Regency starship shortage (page 11) leaves no real alternative.

Al Morai was once renowned for maintaining its own force of military vessels for antipiracy and security patrols, the famed Route Protectors, but this force was dissolved with the establishment of the Quarantine (page 11), the ships themselves being pressed into service with the fledgling RQS. The Regency does not look kindly on private armies, and "trade wars" and other such aberrations of the Imperial era (see *The Traveller Adventure*, SA) are a thing of the past.

Al Morai maintains its own facilities along its scheduled routes, and maintains its own maintenance and overhaul yards at several worlds including its Mora headquarters and Shirene (SM 2125), which is entirely owned by Al Morai (see page 46).

Duale: The research station at Duale is engaged in secret research for the Navy. It was severely damaged in 1102 by an explosion of unknown origin but was rebuilt in 1108 by the Imperial Navy to continue its research.

Duale is suffering a succession struggle between the displaced nobility who formerly held power on the world and the new popularly-selected government which thus far has been unable to uproot or coopt the nobles' power base (see also pages 16-18).

Mora (3124): Mora is the site of the Regency capital, having been established as the Domain of Deneb capital in 1120 because of its location at the approximate center of the Domain. Mora has one major continent which is home to most of the world's 30 billion inhabitants. Mora has grown significantly since the antebellum period, as a result of its importance as capital, fleet headquarters, and one of the only two TL-16 industrial worlds in the Regency (see "Regency Industrial Development Program," page 67). The Regency government offices and the residence of the Regent are contained in the huge Giyachii arcology, built off the coast of the major Moran continent.

The system's belt is the site of some of the Regency's most advanced biotechnology research and manufacturing facilities. Its location among asteroids makes it easy to contain or destroy unanticipated mishaps as necessary.

Mora is known as the "Gateway to the Marches" because of its location near the trailing end of the Spinward Main (see page 42) where it crosses

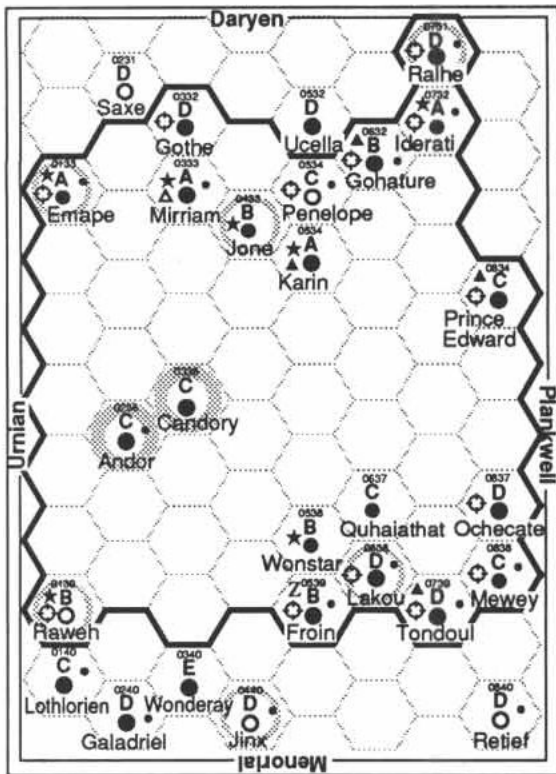
from Deneb Sector into Spinward Marches. Mora was the first major Imperial settlement in the sector, created in 60 as a commercial enterprise by Ling Standard Products (which see, page 46). With its location, Mora became the economic dynamo of Spinward Marches development, building and maintaining starships for the expansion, and producing industrial goods used to outfit the new worlds.

Nadrin (3123): The entire permanent population of this world is Jonkeereen (see page 61). Nadrin is the site of trials to establish the limits of atmospheric conditions that can be tolerated by Jonkeereen without artificial assistance.

Nexine (3030): This waterworld is inhabited by geneered (see Library Data) humans who live underwater and conduct undersea foarming. These humans were created by the then-Imperial Ministry of Conservation, now integrated into the Regency Ministry of the Interior (MoI), see "Malory," page 54.

Pallique: For reasons which are unclear today, this battered world was settled as an industrial center to exploit the two extremely rich planetoid belts in the system, even though as a captured body in an eccentric orbit perpendicular to the system's ecliptic plane, it passes through one of planetoid belts twice each local year, enduring severe meteor bombardment. All of Pallique's vast settlements are underground for protection from this bombardment, and the world is coded as an Amber Zone because of the hazards to navigation present near the world.

Because Pallique's population depend on these things to a greater degree than do other non-suicidal populations, Pallique is justly famous for the quality of the vacuum survival equipment manufactured there, including life support plants, containment buildings, vac suits, and emergency, survival, and rescue equipment.



Spinward Marches Subsector M: Five Sisters

Originally known to the Imperium as District 267 (see Plankwell/District 268, facing page), this subsector owes its name to the merchant captain Ignaz Ruffleran, who was the first Imperial to explore this area. He found a cluster of five habitable worlds which he laid claim for and named for his daughters: Mirriam (0333), Jone (0433), Ucella (0532), Penelope (0533), and Karin (0534). These five sisters and their sister worlds gave the subsector its name.

The subsector had not been heavily settled through the pre-Collapse era. Serious colonization only began in 740, but was cut short with the start of the PsionicSuppressions in 800, and the frontier wars made it clear that major Imperial development would not be practical in this area. In the antebellum period the Five Sisters were by necessity administered by the defensive umbrella of the Imperial Navy. Since the Collapse and foundation of the Spinward States the Five Sisters have become less of a military outpost, but retain a very strong RQS presence. However, in the new friendly climate between the Zhodani and Domain/Regency, development and migration long-postponed began in earnest in the 1130s, when many flocked to the unexploited worlds of the subsector, conscious of the fact that they were on the far side of the Regency from the threat of virus. This expansion continues, with Regency emigrants of a moderately naturalist/ecological movement avidly developing such naturally habitable "garden" worlds as Lothlorien (0140), Galadriel (0240), and Prince Edward (0834).

During periods of Imperial-Zhodani hostility the subsector's only connection to the Imperium proper was via the fortified world Flammarion (0930) in the Sword Worlds subsector, see page 45. Although Flammarion remains as its official connector for the XWeb, the prevailing good relations among the Spinward States have permitted extensive contact, especially through the imperial culture worlds of the Plankwell (N) subsector.

Penelope (0533): In the post-Collapse period, Penelope's population has been augmented by Jonkeeren (see page 61). They currently constitute about 12% of the world's population.

Spinward Marches Subsector N: Plankwell (District 268)

The Plankwell subsector was formerly the unnamed Imperial District 268. The Imperium maintained a policy of formally identifying unincorporated subsectors along its border as potential sites for expansion. This identification resulted in their designation as districts; District 268 was therefore the 268th sequentially designated district since the foundation of this policy. District 268 was opened for Imperial development in 941 by decree of the empress Margaret II.

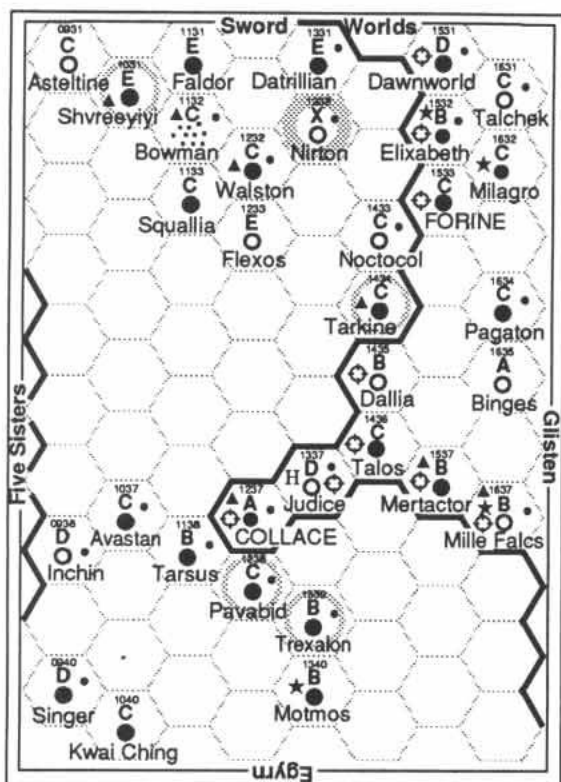
Five Sisters Subsector, 1117 and 1202 dual listing (Subsector M of Spinward Marches Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Emape	0133	B564500-B	N	Ag Ni	A503	DD	M0 V
	0133	A564622-B	N, I	Ag Ni	A203	Re	M0 V
Raweh	0139	B130300-B	N	De Lo Ni Po	A920	DD	G3 V M1 D
	0139	B130412-D	N, I	De Lo Ni Po	A320	Re	G3 V M1 D
876-574	0140	E687200-0		Lo Ni	702	Na	K7 V
Lothlorien	0140	C687643-8		Ni Ag Ri	502	Cs	K7 V
Saxe	0231	EAAS543-7		Fi Ni	910	Na	A2 V
	0231	DAA5643-8		Fi Ni	110	Na	A2 V
Andor	0236	C695735-9		Ag	R603	DD	F3 V
	0236	C6958X5-D		Dw An	R103	Re	F3 V
769-422	0240	E754401-8		Lo Ni	924	Na	G2 V
Galadriel	0240	D754545-8		Ni Ag	424	Cs	G2 V
Goth	0332	E221598-6		Ni Po	310	DD	F5 IV
	0332	D221598-8	I	Ni Po	510	Re	F5 IV
Mirriam	0333	B9998A6-A	B		A514	DD	G6 V
	0333	A9999A6-C	B	Hi	114	Re	G6 V
Candory	0336	C593634-8		Ni	R920	DD	F6 V M3 D
	0336	C5937X4-E		Ni An Dw	R420	Re	F6 V M3 D
Wonderay	0340	E88A46A-4		Lo Ni Wa	210	Na	M3 V M1 D
	0340	E88A56A-5		Lo Ni Wa	510	Na	M3 V M1 D
Jone	0433	B792785-9	N		A810	DD	G8 V M5 D
	0433	B792885-B	N		A110	Re	G8 V M5 D
Jinx	0440	D100133-7		Lo Ni Va	A202	Na	G3 IV M6 D
	0440	D100133-9		Lo Ni Va	A102	Na	G3 IV M6 D
Ucella	0532	D574654-7		Ag Ni C:0	A410	Cs	F2 V M6 D
	0532	D574554-8		Ag Ni C:2	810	Cs	F2 V M6 D
Penelope	0533	C460642-4		De Ni Ri	323	DD	F6 V M7 V
	0533	C460642-8	I	De Ni Ri	423	Re	F6 V M7 V
Karin	0534	A767768-C	A	Ag Ri	A410	DD	G7 V
	0534	A767789-E	A	Ag Ri	810	Re	G7 V
Wonstar	0538	B455741-7	N	Ag	A910	DD	M0 V M1 D
	0538	B455741-9	N	Ag	910	Re	M0 V M1 D
Froin	0539	C535225-9		Lo Ni RsZ	601	DD	M7 V M2 D
	0539	B535543-A	I	Lo Ni RsZ	701	Re	M7 V M2 D
Gohature	0632	C754766-7	S	Ag O:0732	523	DD	F8 V
	0632	B754766-7	S, I	Ag O:0732	723	Re	F8 V
Quhaiathat	0637	C314798-9		Ic	210	DD	K8 V
	0637	C314798-B		Ic	410	Re	K8 V
Lakou	0638	E779454-7		Lo Ni	A601	DD	M2 V
	0638	D779454-8	I	Lo Ni	A801	Re	M2 V
Ralhe	0731	E224564-8		Ni O:0732	801	Na	M2 V M3 D
	0731	D224575-9	I	Ni	A701	Re	M2 V M3 D
Iderati	0732	A887798-C	N	Ag Ri Cp	201	DD	G9 V
	0732	A887798-C	N, I	Ag Ri Cp	401	Re	G9 V
Tondoul	0739	E5136A7-4		Ic Na Ni	701	Na	K8 V M1 D
	0739	D5136A7-6	I	Ic Na Ni	901	Re	K8 V M1 D
875-496	0834	E888421-7	S	Lo Ni	A510	Cs	M3 V M7 D
Prince Edward	0834	C888653-8	S, I	Ni Ag Ri	110	Re	M3 V M7 D
Ochecate	0837	E747569-7		Ag Ni	210	Na	G8 V M8 D
	0837	D747569-9	I	Ag Ni	410	Re	G8 V M8 D
Mewey	0838	D786799-5		Ag Ri	701	Na	K3 V M3 D
	0838	C786799-7	I	Ag Ri	901	Re	K3 V M3 D
975-452	0840	E100316-9		Lo Ni Va	821	Na	M0 V
Retief	0840	D100453-A		Lo Ni Va	121	Cs	M0 V

Under this policy, the worlds of a district were not Imperial members but received Imperial protection. Imperial affairs were administered from Glisten (2036) in subsector O, but a token capital was maintained at Mertactor. This office is maintained at Mertactor in order to simplify relations between the Regency proper and the many individual client states in the subsector. Because of the relative safety of the worlds of this subsector, located as they are in a pocket well-protected by the main bulk and frontiers of larger Spinward States (the Zhodani and Regency frontiers to coreward and the Regency and Aslan frontiers to trailing), the protection of these worlds by incorporation into the Regency was not a high priority to the young government, as it was focused on securing its own coreward and trailing borders.

Nonetheless, as a sign of its commitment to the worlds of the subsector, the Regency government renamed District 268 as the Plankwell subsector (for Grand Admiral Olav hault-Plankwell, victor of the First Frontier War and first of the "Barracks Emperors," see Supplement 11, Library Data (N-Z), OP, and the MegaTraveller Imperial Encyclopedia, SA) and assigned the 184th Fleet to its defense, newly transferred from the Regency's trailing frontier (Vast Havens subsector, Deneb/P) and headquartered at Mille Falcs (1637).

Even in the antebellum environment of Imperial-Zhodani hostility, District 268 was a much better developed area than might be expected for a nonaligned buffer zone. Much of the reason for this was the presence of a major branch of the Spinward Main (page 42) touching all but two systems of the subsector. In fact, all jump-1 contact with the major world of Glisten (2036, page 50) had to pass through the district, with the result that a vigorous economy had developed over the centuries to support this trade.



Plankwell Subsector, 1117 and 1202 dual listing (Subsector N of Spinward Marches Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Asteltine	0931	B7A7402-A		Fl Lo Ni	210	Na	K7 V M3 D
	0931	C7A7402-9		Fl Lo Ni	110	Cs	K7 V M3 D
Inchin	0938	D12035C-A		De Lo Ni Po	823	Na	F0 III
	0938	D12035C-A		De Lo Ni Po	923	Cs	F0 III
Singer	0940	D553774-6		Po	901	Na	M2 V M2 D
	0940	D553774-7		Po	801	Cs	M2 V M2 D
567-908	1031	E532000-8		Lo Ni Po	310	Na	M9 V M1 D
Shvreeyiyi	1031	D5325E2-2	S	Ni Po	A610	Cs	M9 V M1 D
Avastan	1037	C433520-A		Ni Po	724	Na	M3 V
	1037	C433543-B		Ni Po	924	Cs	M3 V
Kwai Ching	1040	C503758-A		lc Na Va	320	Na	K3 V
	1040	C503758-B		lc Na Va	620	Cs	K3 V
Faldor	1131	E5936A7-2		Ni	520	Na	M7 III
	1131	E5936A7-2		Ni	720	Na	M7 III
Bowman	1132	D000300-9	S	As Lo Ni	801	Cs	M0 V
	1132	C000421-B	S	As Lo Ni	201	Cs	M0 V
Squallia	1133	C438679-9		Ni	320	Na	F0 V
	1133	C438679-9		Ni	720	Na	F0 V
Tarsus	1138	B584620-A		Ag Ni	202	Cs	K9 V
	1138	B584620-B		Ag Ni	402	Cs	K9 V
Walston	1232	C544338-8	S	Lo Ni V:9	302	Cs	M2 V
	1232	C544338-A	S	Lo Ni V:8	602	Cs	M2 V
Flexos	1233	ESA1422-6		Fl Lo Ni	610	Na	M1 V M2 D
	1233	ESA1422-7		Fl Lo Ni	810	Na	M1 V M2 D
Collace	1237	B628943-D	S	Hi In	101	Cs	F1 V M6 D
	1237	A628943-E	S, I	Hi In	201	Re	F1 V M6 D
Pavabid	1238	C6678D8-6			A701	Cs	K7 V
	1238	C6678D8-6			A901	Cs	K7 V
Datrillian	1331	E227633-8		Ni	801	Na	M1 V
	1331	E227633-9		Ni	901	Na	M1 V
Nirton	1332	X600000-0		Ba Lo Ni Va	R011	Na	K8 V
	1332	X600000-0		Ba Lo Ni Va	R011	Na	K8 V
Judice	1337	E9B2000-8		Fl Lo Ni RsH	321	Cs	M3 III
	1337	D9B2210-7	I	Fl Lo Ni RsH	421	Re	M3 III
Trexalon	1339	B361851-C		Ri	923	Na	M0 D
	1339	B361851-B		Ri	A823	Cs	M0 D
Motmos	1340	B684688-5	N	Ag Ni Ri	710	Cs	M2 V M2 D
	1340	B684788-9	N	Ag Ri	110	Cs	M2 V M2 D
Noctocol	1433	E7A5747-6		Fl	602	Na	F5 V M2 D
	1433	C7A5847-8		Fl	202	Cs	F5 V M2 D
Tarkine	1434	C466662-7	S	Ag Ni Ri O:1435	A310	Cs	M0 V M2 D
	1434	C466662-9	S	Ag Ni Ri O:1435	A810	Cs	M0 V M2 D
Dallyia	1435	B885883-9		Fl	610	Cs	F2 V
	1435	B885883-B	I	Fl	810	Re	F2 V
Talos	1436	E333532-9		Ni Po	820	Na	F9 V M1 D
	1436	C333643-A	I	Ni Po Na	120	Re	F9 V M1 D
Dawnworld	1531	E885000-0		Ba Lo Ni	025	Na	F8 V M5 D
	1531	D885160-A	I	Lo Ni	625	Re	F8 V M5 D
Elixabeth	1532	B426467-8	N	Lo Ni	201	Cs	M1 V M5 D
	1532	B426467-C	N, I	Lo Ni	401	Re	M1 V M5 D
Forine	1533	D312988-A		Hi lc In Na	610	Na	G9 V
	1533	C312988-B	I	Hi lc In Na	810	Re	G9 V
Mertactor	1537	B262732-B	S	Cp	610	DD	G1 V
	1537	B262832-B	S, I	Cp A:1	110	Re	G1 V
Talchek	1631	C781462-5		Fl Lo Ni O:1532	A601	Cs	K8 V M5 V
	1631	C781462-6		Fl Lo Ni O:1532	701	Re	K8 V M5 V
Milagro	1632	E21178A-7		lc Na	920	Cs	M2 V
	1632	C21188A-9		lc Na	120	Re	M2 V
Pagaton	1634	C769873-4		Ri	913	Na	M0 V
	1634	C769973-6		Hi	913	Re	M0 V
Binges	1635	A800231-A		Lo Ni Va	720	Na	F0 V
	1635	A800231-B		Lo Ni Va D:4	920	Re	F0 V
Mille Falcs	1637	B9A2469-C	A	Fl Lo Ni	301	DD	M2 V
	1637	A9A248A-E	A, I	Fl Lo Ni A:0	501	Re	M2 V

Major trade worlds along the jump-1 route included (and still do) Collace (1237), an industrial world specializing in low-cost, high technology trade goods, Forine (1533), an industrial world specializing in exportable electronic components, and Tarkine (1434), and agricultural world that produces a wide variety of exotic spices and plant extracts.

Bowman (1132): The phenomenal size of the Bowman Belt, one of the most extensive ever discovered, cannot really be divined from the UWP listed above. Although the system does contain just one contiguous belt (listed as an asteroid rather than a planetoid belt, as it is the system's inhabited main "world"), another way of encoding the system would be to list it with four additional planetoid belts, as the Bowman belt occupies five orbits: 0, 1, 2, 3, and the irregular 3.5 (TNE page 195). Orbit 0 contains mostly nickel-iron asteroids, orbits 2, 3, and 3.5 contain primarily carbonaceous and ice asteroids (the latter useful for starship refueling), and orbit 1 is a mix of nickel-iron and carbonaceous.

The only planet in the system is the single gas giant, Bowman Prime, which is accompanied by three large and nine small moons, and a ring system. Epsilon, one of the large moons, contains the remains of a pre-Maghiz Darrian outpost (see page 31). One of the small moons, Alpha, is the site the Regency scout base, the community of Garrison, and the system's starport, Garrison Starport.

Ling Standard Products (see page 46) maintains a base in the gas giant's trailing trojan asteroids, established in 853, from which it controls its in-system prospecting and mining operations. (See also adventure module *Beltstrike*, SA.)

Pavabid (1238): This world is ruled by an unorthodox offshoot of the Church of the Stellar Divinity, which believes that each star is a god to be worshipped by the inhabitants of its system. The so-called "Pavabidian Heresy" goes farther, and claims that these star-gods are each enemies of the other, and that a star-god may place part of its divine essence in a person, making this person a "Son of the Star." The ruling Thearchs of Pavabid have naturally all claimed this distinction.

The inhabitants of the world are maintained at TL 6 in an ignorant state, they are not allowed to emigrate, and they may not meet visitors from other "enemy" stars. The Tearch rules from his flying palace, which the populace believes is held in the air by "the hand of god" (actually contra-grav generators; the palace was built at the Glisten shipyards in 874). See *Double Adventure 6: Divine Intervention/Night of Conquest*, SA.

Shvreeyiyi (formerly 567-908) (1031): Homeworld of the intelligent race known as the "Shriekers," the world's name is an approximation of the Shriekers' name for their own world, although since much of their language is beyond the range of human hearing, this approximation is not recognizable to the Shriekers themselves. (For details on the Shriekers, see page 81.)

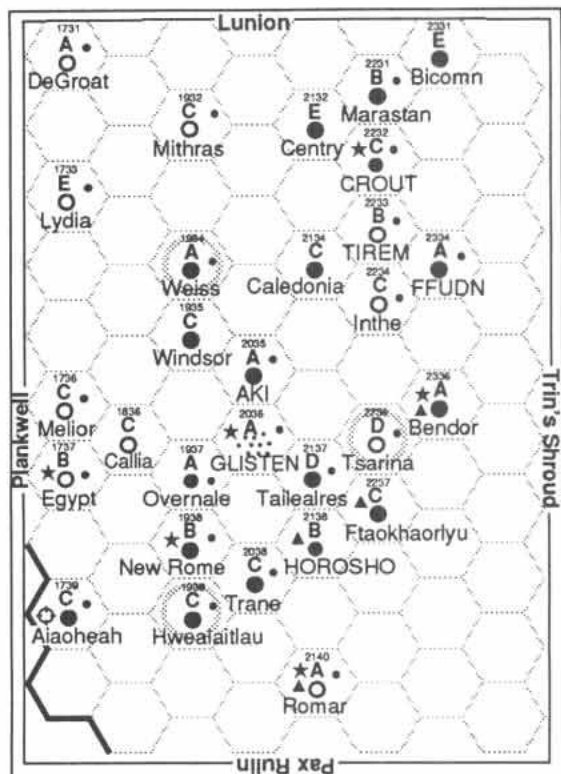
Although it lies outside of the Regency boundaries, the RISS operates an outpost in the system to maintain contact with this interesting race and protect them from abusive contact like the denuli gem trade.

Talchek (1631): This world contains ruins of a Darrian gas refinery dating to about -1000.

Tarsus (1138): Agricultural world, originally settled from Fornice from 450-460. World contains two settlements descended from Sword Worlds: one is the low-tech survivors of an oil refinery dating from -104, and the other is the descendants of a Tizonian army regiment, accused of war crimes on Vilis (1119) during the Second Frontier War, and who fled their Imperial-occupied homeworld to escape Imperial war-crimes prosecution after the war.

The Tarsus system is also the site of a pharmaceutical plants owned by the former megacorporation SuSAG, which are used in the manufacture of psi drugs (TNE page 258) using *tarsuline*, an extract of a plant fungus that has thus far only been grown on Tarsus. (See also adventure module *Tarsus*, SA.)

Glisten Subsector, 1117 and 1202 dual listing (Subsector O of Spinward Marches Sector)



Name	Hex	UPP	Base	Trade	TPPG	Aq	Stellar
Grote	1731	A400404-B		Lo Ni Va	124	DD	F8 V
DeGroat	1731	A400415-E		Lo Ni Va	724	Re	F8 V
Lydia	1733	E110430-6		Lo Ni	902	DD	M4 III M0 V
	1733	E110430-7		Lo Ni	602	Re	M4 III M0 V
Melior	1736	D140466-7		De Lo Ni Po	A724	DD	G3 V
	1736	C140477-8		De Lo Ni Po	924	Re	G3 V
Egypt	1737	BAC6567-7	N	Fi Ni	521	DD	F8 V
	1737	BAC6667-A	N	Fi Ni	421	Re	F8 V
Aster	1739	C86A410-9		Lo Ni Wa	401	DD	K9 V
Aiaoheah	1739	C86A6N9-9	I	Ni Wa Ri Aw	401	Re	K9 V
Callia	1836	E150852-6		De Po	810	DD	M3 V
	1836	C150952-7		De Po Hi	210	Re	M3 V
Mithras	1932	C885546-6		Fi Ni Pr	302	DD	M7 V
	1932	C885546-6		Fi Ni Pr	402	Re	M7 V
Weiss	1934	A626464-B		Lo Ni O:2036	A703	DD	M0 III M2 D
	1934	A626564-C		Ni A:4 O:2036	A203	Re	M0 III M2 D
Windsor	1935	C783511-9		Ni	210	DD	K9 V M0 D
	1935	C783634-A		Ni Ri A:1	210	Re	K9 V M0 D
Overnale	1937	B45467A-9		Ag Ni	423	DD	G3 V
	1937	A45467A-C		Ag Ni A:2	623	Re	G3 V
New Rome	1938	B837866-B	N	O:2036	704	DD	F8 V M0 D
	1938	B837866-B	N	O:2036	804	Re	F8 V M0 D
Craw	1939	C573674-6		Ni	923	Re	G7 V
Hwealaitlau	1939	C5737M5-3		Ni Aw	A223	DD	G7 V
Aki	2035	B443987-9		Hi In Po	A214	DD	G6 V M2 D
	2035	A4439AC-C		Hi In Po A:0	414	Re	G6 V M2 D
Glisten	2036	A000986-F	A	As Hi In Na Cp	821	DD	K9 V
	2036	A000A86-F	A	As Hi In Na Cp	521	Re	K9 V
Trane	2038	C639422-B		Lo Ni	704	DD	F4 V M3 D
	2038	C639422-C		Lo Ni An	904	Re	F4 V M3 D
Centry	2132	E222447-6		Lo Ni Po	220	DD	K3 V
	2132	E222447-8		Lo Ni Po	420	Re	K3 V
Caledonia	2134	C541636-5		Ni Po	910	DD	M4 III M0 D
	2134	C541536-8		Ni Po	810	Re	M4 III M0 D
Sorel	2137	E48569A-2		Ag Ni Ri	921	DD	G3 V M3 D
Tailalres	2137	D4857LB-5		Ag Ni Ri Aw	821	Re	G3 V M3 D
Horosho	2138	C3378A6-A	S		920	DD	F4 V
	2138	B3379A6-B	S	Hi	120	Re	F4 V
Romar	2140	B450456-B	A	De Lo Ni Po	112	DD	M2 V M3 D
	2140	A450576-D	A	De Ni Po A:7	212	Re	M2 V M3 D
Marastan	2231	D868772-5		Ag Ri	924	DD	K7 V
	2231	B868794-9		Ag Ri Re K:0	924	Re	K7 V
Crout	2232	E4359CA-7		Hi	314	DD	M7 II M9 V
	2232	C4359CA-8		Hi	414	Re	M7 II M9 V
Tirem	2233	C785975-8		Fi Hi	621	DD	K5 V
	2233	B785A85-C		Fi Hi	221	Re	K5 V
Inthe	2234	C100598-B		Ni Va	924	DD	K3 V
	2234	C100698-C		Ni Va	224	Re	K3 V
Tsarina	2236	D120636-5		De Na Ni Po	A301	DD	M2 V M2 D
	2236	D120636-7		De Na Ni Po	A601	Re	M2 V M2 D
Wurzburg	2237	C795300-A	S	Lo Ni	A510	DD	F8 V
Ftaokhaorlyu	2237	C7953K4-A	S	Lo Ni Aw	A810	Re	F8 V
Bicornn	2331	E563576-2		Ni	210	DD	M0 V
	2331	E563576-5		Ni A:2	310	Re	M0 V
Ffudn	2334	A41489D-C		lc	904	DD	F3 V M3 V
	2334	A41499D-D		Hi lc In	104	Re	F3 V M3 V
Bendor	2336	A756656-C	A	Ag Ni	820	DD	A5 V
	2336	A756756-E	A	Ag A:1	220	Re	A5 V

Spinward Marches Subsector O: Glisten

Glisten had been considered a backwater subsector until the opening of District 268 (see page 49), when the Glisten subsector became the jumping-off point for the subsector's development and the focal point for its subsequent support. In the years since, Glisten has emerged in its own right as one of the marches' major manufacturing centers, containing three industrial worlds ranging from TL-12 to 15 (Aki, Ffudn, and Glisten).

Glisten is defended by the 100th Fleet, headquartered at Glisten itself, and its small frontier is included in Quarantine District 7, which begins at the Glisten-Pax Rulin border (Trojan Reach/C, page 66) and runs core-spinward into the rimward end of the Vilis subsector (F, page 41). The 100th Fleet was established in 1108 during the Fifth Frontier War and pushed invading Sword Worlds forces from the Lanth subsector within a year.

The Glisten and Trin's Shroud (facing page) subsectors were particularly hard-hit by the *ihatei* invasions and contain a number of *fait accompli* worlds (see pages 10, 26, and 78).

Aki (2035): The world's Aslan population dates to an *ihatei* invasion in 1117 (recounted in TD 14). Aki was another of bloody and brutal Aslan-human fighting during the Civil War-era. After over a year of unwelcome Aslan rule, in mid-1119, during one of Aki's 87-hour nights, humans of the local Kritin faction, led by Tyrar "Trooper" McTavish took over the Aslan government compound and slaughtered the world's leaders. The downtrodden humans held the compound for five days before it was retaken by the Aslan. In a wave of bloody reprisals, the Aslan slaughtered many humans (including McTavish and his followers) for their "dishonorable" behavior. However, the takeover was not in vain, as its shock delayed further Aslan advances from this world, buying time for human worlds all through the Domain's threatened areas. When news of the short revolt became public, McTavish and all the people of Aki became heroes among the *ihatei*-threatened Domain. (See *Survival Margin* page 22.)

Bendor (2336): The Bendor shipyards are a major producer of Aslan-designed spacecraft such as the *Trekhyair*-type quarantine cutters (see pages 27 and 91).

Callia (1836): 25% of this world's population is Jonkeereen (see page 61).

Egypt (1737): Egypt used to be the home of the Domain's Imperial Ministry of Colonization training base, but this facility fell into disuse for obvious reasons following the Collapse. Indeed, the Regency no longer maintains a Ministry of Colonization, this Ministry having been merged with the Ministry of Conservation in 1135 as the Regency's Ministry of the Interior.

The Mol base at Egypt is involved in determining the best means to utilize the worlds of the Regency, and is involved in studies on the suitability of Jonkeereen (page 61) to various marginal worlds, as well as training participants of settlement programs targeted for the Regency's underused worlds. (For important details on world survey and acclimatization to new environments, see *World Tamers Handbook* pages 11-17, 20-24, and 36.)

With the impending opening of the Regency frontier (see pages 13 and 20-21), Mol's Egypt base is undergoing a renaissance of attention, and it is likely that the colonization mission will be removed from the Mol and once more established as a separate concern.

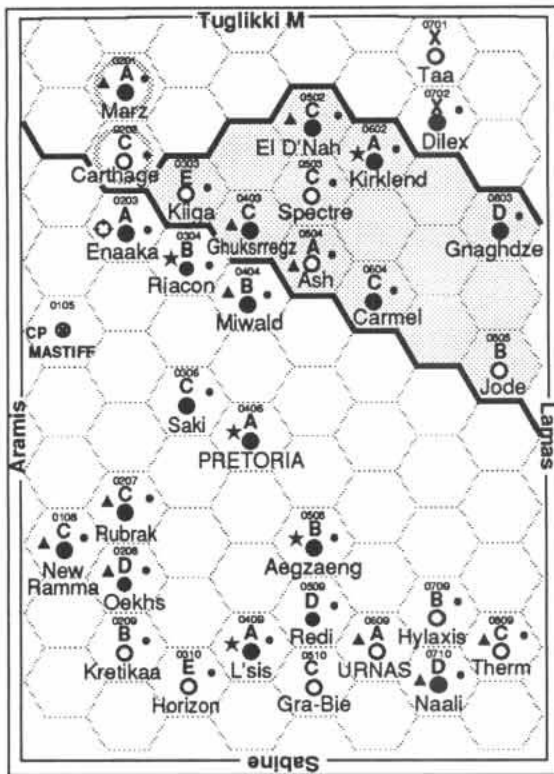
Glisten (2036): Not a world, but rather a large number of settlements in one of two belts orbiting the star Gliss (named for the system's 10th settlement, "Gliss Ten," eventually shortened to the current name). Glisten is one of the major high-tech industrial centers of the marches, and consists of a number of separate asteroid cities, most of which specialize in a particular industry or social role. The Glisten Belt, although not as extensive in area as some belt systems, has the most aggregate mass of the belts in the Spinward Marches. Glisten was the site of extensive *ihatei* intrusion, but unlike many such systems, the Aslan presence was completely rooted out.

Glisten City (a group of five asteroids linked into a tetrahedron) is the system's business and governmental center, the Pluvius group is the site center of starship manufacture and home of the famous Bilstein shipyards, Therak and Erom conduct most of the belt's mining and mineral refining, while heavy industry is concentrated in the Mistar and Namdet groups and Erom. Light industry is concentrated on Alea and the Warem and Thacen groups, and agricultural production (Glisten is agriculturally self-sustaining) is conducted in Alea, Ensu, and the Thacen and Vedfor groups. Among the more specialized asteroid cities are the diplomatic and trade center at Gro'un, the tourism center at Chun, and the "artist's colony" of Ensu. (See also TD 15).

Glisten Institute of Planetological Studies: Located on Was-hin, an asteroid orbiting near Glisten City (see "Glisten," above), "GLIPS" is one of the leading educational institutions in the Regency. Established in 630, it trains its students in the broad discipline of planetology (including the skills Biology, Chemistry, Farming, Geology, and Meteorology) conducts studies on terraforming and the introduction of new or geneered lifeforms into new environments, and maintains close ties with the RISS (see page 81), for which it is a major contracted research arm, and site for advanced training. Its student body is close to one million, with almost 50,000 faculty and researchers. The GLIPS facility includes over one hundred sample ecologies for study, each housed in its own separate asteroid.

Marastan (2231): Marastan was an Imperial reserve world, and is maintained as such by the Regency. Different reserve worlds served different purposes (see, for example, Aosta, Deneb 0332, page 64), and Marastan preserved and displayed examples of flora and fauna collected by Imperial Interstellar Scout Service (IISS) in its pre-Collapse explorations. Because of the irreplaceable value of this collection, research on this world is allowed only to accredited academics.

Marastan has also become the home of an enclave of K'ree, the descendants of a trade and diplomatic mission stranded in the Domain by the Civil War. They live on the world's open



DENEK

Deneb was not seriously settled by either of the first two human empires (the Vilani First Imperium or Zirru Sirkaa and the Solomani-run Second Imperium/Rule of Man/Ramshackle Empire, which was really nothing more than the First Empire taken over from Vilani control—for further details see the *MegaTraveller Imperial Encyclopedia*, SA); this had to wait until the early years of the vigorous Third Imperium when explorers of the new Imperial Interstellar Scout Service pushed beyond the known frontiers of Corridor Sector and found many readily exploitable worlds.

The Zhodani name for Deneb Sector is *Nlekksdia*.

Deneb Subsector A: Pretoria

The Pretoria subsector is patrolled by the 194th Fleet, which maintains its headquarters at Pretoria (0406). Pretoria's frontier is part of two quarantine districts, RQD 2 which enters Pretoria from spinward and extends to Enaaka (0203). This represents the trailing terminus of the Vargr interface that runs along the coreward edge of the Spinward Marches. RQD 3 begins immediately to trailing of Enaaka, and is the core-spinward beginning of the Regency Frontier that runs trailing and rimward all the way around the Regency to the Trojan Reach. RQD 3 encompasses the frontier shaded in gray in the map above, as well as the worlds on the edge of the safe immediately to its rear.

Enaaka (0203): This hot, humid world is perpetually overcast and has an ecosystem completely dominated by fungus, whose varieties number hundreds of times more than most other worlds. For example, rather than the photosynthetic plantlike forms common on most worlds, Enaaka's surface is covered by tall, treelike mushrooms and spongy fungal carpets for ground cover. While photosynthetic plants do exist, they are low on the ecological pyramid, such as marine algae, etc.

The wide variety of exotic fungi provides the basis of Enaaka's economy, being exported for pharmacological and exotic food markets, but they also provide a constant danger to its human inhabitants. Anyone directly breathing the Enakaan atmosphere is liable to catch a fungal infection in the lungs, and exposed skin is susceptible to a bewildering variety of topical infections (see *World Tamers Handbook*, pages 24-25 for discussion of diseases in TNE and examples of diseases upon which others can be based).

There are no native terrestrial lifeforms more advanced than insects, and almost all such lifeforms exist in a symbiotic relationship with the dominant fungal ecology, which of course means that their bites will often cause fungal infections within the circulatory system. (See *M/T 1* for further details.)

L'sis (0409): Although largely untouched by Vargr incursions during the Civil War, L'sis later became a site of significant Vargr refugee camps.

Rachele Society: Genocidal secret society founded by Zid Rachele (963-11037) on Pretoria (0406) in 992. The Rachele Society was a Vilani supremacist group (in itself an odd notion) dedicated to the creation of a Vilani "Fourth Imperium" and the extermination of the non-Vilani human races. It was responsible for the Rachelean Revolts of 1010-1011 in which the Society briefly took control of portions of Pretoria and Saki (0306, see below). The revolt was unsuccessful, and Rachele was sentenced to the prison world Exile (Deneb 1928, page 62). He escaped in 1015,

Pretoria Subsector, 1117 and 1202 dual listing (Subsector A of Deneb Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
New Ramma	0108	D465540-6	S	Ag Ni	703	DD	K6 V M6 V G6 V
	0108	C465740-9	S	Ag Ri	803	Re	K6 V M6 V G6 V
Marz	0201	A584985-A	S	Hi	101	DD	G4 V M7 D
	0201	A5848A9-B	S	V:2	A801	Na	G4 V M7 D
Carthage	0202	B2107B9-C		Na C:0	724	DD	M2 V
	0202	C2107B9-B		Na V:6	A224	Na	M2 V
Enaaka	0203	B777786-6		Ag	922	DD	F5 V
	0203	A777886-C	I	An V:1	122	Re	F5 V
Rubrak	0207	C554511-7	S	Ag Ni	701	DD	K3 V M8 D
	0207	C554524-9	S	Ag Ni V:5	901	Re	K3 V M8 D
Teh	0208	D263136-5	S	Lo Ni	802	DD	M2 V
Oekhs	0208	D263473-7	S	Lo Ni Vw	202	Re	M2 V
Kretikaa	0209	B20056B-C		Ni Va O:0409	623	DD	K2 IV
	0209	B20068B-D		Ni Va Na	823	Re	K2 IV
Kiiga	0303	D530624-8		De Na Ni Po	A201	DD	M0 V M2 D
	0303	E530526-8		De Ni Po	601	RF	M0 V M2 D
Riacon	0304	B666441-8	N	Lo Ni	301	DD	F6 V M8 V
	0304	B666441-C	N	Lo Ni Rv:2	701	Re	F6 V M8 V
Saki	0306	D276641-8		Ag Ni	701	DD	K8 V
	0306	C276746-9		Ag Rv:V	401	Re	K8 V
Horizon	0310	E110725-8		Na	324	DD	F2 IV K3 D
	0310	D110737-9		Na	624	Re	F2 IV K3 D
Gessert	0403	C254315-A		Lo Ni	320	DD	A2 V K2 D
Ghuksregz	0403	C254435-A	S	Lo Ni Vw	120	RF	A2 V K2 D
Miwald	0404	C53349B-A	S	Lo Ni Po	602	DD	M0 V M5 V
	0404	B53359B-C	S	Ni Po	302	Re	M0 V M5 V
Pretoria	0406	B656967-C	N	Hi Cp Mr	720	DD	G5 IV
	0406	A656A87-E	N	Hi Cp Rv:0	220	Re	G5 IV
L'sis	0409	A764896-8	N	Ri	101	DD	K6 V
	0409	A764873-9	N	Ri V:3 Rv:V	201	Re	K6 V
El D'Nah	0502	C549456-B		Lo Ni	502	DD	M6 V
	0502	C549457-B	S	Lo Ni	202	RF	M6 V
Spectre	0503	B100654-A		Na Ni Va	A802	DD	M8 V
	0503	C100656-8		Na Ni Va	402	RF	M8 V
Ash	0504	A540887-8	S	De Po	201	DD	M9 V M1 D
	0504	A540889-8	S	Po De V:0	101	RF	M9 V M1 D
Caladib	0508	B697222-9	N	Lo Ni	301	DD	M2 V
Aegzaeng	0508	B697433-A	N	Lo Ni Vw	601	Re	M2 V
Redi	0509	E575565-4		Ag Ni An C:4 O:0409712	DD	F3 V M3 D	
	0509	D575534-5		Ag Ni An V:6 C:4	912	Re	F3 V M3 D
Gra-Bie	0510	C23027B-9		De Lo Ni Po	120	DD	G7 V
	0510	C23027C-B		De Lo Ni Po	320	Re	G7 V
Kirkland	0602	A668443-A	N	Lo Ni	423	DD	F4 V
	0602	A668547-A	N	Ni Ag V:4	223	RF	F4 V
Carmel	0604	B346441-9		Lo Ni	302	DD	F0 V M0 V
	0604	C346441-7		Lo Ni	102	RF	F0 V M0 V
Umas	0609	D120974-C	S	De Hi In Na Po	A210	DD	K7 V
	0609	A120974-F	S	De Hi In Na Po	810	Re	K7 V
Taa	0701	A650643-9		De Ni Po	330	Na	G7 V
	0701	X650677-3		De Ni Po V:2	B230	Wi	G7 V
Dilex	0702	D626888-7			902	Va	M1 V
	0702	X626000-0		Ba	002	—	M1 V
Hylaxis	0709	B7B2354-A		Fi Lo Ni	522	DD	K7 V
	0709	B7B2355-C		Fi Lo Ni	622	Re	K7 V
Naali	0710	D61657A-8	S	Ic Ni	324	DD	M4 V
	0710	D61647A-A	S	Ic Lo Ni	424	Re	M4 V
Retion	0803	C558445-4		Lo Ni	601	Va	K7 V M4 D
Gnaghdze	0803	D55846A-2		Lo Ni Vw	301	RF	K7 V M4 D
Jode	0805	A9A6683-B		Fi Ni V:1	410	DD	F3 IV
	0805	B9A6683-9		Fi Ni V:2	210	RF	F3 IV
Therm	0809	D980489-5	S	De Lo Ni	313	DD	M9 V
	0809	C980489-7	S	De Lo Ni	513	Re	M9 V

and was presumed dead until 1103 when the Society, under his leadership, attempted to steal 22 large warships from the Imperial Navy Depot at Dynam (Lishun 1219). This attempt, in cooperation with Vargr corsairs, was found out and defeated, and Rachele's ship destroyed. (See also the *MegaTraveller Imperial Encyclopedia*, SA, and *TD 7*.)

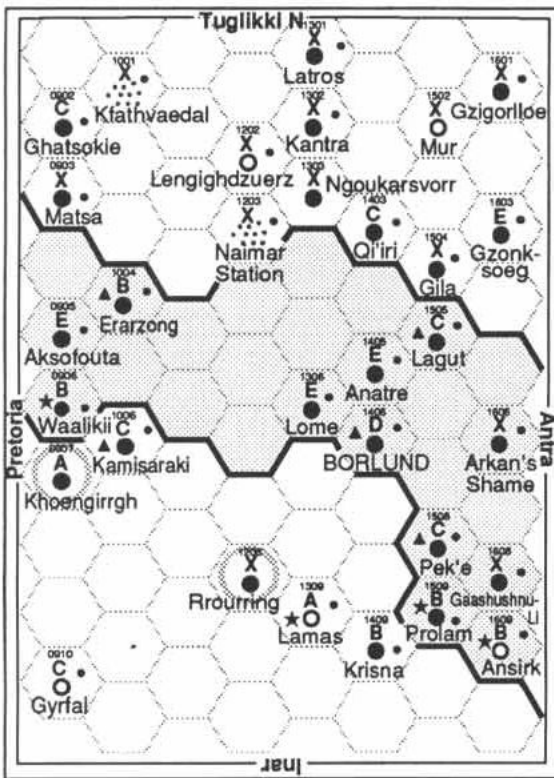
Redi (0509): As part of the Regency accommodations of 1132, the Vargr occupiers of Redi were given control of the world. This was a particularly good prize for the Vargr because of the Ancient site on the world. Government sources state that nothing in the site could be used as a weapon against the Regency. Nevertheless, the Vargr have closed the site to the public.

Saki (0306): Saki was the site of an Imperial scout base until the Rachelean Revolts of 1010-1011, during which the base was destroyed by a nuclear explosion as part of a failed blackmail attempt by the Rachele Society (which see, above). 26,000 people were killed, including 1900 Rachelean commandos. The base was never rebuilt.

Deneb Subsector B: Lamas

The Lamas subsector is defended by the 315th Fleet, headquartered at Lamas (1309). The 315th fought in the Fifth Frontier War as the 1st Fleet, defending the intersection of the Jewell (B), Regina (C), Vilis (F), and Lanth (G) subsectors. With the

Lamas Subsector, 1117 and 1202 dual listing
(Subsector B of Deneb Sector)



Name	Hex	UPP	Base	Trade	TPPG	Alq	Stellar
Ghatsokie	0902	BAB669D-8		Ag Ni Ri	304	Va	M7 V
	0902	CA8687A-7		Vw	404	Wi	M7 V
Matsa	0903	A234453-F		Lo Ni	102	Cs	F3 IV M5 V
	0903	X234000-0		Ba	002		F3 IV M5 V
Aksofouta	0905	D55677A-4		Ag	612	Va	F6 V
	0905	E556779-4		Ag Vw	212	RF	F6 V
Waalikii	0906	B525586-B	N	Ni	834	DD	M8 V
	0906	B525566-B	N	Ni O:1006	134	RF	M8 V
Malkei	0907	B659866-8		O:1309	610	DD	M1 III
Khoengirrh	0907	A659873-B		Vw Rw:1	A810	Re	M1 III
Cyrfal	0910	C886545-7		Fi Ni	103	DD	M8 V
	0910	C886545-8		Fi Ni	803	Re	M8 V
Kfaihvadael	1001	B000661-C		As Na Ni O:0902	224	Va	M5 V
	1001	X000000-0		Ba As	024		M5 V
Sisi	1004	B8D0610-8		De Ni	624	Va	M4 V
Erarzung	1004	B8D0613-9	S	De Ni Vw	324	RF	M4 V
Kamisarakhi	1006	C354467-A	S	Lo Ni O:0906	703	DD	G1 V M3 D
	1006	C354588-C	S	Ag Ni	103	Re	G1 V M3 D
Lengighdzuerz	1202	A300520-B		Ni Va Vw	923	Va	G6 V
	1202	X300000-0		Ba Va	023		G6 V
Naimar Station	1203	B000347-A	N	As Lo Ni	912	Cs	M5 V F6 D
	1203	X000000-0		Ba As	012		M5 V F6 D
Haniwa	1208	XA9A643-4		Ni Wa	R210	DD	F4 II
Rroumring	1208	XA9A772-6		Wa Vw	A310	Re	F4 II
Latros	1301	B688227-B		Lo Ni	501	Na	K3 V M0 D
	1301	X688258-2		Lo Ni	101	Wi	K3 V M0 D
Kantra	1302	C301698-9		lc Na Ni Va	622	Na	M7 V
	1302	X301000-0		Ba Va lc	022		M7 V
Q'i'iri	1303	E454323-7	C	Lo Ni	410	Va	M0 V
Ngoukarsvorr	1303	X454333-4		Lo Ni Vw	110	Wi	M0 V
Lome	1306	E324878-B			101	DD	M0 V M7 D M7 D
	1306	E324778-B			501	RF	M0 V M7 D M7 D
Lamas	1309	B7AA585-C	N	Fi Ni Wa Cp	701	DD	M5 V
	1309	A7AA685-E	N	Fi Ni Wa Cp	501	Re	M5 V
Q'i'ire	1403	A657377-A		Lo Ni	402	Na	K8 V
	1403	C657301-8		Lo Ni	202	Wi	K8 V
Anatre	1405	D5788A7-6			401	DD	M0 V
	1405	E5788A7-6		V:2	201	RF	M0 V
Borlund	1406	E454AAA-9		Hi	701	DD	K8 V M9 V
	1406	D454AAA-9	S	Hi	201	RF	K8 V M9 V
Krisna	1409	C84A651-A		Ni Wa	812	DD	F8 V
	1409	B84A757-C		Wa V:1	312	Re	F8 V
Mur	1502	C100733-A		Na Va	120	V6	M1 V M8 D
	1502	X100000-0		Ba Va	020		M1 V M8 D
Gila	1504	E663674-6		Ni Ri	201	Na	K5 V K5 D
	1504	X663698-5		Ni	301	Wi	K5 V K5 D
Lagut	1505	C312555-B		lc Ni	932	DD	M9 V
	1505	C312256-A	S	lc Lo Ni	332	RF	M9 V
Pek'e	1508	C441325-7	S	Lo Ni Po	412	DD	F3 V
	1508	C441254-7	S	Lo Ni Po	212	RF	F3 V
Prolam	1509	B769436-A	N	Lo Ni	223	DD	A7 V
	1509	B769436-A	N	Lo Ni	123	RF	A7 V
Gzorksoeg	1601	A311677-A		Na Ni lc	A801	V6	M1 V
	1601	X311000-0		Ba lc	001		M1 V
Gzorksoeg	1603	D567200-7	C	Lo Ni	401	Va	K9 V
	1603	E567200-5		Lo Ni Vw	201	Wi	K9 V
Yef	1606	E243342-4		Lo Ni Po	202	DD	M2 V
Arkan's Shame	1606	X243000-3		Lo Ni Po	102	RF	M2 V
Gaashushnu Lil Mur	1608	X744255-4		Lo Ni	R404	DD	F4 V
	1608	X744000-0		Ba	004		F4 V
Ansrirk	1609	B100100-F	N	Lo Ni Va	522	DD	F2 V
	1609	A100357-F	N	Lo Ni Va	A722	RF	F2 V

realignment of the Imperial fleets in the early 1110s, the 1st Fleet's designation was reassigned to the fleet assigned to the Core subsector (Core/G), and the former 1st Fleet became the 315th. Since the end of the Fifth Frontier War, the 1st/315th was rotated into Deneb in order to allow pride of place to go to those fleets that retained their historic wartime designations.

The Regency Frontier in the Lamas subsector is part of Regency Quarantine District 3, with its capital at Antra (1808, page 54).

Ansrirk (1609): Ansrirk's very small population supports little more than the starport and the naval operations in the system. The world of Ansrirk orbits one of the system's two gas giants, and contains a huge store of refined fuel, skimmed from the nearby gas giant. The Ansrirk system is used by the Navy for large-scale fleet maneuvers in conjunction with the Regency Naval War College (at Depot/Macene, SM 2612, page 43). Although its location in the Wilds already makes it an Amber Zone, it is specifically listed as an Amber Zone because the Navy often conducts live-fire exercises in the system, now possible because of its position outside of the Regency safe. Reserve squadrons frequently deploy to the Ansrirk system for refresher training, and the 55th Fleet (see page 56) often conducts maneuvers here.

Arkan's Shame (formerly Yef) (1606): This world was originally named Yef. It is located in the Regency Frontier and was largely depopulated by the Abandonment by the time Fleet Admiral Arthur Arkan arrived on the world. Arkan was the commander of the task force that formed the last line of defense against the *Kishkii* vampire fleet as it drove on toward Trin (see "Rape of Trin," page 80). The valiant efforts of Task Force Alpha destroyed all ships in the fleet except *Kishkii*, incurring tremendous losses of ships and personnel. Arkan blamed himself for the escape of *Kishkii* and the subsequent loss of life on Trin. He resigned his commission and drifted to Yef, and later declined to catch the last ship out. Travellers who stop by the world report that he is still living there, but has been driven quite mad by his guilt and the "ghosts" of Trin.

Gaashushnu Lil Mur (1608): Name means "Valley of the Living Dead Ones;" the world underwent a global nuclear war in 815, and the 1117 population were the descendants of those survivors who refused evacuation. This heart-breakingly mutated society eventually died out in the post-Collapse period.

Ghatsokie (0902): Homeworld of the Crenduthaar, a hexapodal sapient race. The Crenduthaar have a fearsome appearance completely out of keeping with their natures; they are large for sapient, 2.5 meters in length and massing 500 kg, and have a reptilian, draconic appearance, studded with scales, sharp teeth, and razor-sharp slashing limbs. However, the Crenduthaar have become vegetarians, as the beasts they used to prey on are long since extinct.

Of their three pairs of limbs, the rearmost is for locomotion, the frontmost is for manipulation and contains the "slashers," and the middle pair can be used as legs or manipulative arms, as the Crenduthaar are comfortable in a bipedal stance. However, their typical social stance is quadrupedal with their slashers safely folded, making them highly reminiscent of the Terran praying mantis.

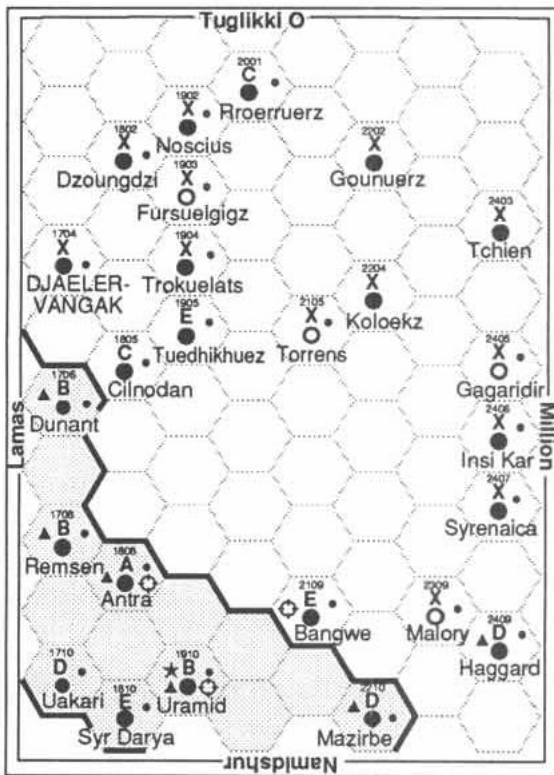
Adding to their fearsome appearance and size is their tendency to yell in loud, deep, booming voices. This is because their hearing is adapted to dense atmospheres, and in thinner atmospheres they cannot hear very well, and must compensate by speaking louder.

Despite their looks, the Crenduthaar are friendly, nonviolent, and extremely talkative. They take great joy in travel and learning, and delight in talking with others about all the wonders they have experienced. They are quite intelligent, and never tire of philosophy and other intellectual-spiritual pursuits. However, they find no real need for technology, and are completely happy with their own static TL 0 culture. They know how to use tools, but left to their own devices, find no attraction in technological advancement. (See also *MTJ* 3.)

The Crenduthaar name for the world is *Thaar*, or "wide place." The name Ghatsokie is the Vargr name for the world. The antebellum Vargr population, followers of a Vargr religion known as "The Followers of Auugh," were augmented by Vargr raiders, corsairs, and opportunists during the Civil War, and the world is now dominated by a non-spiritual Vargr government.

Of Ghatsokie's 400 million population, 30 million are the Vargr rulers (who enslave and "domesticate" the Crenduthaar), and the remainder are Crenduthaar. The world's tech level refers only to the Vargr, Crenduthaar society is TL 0.

Waalikii (0906): When the Regency established its borders, the people of Waalikii found themselves in the Frontier. Subsequently, over 85% of the population moved to Waalikii's colony world of Kamisarakhi (1006). In 1135 the government was moved to Kamisarakhi because the vast majority of its subjects now live on that world. The government of Kamisarakhi claims ownership of Waalikii, although it is seldom visited.



Antra Subsector, 1117 and 1202 dual listing (Subsector C of Deneb Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Graek	1704	D7879C7-4		Hi V:9	A101	Cs	M4 V
Djaelervangak	1704	X7879AA-4		Hi Vw	301	Wi	M4 V
Dunant	1706	B311320-E	S	Lo Ni Ic	AS23	DD	M2 V M4 V
	1706	B311252-E	S	Lo Ni Ic	923	RF	M2 V M4 V
Remsen	1708	B788676-9	S	Ag Ni Ri C:7	524	DD	F9 V M7 D
	1708	B788676-9	S	Ag Ni C:5 V:2	324	RF	F9 V M7 D
Uakari	1710	C5348AA-6			912	DD	K6 V
	1710	D5348AA-5			412	RF	K6 V
Dzungdz	1802	A457353-E		Lo Ni	624	V6	K7 V
	1802	X457300-5		Lo Ni Ww	224	Wi	K7 V
Cilnodan	1805	B342221-9		Lo Ni Po	632	DD	M9 V F8 D
	1805	C342257-6		Lo Ni Po	232	Wi	M9 V F8 D
Antra	1808	A53789C-E		Cp	501	DD	M0 V K5 D
	1808	A53789C-E	S, T	Cf V:1	301	RF	M0 V K5 D
Syr Darya	1810	E55769C-5		Ag Ni	922	DD	G3 V M4 V
	1810	E55769C-5		Ag Ni V:3	422	RF	G3 V M4 V
Noscius	1902	C222201-7		Lo Ni Po	A511	V6	M3 V M8 V
	1902	X222000-0		Ba Po	011	—	M3 V M8 V
Fursuelgiz	1903	B200787-8		Na Va Ww	901	V6	M1 V
	1903	X200000-0		Ba Va	001	—	M1 V
Marnig	1904	E241101-5		Lo Ni Po	301	V6	K7 III M8 V
Trokuelats	1904	X241100-4		Lo Ni Po Ww	101	Wi	K7 III M8 V
Ostov	1905	C768532-6		Ag Ni	422	DD	F7 V G7 D
Tuedhikuez	1905	E768534-5		Ag Ni V:9	B222	Wi	F7 V G7 D
Uramid	1910	B345568-A	A	Ag Ni O:1808	621	DD	M2 V
	1910	B345568-A	A, T	Ag Ni O:1808	321	RF	M2 V
Filangger	2001	A76A654-C		Ni Ri Wa	823	V6	A0 IV G6 V
Rroerruerz	2001	C76A7AA-9		Wa Vw	B123	Wi	A0 IV G6 V
Torrens	2105	C100238-D		Lo Ni Va	104	DD	M4 V
	2105	X100000-0		Ba Va	004	—	M4 V
Bangwe	2109	D78A302-A		Lo Ni Wa	112	DD	K5 V
	2109	E78A246-6	T	Lo Ni Wa	412	Wi	K5 V
Gounuerz	2202	B235330-A	C	Lo Ni	510	Va	M9 V
	2202	X235000-0		Ba	010	—	M9 V
Dofil	2204	E59368B-5	C	Ni	710	Va	F3 V M1 V
Koloekz	2204	X59366C-3		Ni Ww	8810	Wi	F3 V M1 V
Mazirbe	2210	D5537A6-4		Po	124	DD	K7 III F0 D
	2210	D553689-4	S	Po V:5	424	RF	K7 III F0 D
Malory	2309	C320774-6	S	De Na Po	223	DD	M8 V K8 D
	2309	X320000-0		Ba	023	—	M8 V K8 D
Tchien	2403	B696266-A	N	Lo Ni Mr	610	Cs	M1 V
	2403	X696266-6		Lo Ni	210	Wi	M1 V
Gagaridir	2405	B220310-A	N	De Lo Ni Po	201	DD	K2 V M1 V
	2405	X220000-0		Ba De Po	001	—	K2 V M1 V
Insi Kar	2406	B211454-B		Lo Ni Ic	624	DD	M4 V
	2406	X211000-0		Ba Ic	024	—	M4 V
Syrenaica	2407	C669464-9		Lo Ni O:2406	503	DD	A4 V M6 V
	2407	X669403-4		Lo Ni	203	Wi	A4 V M6 V
Haggard	2409	C777224-6	S	Lo Ni	613	DD	F1 V M9 D
	2409	D777224-5	S	Lo Ni	313	Wi	F1 V M9 D

Deneb Subsector C: Antra

The Antra subsector is severely reduced from its antebellum extent; the subsector contains no worlds in the Regency safe area, and well over half of the subsector's worlds lie outside of the Frontier as well, in the Wilds.

Antra subsector is defended by the 61st Fleet, which was pulled back from its previous station in the Million subsector (Deneb/D). The 151st Fleet, which had formerly defended Antra, was sent spinward to cover the new Regency territories in the Sword Worlds subsector (Spinward Marches/J, page 45). The 61st is headquartered at Uramid (1910), within the Frontier itself. Uramid possesses the only naval base in the subsector.

The Antra frontier is part of Regency Quarantine District 3, which runs from the beginning of the frontier in Pretoria subsector (Deneb/A, page 52) to the border between the Antra and Namidshur (G) subsectors in the three-world line of Orenberg, Diiski (2011 and 2111, page 58), and Mazirbe (2210, this page). Note that these three worlds, being the boundary between RQD 3 and 4 are considered to be in *both* quarantine districts. This overlap is to prevent gaps from occurring on the seams between districts where the forces of each side assume that certain threats are within the neighboring district's area of responsibility.

Antra (1808): Antra is the frontier capital of Regency Frontier worlds in Quarantine District 3 (i.e., the Frontier areas in Deneb subsectors A, B, and C, plus two worlds, Orenberg and Diiski, see above, in subsector G).

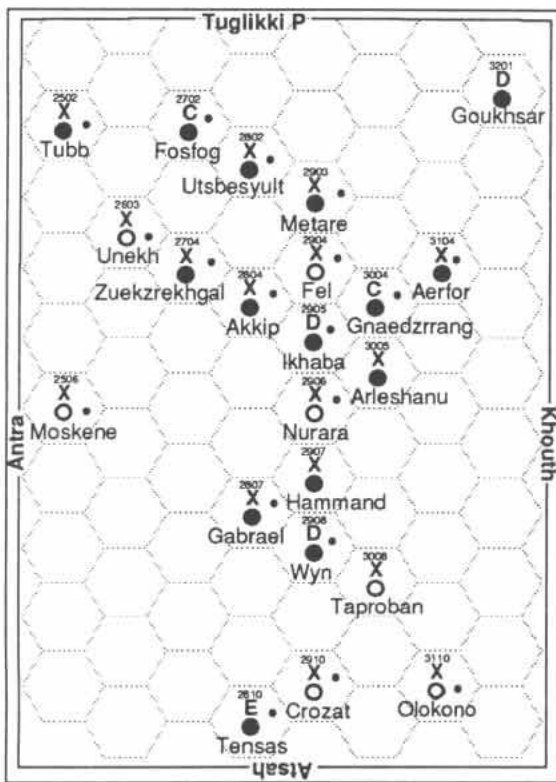
Malory (2309): Malory had been a Jonkeereen world (see page 61), but with the collapse of even its relatively low technology (TL 6), the Jonkeereen's adaptations to an arid environment did not preserve them in an airless environment. Those that were not evacuated as the world's infrastructure deteriorated simply died, the same as any non-geneered human would have.

A test program is currently underway on Nadrin (SM 3123, page 47) to evaluate the usefulness of the Jonkeereen adaptations to environments with trace atmospheres, which are possessed by the majority of worlds classed as "desert" by their trade classification. It

is now privately believed among members of the Regency government that the Imperial Ministry of Colonization's Jonkeereen project, 500 years in the making, was an expensive failure, born of the swaggering self-confidence of many geneering advocates. However, the expense is not in financial terms, but rather in the human cost: by creating a new race of humans which are psychologically and culturally isolated from the remainder of humanity, but which do not have a significantly different environmental niche, all that has been accomplished is to create a new occasion for racial strife and

Adventure Hooks

When fleshing out the details of worlds, pay attention to the changes listed between 1117 and 1202. These tiny little variations in digits are all that a miserable little UWP can do to reflect the changes of 85 years of history. Think of what Earth was like in 1910, and try to count all of the changes, revolutions, wars, and social upheavals that have taken place since then. Each of the 981 worlds in RSB has had this much more history added to it by the New Era. Some of these changes will be long over, but their effects will live on into 1202 in the form of social inequalities, resentments, or unfinished business like, say, the period between 1918 and 1939.



Million Subsector, 1117 and 1202 dual listing (Subsector D of Deneb Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Tubb	2502	C89A799-9		Wa	701	Na	F7 V M0 D
	2502	X89A7A8-7		Wa V:1	801	Wi	F7 V M0 D
Moskene	2506	E200101-B		Lo Ni Va	603	DD	F5 V G7 V
	2506	X200000-0		Ba Va	003	—	F5 V G7 V
Unekh	2603	C200888-7		Na Va	502	Vu	M1 V
	2603	X200000-0		Ba Va	002	—	M1 V
Fosfog	2702	A57559C-8		Ag Ni	114	Vu	G5 IV M3 V
	2702	C57547C-5		Lo Ni Vw	414	Wi	G5 IV M3 V
Talon	2704	C343976-B	C	Hi In Po	224	Vu	K4 V
Zuekzrekgal	2704	X343566-0		Ni Po Vw	B424	Wi	K4 V
495-524	2802	D785300-4		Lo Ni An D:6	422	Vu	F3 V M6 D
Utsbesyult	2802	X7855X4-4		Ag Ni An Dw V:0	222	Wi	F3 V M6 D
Akkip	2804	C442687-9		Ni Po	522	Vu	F8 V
	2804	X44256A-2		Ni Po Vw	B322	Wi	F8 V
Gabrael	2807	A473646-E		V:3 Ni	424	DD	K4 V
	2807	X473658-5		Ni V:3	124	Wi	K4 V
Tensas	2810	C556550-6		Ag Ni	504	DD	K8 III
	2810	E556532-2		Ag Ni V:6	204	Wi	K8 III
Metare	2903	A32465A-E		Ni	801	Vu	M2 V M3 D
	2903	X324000-0		Ba	001	—	M2 V M3 D
Fel	2904	A7A7898-A		Fi	622	Vu	M3 V
	2904	X7A7000-0		Ba Fi	022	—	M3 V
Ikhaba	2905	C675512-8		Ag Ni	A933	DD	M5 III
	2905	D675573-7		Ag Ni	433	Wi	M5 III
Nurara	2906	C5A5422-B	S	Fi Lo Ni	604	DD	M0 V
	2906	X5A5000-0		Ba Fi	004	—	M0 V
Hammand	2907	E736132-4		Lo Ni	A120	DD	M9 V M4 D
	2907	X736000-0		Ba	020	—	M9 V M4 D
Wyn	2908	C546444-5		Lo Ni	701	DD	K2 V
	2908	D54648A-4		Lo Ni V:8	301	Wi	K2 V
Crozat	2910	C410424-7		Lo Ni	404	DD	M4 V M6 V
	2910	X410000-0		Ba	004	—	M4 V M6 V
Oluk Dzas	3004	B363521-7		Ni	814	Vu	K8 V
Gnaedzrrang	3004	C363556-3		Ni Vw	B314	Wi	K8 V
Arleshanu	3005	A262333-E	N	Lo Ni Cp	420	DD	F4 IV
	3005	X262224-3		Lo Ni	520	Wi	F4 IV
Taproban	3008	B8A8787-C	N	Fi	A720	DD	M2 V
	3008	X8A8000-0		Ba Fi	020	—	M2 V
Aerfor	3104	A584520-D		Ag Ni RsD	534	Vf	K7 V
	3104	X58456A-8		Ag Ni Vw	234	Wi	K7 V
Olokono	3110	E6A5211-5		Fi Lo Ni	801	Vf	M0 V
	3110	X6A5000-0		Ba Fi	001	—	M0 V
Goukhsar	3201	C563224-5		Lo Ni	310	Vf	A6 V
	3201	D563243-4		Lo Ni Vw	110	Wi	A6 V

unhappiness. Relations between "normal" humans and Jonkeeren on worlds where both exist in numbers are strained at best, and because unmodified humans have found ways to exist in deserts for millenia, the need for this new source of human misery is hardly justified.

Note that both organizations merged to create the Regency's Ministry of the Interior (Mol), the former Imperial Ministries of Conservation and Colonization, were engaged in geneering projects, of which the Jonkeeren project was perhaps the most needless. However, the Mol is not engaged in geneering programs. Instead, it concentrates on using existing human, technological, and planetary assets in the most effective and beneficial possible manner. To this end, they are engaged in projects such as that on Nadrin.

Deneb Subsector D: Million

The Million subsector is completely outside of the Regency, not even the Regency Frontier extends into this subsector. However, it is patrolled by squadrons of the 61st and 125th Fleets, based respectively in the neighboring Antra and Namidshur subsectors (Deneb/C, facing page, and Deneb/G, page 58).

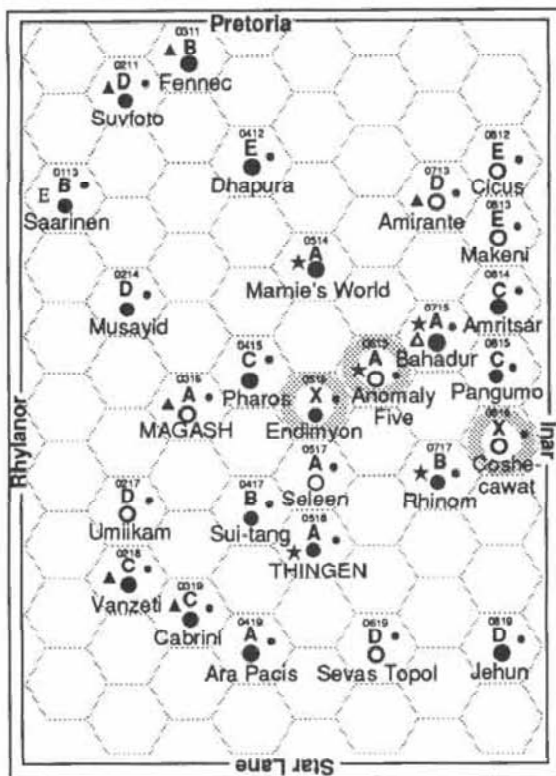
Utsbesyult (formerly 495-524) (2802): As the Collapse caused disorganization among the Vargr rulers of this world, the Droyne population staged an uprising and gained control of the world. Some isolated bands of Vargr remain on the world, which the Droyne have renamed Utsbesyult, but they are not considered citizens.

The Imperial Calender

The imperial calendar is a simple chronological numbering of days in a 365-day year from 001 to 365. It contains no months, although days are divided into the traditional seven-day weeks. In order to allow an integer-number of weeks, one day a year is set outside of the week structure (52x7=364, leaving one day left over). This day is called Holiday, and is the first day of the year, 001.

Imperial convention assigns simple names to each day of the week: Wonday, Tудay, Thirday, Fourday, Fiday, Sixday, and Senday. The standard abbreviations for these days (1dy, 2dy, 3dy, 4dy, 5dy, 6dy, 7dy) show their derivation. Holiday (Hdy) is a unique day, occurring only once a year, and does not fall in any week.

Because the imperial calendar consists of an integral number of weeks, there is no slippage between date and day of the week. In other words, day 008 of any given year will always fall on Senday. Incidentally, this means that there is no imperial concept comparable to "Friday the 13th," as 013 falls on Fiday every year.



Deneb Subsector E: Sabine

Deneb contains no astrographic features comparable to the great Spinward Main in the neighboring Spinward Marches (see page 42). The largest main in Deneb is Sabinar Main, named by combining the names of the two subsectors that it connects. The Sabinar Main connects 40 worlds by a contiguous jump-1 route, and all but one of these worlds fall into either the Sabine or Inar subsectors (the one exception is the trailing-most world of the main, Polizzi [1719], in the Namidshur subsector, page 58).

Defended by the 195th Fleet headquartered at Bahadur (0715), Sabine is also home to the Regency's trailing swing fleet, the 55th Fleet, based at Mamie's World (0514). (See the Lanth subsector, page 42, for details of the spinward swing fleet.)

Anomaly Five (0615): This world was first explored by the ISS in the early 400s, when it was discovered that the world contained enormous mass concentrations far beneath its surface. Despite almost 800 years of study, scientists still cannot explain these concentrations, but speculation involves some artifacts of the Ancients as well as deposits of superheavy elements (which see, below). The system was interdicted in 690, and remains so to this day. The world is naturally the subject of ongoing study.

Superheavy Elements: These are extremely rare elements with atomic numbers ranging from 114 to 122. Although elements heavier than uranium (atomic number 92) are typically highly unstable, rapidly decaying to lighter elements, quantum theory predicts an "island" of stability between atomic numbers 114 and 122, with half-lives in the millions of years. Like all heavier elements, these would be produced in the hearts of stars, and only distributed in supernovae. Nonetheless, small samples of such elements have been analyzed, and it is clear that their unique qualities would make them extremely valuable, and would be likely to enable numerous technological breakthroughs not possible with commonly available materials, just as the rare earth metal lanthanum is indispensable for

Sabine Subsector, 1117 and 1202 dual listing (Subsector E of Deneb Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Saarinen	0113	B566212-8		Lo Ni RsE	513	DD	K6 V M5 D
	0113	B566444-A		Lo Ni RsE	313	Re	K6 V M5 D
Suvfoto	0211	D95488A-7	S		304	DD	K6 V
	0211	D95488A-6	S	V:2	404	Re	K6 V
Musayid	0214	E5448AE-5			514	DD	K5 V
	0214	D5448AE-6			714	Re	K5 V
Umilkam	0217	DAA6300-5		Fl Lo Ni	401	DD	G1 V M7 D
	0217	DAA6300-7		Fl Lo Ni	701	Re	G1 V M7 D
Vanzeti	0218	C52A531-C	S	Ni Wa	401	DD	M3 V M7 V
	0218	C52A531-C	S	Ni Wa	601	Re	M3 V M7 V
Fennec	0311	C556833-8	S		520	DD	G7 V
	0311	B556836-A	S	V:0	820	Re	G7 V
Magash	0316	A400976-F	S	Hi In Na Va Cp	824	DD	K7 III F8 V
	0316	A400A56-F	S	Hi In Na Va Cp	124	Re	K7 III F8 V
Cabrini	0319	C365510-6	S	Ag Ni	123	DD	K9 V
	0319	C365510-7	S	Ag Ni	323	Re	K9 V
Dhapura	0412	E579758-7			512	DD	F4 V
	0412	E579758-8		V:1 An	612	Re	F4 V
Pharos	0415	B593477-8		Lo Ni	612	DD	M2 V
	0415	C593477-9		Lo Ni	712	Re	M2 V
Sui'tang	0417	B552864-A		Po O:0316	415	DD	G4 V M3 D
	0417	B552854-C			515	Re	G4 V M3 D
Ara Pacis	0419	A337678-B		Ni	601	DD	M3 V
	0419	A337778-D			101	Re	M3 V
Mamie's World	0514	AA9A324-B	N	Lo Ni Wa	510	DD	F3 V
	0514	AA9A324-E	N	Lo Ni Wa	610	Re	F3 V
Endimyon	0516	X555434-1		Lo Ni	R523	DD	F3 III M5 D
	0516	X555434-5		Lo Ni	R723	Re	F3 III M5 D
Seleen	0517	A310467-E		Lo Ni O:0316	704	DD	M6 V
	0517	A310467-F		Lo Ni O:0316	204	Re	M6 V
Thingen	0518	B467998-D	N	Hi	305	DD	G9 V
	0518	A467998-E	N	Hi	505	Re	G9 V
Anomaly Five	0615	X100000-5		Lo Ni Va	R623	DD	M9 V
	0615	X100000-6		Lo Ni Va	R423	Re	M9 V
Sevas Topol	0619	D9C3256-7		Fl Lo Ni	923	DD	M2 V
	0619	D9C3156-8		Fl Lo Ni	323	Re	M2 V
Amirante	0713	D210899-4	S	Na	602	DD	K5 V
	0713	D210999-5	S	Na Hi	102	Re	K5 V
Bahadur	0715	A326230-E	B	Lo Ni	102	DD	M5 V
	0715	A326230-E	B	Lo Ni	102	Re	M5 V
Rhinom	0717	B7768AB-8	N		601	DD	F9 V
	0717	B7768AB-A	N		801	Re	F9 V
Cicus	0812	E310330-5		Lo Ni	621	DD	G0 V K0 V M4 V
	0812	E310330-8		Lo Ni	521	Re	G0 V K0 V M4 V
Makeni	0813	E100542-8		Ni Va	302	DD	M1 V
	0813	E100542-9		Ni Va	302	Re	M1 V
Amritsar	0814	C897535-8		Ag Ni An	413	DD	F3 V
	0814	C897535-A		Ag Ni An	613	Re	F3 V
Pangumo	0815	C35259B-B		Ni Po	301	DD	K0 V M8 V
	0815	C35249B-A		Lo Ni Po V:7	901	Re	K0 V M8 V
Coshecawat	0816	X100641-1		Na Ni Va	R313	DD	M6 V F6 D
	0816	X100641-5		Na Ni Va	R513	Re	M6 V F6 D
Jehun	0819	E66766A-7		Ag Ni Ri O:0717	901	DD	K2 V M4 V
	0819	D667756-8		Ri	201	Re	K2 V M4 V

the manufacture of jump drives.

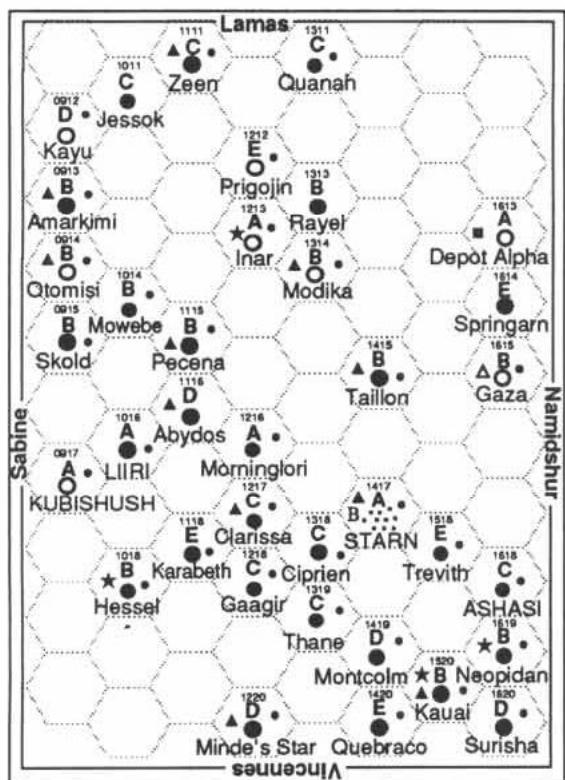
Superheavy elements are also known as eka-metals or island metals.

Deneb Subsector F: Inar

The Inar subsector is home to the 257th Fleet, which maintains its headquarters at Inar (1213).

Depot Alpha (1613): Formerly Deneb's only naval depot, the Depot system became Depot Alpha with the establishment of Depot Beta in the Pashus system (1432, page 65). The actual name of the world itself is Sika'im, but following Imperial convention the system as a whole is named Depot, for the crucial facility located there.

Kauai (1520): As Kauai's population increased its leadership began long-range programs to make the world more attractive to interstellar trade and immigration. This was necessary in particular to make them more competitive with Bumushe (1522) in the neighboring Vincennes subsector (page 61). These programs included the transition to a more inclusive government and less restrictive code of



**Inar Subsector, 1117 and 1202 dual listing
(Subsector F of Deneb Sector)**

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Kayu	0912	E9B75A8-8		FI Ni	412	DD	M2 V
	0912	D9B75A8-9		FI Ni	612	Re	M2 V
Amarkimi	0913	B446410-A	S	Lo Ni	902	DD	K8 V
	0913	B446543-C	S	Ag Ni	102	Re	K8 V
Otomisi	0914	B5A5577-C	S	FI Ni	403	DD	G6 V M9 V
	0914	B5A5577-D	S	FI Ni	503	Re	G6 V M9 V
Skold	0915	B764323-A		Lo Ni C:2	124	DD	K0 V
	0915	B764323-B		Lo Ni C:2	324	Re	K0 V
Kubishush	0917	B8B69AA-D		FI Hi	901	DD	M3 V M8 V
	0917	A8B6AAA-E		FI Hi V:0	101	Re	M3 V M8 V
Jessok	1011	C623510-B		Ni Po	920	DD	G8 V G0 V
	1011	C623683-C		Ni Po	120	Re	G8 V G0 V
Mowebe	1014	C748551-B		Ag Ni	601	DD	K9 V M2 V
	1014	B748551-B		Ag Ni V:6	801	Re	K9 V M2 V
Liiri	1016	B542998-D		Hi In Po	401	DD	M4 V K8 D
	1016	A542998-F		Hi In Po	901	Re	M4 V K8 D
Hessel	1018	B658100-D	N	Lo Ni	801	DD	K4 V M2 D
	1018	B658100-C	N	Lo Ni	901	Re	K4 V M2 D
Zeen	1111	D6536X3-6	S	Ni Po Dw	301	DD	K6 V
	1111	C6536X3-8	S	Ni Po Dw	601	Re	K6 V
Pecena	1115	B347014-A	A	Lo Ni	722	DD	M4 III
	1115	B347114-A	S	Lo Ni	122	Re	M4 III
Abydos	1116	D335666-8	S	Ni O:1016	410	DD	M5 V
	1116	D335666-8	S	Ni O:1016	410	Re	M5 V
Karabeth	1118	E663468-7		Lo Ni O:1016	102	DD	K9 III M3 V
	1118	E663468-7		Lo Ni O:1016	902	Re	K9 III M3 V
Prigojin	1212	E100440-8		Lo Ni Va	903	DD	K4 V
	1212	E100440-A		Lo Ni Va V:6	303	Re	K4 V
Inar	1213	A310736-E	N	Na Cp	903	DD	M7 V
	1213	A310836-E	N	Na Cp	303	Re	M7 V
Moringlori	1216	B544585-7		Ag Ni	113	DD	M2 V
	1216	A544585-B		Ag Ni	413	Re	M2 V
Clarissa	1217	C536422-A	S	Lo Ni	514	DD	M4 V
	1217	C536422-B	S	Lo Ni	714	Re	M4 V
Gaagir	1218	C86A358-A	S	Lo Ni Wa	601	DD	K6 V K9 V
	1218	C86A358-B	S	Lo Ni Wa	901	Re	K6 V K9 V
Minde's Star	1220	D235452-B	S	Lo Ni	303	DD	M7 V
	1220	D235352-D	S	Lo Ni	703	Re	M7 V
Quanaah	1311	C467474-6		Lo Ni	123	DD	K4 V
	1311	B467685-8		Ni Ag Ri V:1 Rvr:1	123	Re	K4 V
Rayel	1313	B693632-8		Ni	410	DD	G3 V
	1313	B693632-A		Ni V:3	710	Re	G3 V
Modika	1314	B450413-8	S	De Lo Ni Po	503	DD	F5 V M5 D
	1314	B450413-A	S	De Lo Ni Po	303	Re	F5 V M5 D
Ciprien	1318	C553310-7		Lo Ni Po	821	DD	F5 V
	1318	C553310-9		Lo Ni Po	921	Re	F5 V
Thane	1319	D585430-8	S	Lo Ni	421	DD	M2 V
	1319	C585730-9		Ag	121	Re	M2 V
Taillon	1415	C78A668-9	S	Ni Ri Wa O:1213	701	DD	K6 V M9 D
	1415	B78A668-A	S	Ni Ri Wa O:1213	201	Re	K6 V M9 D
Starn	1417	B000996-F	S	As Hi In Na RsB	722	DD	M0 V
	1417	A000996-F	S	As Hi In Na RsB	822	Re	M0 V
Montcolm	1419	D675212-8		Lo Ni	122	DD	K4 V
	1419	D675212-7		Lo Ni	122	Re	K4 V
Quebraco	1420	E78A568-4		Ni Wa O:1419	824	DD	M1 III F3 V
	1420	E78A658-7		Ni Wa Ri	224	Re	M1 III F3 V
Trevith	1518	E673347-4		Lo Ni	422	DD	G0 V M0 D
	1518	E673247-5		Lo Ni	422	Re	G0 V M0 D
Kauai	1520	BAB9537-B	A	Ni	924	DD	F8 V K3 D
	1520	BAB9645-B	A	Ni Ri	624	Re	F8 V K3 D
Depot	1613	A100644-C	D	Na Ni Va	220	DD	F9 II
Depot Alpha	1613	A100644-C	D	Na Ni Va	120	Re	F9 II
Springarn	1614	E564320-5		Lo Ni D:6	510	DD	G9 V M6 D
	1614	E564320-6		Lo Ni D:6	910	Re	G9 V M6 D
Gaza	1615	B430656-B	W	Na Ni Po De	723	DD	K5 V M1 V
	1615	B430656-C	W	De Na Ni Po	923	Re	K5 V M1 V
Ashasi	1618	E9D5AA8-C		FI Hi	621	DD	M3 V
	1618	C9D5AA8-C		FI Hi	521	Re	M3 V
Neopidan	1619	BA9A547-8	N	Ni Wa	724	DD	K3 V
	1619	BA9A647-C	N	Ni Wa	224	Re	K3 V
Surisha	1620	D682232-3		Lo Ni	201	DD	K1 V M9 D
	1620	D682232-3		Lo Ni	401	Re	K1 V M9 D

laws. As a result Kauai is now classed as a Rich world.

Kubishush (0917): Homeworld of the Gl'lu, Kubishush has ammonia oceans and a very dense atmosphere, composed primarily of nitrogen at 6.1 atmospheres of pressure (6.1 kg/cm²).

The Gl'lu are a barrel-shaped hermaphroditic race with seven limbs (three legs and four arms), three stalk-mounted eyes, and which respire the ammonia vapor in their thick nitrogen "air."

The world is subject to frequent geological upheavals, which complicates the Gl'lu's attempts to maintain a stable society. Fortunately they are excellent technicians, as is witnessed by their tech level. Despite their technology, they are not distributed in great numbers off of their homeworld because of their adaptations to their very unusual environment.

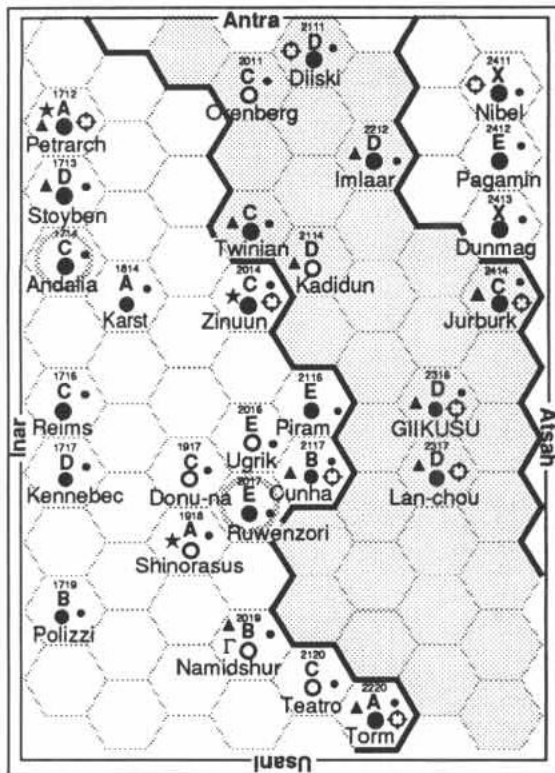
The Vagr inhabitants are remnants of particularly far-ranging raiders during the Civil War. The Regency is little concerned about evicting them from Kubishush, as leaving them stuck on such an inhospitable world seems to be the best revenge, and serves as a living example that crime, indeed, does not pay.

Minde's Star (1220): This system is actually named for its star, rather than the main world. Minde's star is an extremely variable red flare star which has been observed to vary in brightness by a factor of 60 in as little as 30 seconds, making it unique within Charted Space. The system therefore is given over entirely to the study of this fascinating phenomenon, hence the system's name.

Morninglori (1216): Morninglori had been the site of a secret Psionics Institute. The institute, located in the home of a Dr. Edmond Kalavatos, was destroyed during the PsionicsSuppressions (see the *MegaTraveller Imperial Encyclopedia, SA*) and all of its members were killed. An heir to the Kalavatos estate turned up in the early Civil War period, leading many locals at the time to speculate that important items remained undestroyed in

the old institute (see TD 19).

Rayel (1313): Rayel has six moons, more than any non-gas giant world in the Imperium. These moons create complex tidal patterns in Rayel's oceans as well as in its desert sands.



Namidshur Subsector, 1117 and 1202 dual listing (Subsector G of Deneb Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Petrarch	1712	B554853-8	A		210	DD	K6 V
	1712	A554853-8	A, T		510	Re	K6 V
Stoyben	1713	D21356A-8	S	Ni Ic O:1712	211	DD	M3 V
	1713	D21356A-9	S	Ic Ni O:1712	911	Re	M3 V
Andalia	1714	C87A447-6		Lo Ni Wa	A903	DD	G7 V M8 D
	1714	C87A547-9		Ni Wa	A303	Re	G7 V M8 D
Reims	1716	C624779-6			601	DD	M9 V M0 V
	1716	C624779-9		V:2	701	Re	M9 V M0 V
Kennebec	1717	E978552-6		Ag Ni	523	DD	F7 V
	1717	D978655-9		Ag Ni An	623	Re	F7 V
Polizzi	1719	B402532-E		Ni Va Ic	823	DD	M9 V
	1719	B402532-D		Ic Ni Va	623	Re	M9 V
Karst	1814	B87679B-6		Ag C:2	133	DD	F8 III
	1814	A87689B-A		C:1 Rw:2	233	Re	F8 III
Donu-na	1917	C460850-B		De Ri	525	DD	F2 V M8 D
	1917	C460876-A		De Ri V:3	725	Re	F2 V M8 D
Shinoramus	1918	A410200-E		Lo Ni	203	DD	F8 V M9 D
	1918	A410300-F	N	Lo Ni	103	Re	F8 V M9 D
Orenberg	2011	B130678-E		De Na Ni Po	201	DD	M5 V G4 D
	2011	C13057A-C		De Ni Po	601	RF	M5 V G4 D
Twinian	2013	C40447B-7	S	Ic Lo Ni Va	702	DD	M5 V
	2013	C40447B-7	S	Ic Lo Ni Va	402	RF	M5 V
Zinuun	2014	E23678A-5			911	DD	M8 V
	2014	C23688A-8	T	V:0	211	Re	M8 V
Ugrik	2016	E300000-7		Lo Ni Va	321	DD	F7 V
	2016	E300000-8		Lo Ni Va	321	Re	F7 V
Ruwenzori	2017	E749024-7		Lo Ni	303	DD	M3 V
	2017	E749410-8		Lo Ni V:4	A503	Re	M3 V
Namidshur	2019	B2106A9-D	S	Na Ni	215	DD	G9 V
	2019	B2106A9-F	S	Na Ni Cp Rst	415	Re	G9 V
Diiski	2111	C66A200-8		Lo Ni Wa	812	DD	K7 V
	2111	D66A320-7	T	Lo Ni Wa	212	RF	K7 V
Kadidun	2114	DSA2003-9	S	Fl Lo Ni	220	DD	K1 IV K0 V
	2114	DSA2214-9	S	Fl Lo Ni V:2	320	RF	K1 IV K0 V
Piram	2116	E311777-4		Ic Na	611	DD	G2 V
	2116	E311777-6		Ic Na	811	Re	G2 V
Cunha	2117	C62677C-7			324	DD	M7 V
	2117	B62677C-A	S, T		224	Re	M7 V
Teatro	2120	C8A78CA-7		Fl	903	DD	F8 V M7 V
	2120	C8A77CA-9		Fl V:2	903	Re	F8 V M7 V
Imlaar	2212	D677551-6	S	Ag Ni	423	DD	M5 II K5 V
	2212	D677551-6	S	Ag Ni	323	RF	M5 II K5 V
Torm	2220	C456445-9	S	Lo Ni	134	DD	K5 V
	2220	A456445-C	S, T	Lo Ni V:1	934	Re	K5 V
Giikusu	2316	E647ABC-B		Hi In	105	DD	M2 V
	2316	D6479AB-A	S, T	Hi In Cf	805	RF	M2 V
Lan-chou	2317	D855788-7	S	Ag	120	DD	K8 V M5 V
	2317	D855688-7	S, T	Ag Ni	620	RF	K8 V M5 V
Nibel	2411	E688303-4		Lo Ni	701	DD	K5 V M1 D
	2411	X688331-2	T	Lo Ni V:1	B301	WI	K5 V M1 D
Pagamin	2412	C371114-8		Lo Ni	502	DD	K7 V
	2412	E371110-5		Lo Ni Vw	202	WI	K7 V
Dunmag	2413	A427138-C	N	Lo Ni Cp	201	DD	M3 V M1 D M1 D
	2413	X427000-0		Ba	001	—	M3 V M1 D M1 D
Jurburk	2414	B454033-B	N	Lo Ni	802	DD	G9 V K9 V M6 V
	2414	C454253-A	S, T	Lo Ni	302	RF	G9 V K9 V M6 V

Deneb Subsector G: Namidshur (formerly Dunmag)

With the abandonment of the subsector capital at Dunmag, a new capital was established at Namidshur (2019). The subsector was renamed for its new capital, a tradition which is often observed, though not always.

The Namidshur subsector is defended by the 125th Fleet, which maintains its headquarters at Shinoramus (1918). The 125th fought in the Fifth Frontier War, being the longest continuously engaged Imperial unit. It was cut off early on by Zhodani advances, and spent the war under siege in the Jewell system (SM 1106, page 37) until its breakout in 1110.

The Namidshur frontier is part of the 3rd and 4th Regency Quarantine Districts. RQD 3 runs rimward from the Antra subsector (Deneb/C, page 54) into Namidshur and terminates at Orenberg (2011) and Diiski (2111). These worlds are also part of RQD 4, as the districts overlap to prevent perceived gaps in areas of responsibility (AoRs). RQD 4 runs from these worlds rimward into the Usani subsector (Deneb/K, page 62). RQD 3 is defended by the 61st Fleet and RQD 4 is defended by the 183rd Fleet.

Diiski (2111): Although it is located in the Regency Frontier, the small population of Diiski elected not to take part in the Abandonment (see page 11). Reasoning that a hospitable world would support them even if technology failed, they made their technology as safe as possible and continued living on their world.

Giikusu (2316): Giikusu, a frontier world, lost a lot of population during the Abandonment (page 11), although it remains a high-population world.

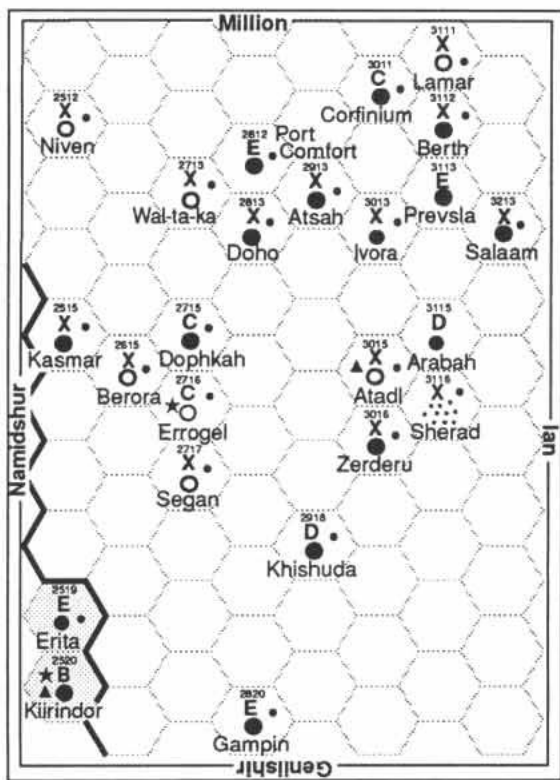
Kadidun (2114): Kadidun gained population and organization from refugees fleeing Giikusu during the Abandonment (see page 11).

Namidshur (2019): New subsector capital after former capital, Dunmag (2413) wound up in the Regency Frontier. Namidshur also was the recipient of other circumstance-dictated largesse in the form of Deneb Sector's Research Station Gamma (G) which was relocated from Maelstrom (2522, page 63) after it too would up in the less secure frontier.

This world's law level does not reflect the need for repressive

measures to keep a restive population in line, as is often the case. The world simply requires a great deal of care to keep its population alive on a small and very inhospitable world. Those who live there affirm the structured nature of its society and usually embrace the pacifistic ethic that goes with the world's general prohibition of weapons.

Shinoramus (1918): This world was colonized by a small group of families from Namidshur who were fed up with the world's structure and law level, seeking, as do many colonists, a place where they could simply be left alone to do whatever they please. However, unlike many colonists, these were not members of a repressed lower class with nothing but the clothes on their backs, but were wealthy, skilled professionals who built Shinoramus as a libertarian paradise. In a dramatic statement typical of the world's residents, the world's capital, St. Volle, has no permanent inhabitants. It is intermittently manned by members of the populace on a rotating schedule. Those who "have the duty" oversee the world's automated archives and function as the world's Secretary of State to all ships which call during that period. However, the full title is Lord High Governor, Shinoramus Plenipotentiary, and Grand Pooh-bah, and most Shinoramus on duty demand their visitors to use the full title at every opportunity.



Atsah Subsector, 1117 and 1202 dual listing (Subsector H of Deneb Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Niven	2512	E9C3237-6		FI Lo Ni	A534	DD	F3 II M3 V
	2512	X9C3000-0		Ba FI	034	—	F3 II M3 V
Kasmir	2515	E631754-9		Na Po	101	DD	M3 V M5 D
	2515	X631000-0		Ba Po	001	—	M3 V M5 D
Erita	2519	E99A575-8		Ni Wa	113	DD	G8 V K9 V
	2519	E99A45A-7		Lo Ni Wa	513	RF	G8 V K9 V
Kiirindor	2520	B446666-8	A	Ag Ni O:2519	310	DD	A0 V K9 D
	2520	B446686-B	A	Ag Ni V:3	110	RF	A0 V K9 D
Berora	2615	B100672-D		Na Ni Va	822	Na	M8 V G7 V
	2615	X100000-0		Ba Va	022	—	M8 V G7 V
Wal-ta-ka	2713	C360431-A		De Lo Ni	601	Na	M5 V
	2713	X360433-5		De Lo Ni	201	Wi	M5 V
Dophkah	2715	B647777-8	N	Ag	324	Cs	K9 V
	2715	C647746-5		Ag V:3	B324	Wi	K9 V
Errogel	2716	B150554-A	N	De Ni Po	724	Cs	G9 V
	2716	C150544-8	N	De Ni Po	324	Wi	G9 V
Segan	2717	B3509AB-C	N	De Hi Po	504	Cs	F4 V K4 V
	2717	X35056F-1		De Ni Po	B204	Wi	F4 V K4 V
Og Bere'	2812	B464002-8		Lo Ni	223	Na	G7 V
Port Comfort	2812	E464313-6		Cm Lo Ni V:4	B523	Wi	G7 V
Doho	2813	A696444-C		Lo Ni	621	Na	F8 V K6 D
	2813	X69646A-5		Lo Ni V:3	B221	Wi	F8 V K6 D
Gampin	2820	D668644-7	S	Ag Ni Ri	533	DD	G2 IV M7 V
	2820	E668644-7		Ag Ni V:2	733	Wi	G2 IV M7 V
Atsah	2913	A656750-D	W	Ag	723	Cs	K4 V
	2913	X656759-6		Ag V:1	B523	Wi	K4 V
Khishuda	2918	C856040-5		Lo Ni	201	Na	G8 V M8 D
	2918	D856001-4		Lo Ni	101	Wi	G8 V M8 D
Corfinium	3011	B443634-8		Ni Po	522	DD	M1 V
	3011	C443669-7		Ni Po V:3	722	Wi	M1 V
Ivora	3013	E999533-5		Ni	401	Na	K5 V
	3013	X999568-4		Ni V:4	B201	Wi	K5 V
Atadl	3015	B2109C7-F		Hi Na In	201	Cs	M1 V M1 V
	3015	X210000-0		Ba	001	—	M1 V M1 V
Zerderu	3016	B441685-8		Ni Po	401	Na	M1 V M1 V
	3016	X441513-6		Ni Po V:2	201	Wi	M1 V M1 V
Lamar	3111	C410410-7	S	Lo Ni	223	Vf	M1 V
	3111	X410000-0		Ba	023	—	M1 V
Berth	3112	B547345-8	A	Lo Ni	901	Vf	K5 V M5 V
	3112	X547378-6		Lo Ni Vw	401	Wi	K5 V M5 V
Prevsla	3113	D243300-8		Lo Ni Po	410	Vf	K5 V M4 V
	3113	E243365-7		Lo Ni Po Vw	210	Wi	K5 V M4 V
Arabah	3115	C877233-5	S	Lo Ni	820	Vf	F8 V
	3115	D877242-2		Lo Ni Vw	B320	Wi	F8 V
Sherad	3116	A000447-F	N	As Lo Ni	913	Vf	M6 V
	3116	X000000-0		Ba As	013	—	M6 V
Salaam	3213	D576300-4	S	Lo Ni	222	Vf	M4 III K5 D
	3213	X576226-3		Lo Ni Vw	B522	Wi	M4 III K5 D

The high Shinorasan tech level allows them to liberate all of the oxygen that they need from the world's crust, which they pipe into their sealed environments. The world is known for its very high quality and extremely high-priced shipyard, as all components are specially crafted by the small population. Those who contract for ships at the prestigious St. Volle yards are widely thought to have more money than sense.

Unfortunately for the colorful and cantankerous Shinorasans, their uninterrupted paradise became another casualty of the Collapse: Shinorasans' location and (albeit small) high-technology infrastructure made it the site of a new naval base to defend the Regency Frontier. Although the Shinorasans protested the intrusion, the Regency exercised its right of eminent domain and built the base anyway, although they do what they can to stay out of the locals' way, and especially do not avail themselves of the over-priced starship maintenance services, using the naval yards instead.

Deneb Subsector H: Atsah

The Atsah subsector lies almost entirely outside of the Regency's area of protection—only two of the subsector's worlds, Erita (2519) and Kiirindor (2520) remain even in the Regency Frontier. The remainder of the subsector is Wilds.

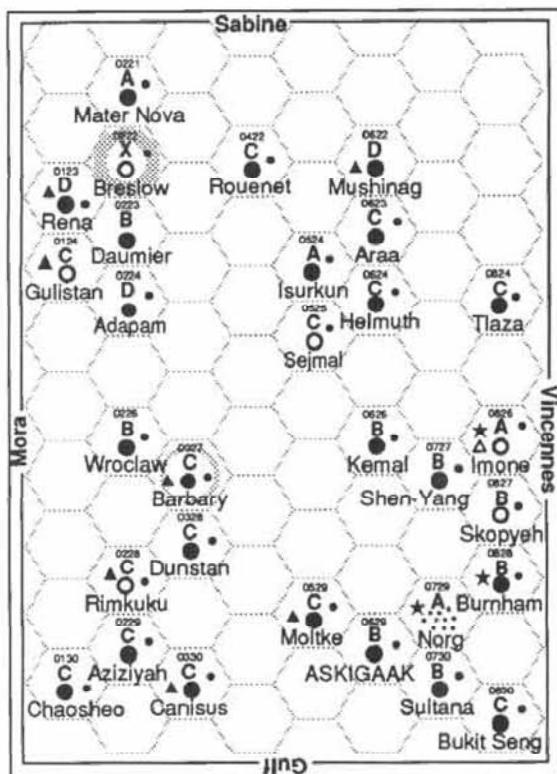
These two worlds are incorporated into Quarantine District 4, whose capital is at Usani (2225, page 62) in the Usani subsector (Deneb/K). As part of RQD 4, these worlds are defended by the 183rd Fleet, also headquartered at Usani (2225, page 62).

Kiirindor (2520): This world was colonized from Erita (2519) and obtained its independence in 1125. The atmospheric taint is carbon dioxide, which makes the world pleasantly warm, although the thin atmosphere is difficult to breathe. Kiirindor is known as the "Glass House World," because virtually its entire population lives in glass-roofed homes all of which are literally arboreta or greenhouses in order to convert as much carbon dioxide as possible into oxygen. Most homes are therefore self-sufficient in foodstuffs, and produce enough surplus that each home is a small truck farm.

With the world's vulnerability ("people in glass houses..."), it was hard-hit by the Abandonment (see page 11), losing about two-thirds of its population by 1136. (Ironically, a very large number of Kiirindorians found their ultimate homes in the Sword Worlds resettlement program, see page 45, which in retrospect could be said to be like jumping out of the frying pan and into the fire.) Those who remained on Kiirindor either trusted in the protection of the Regency Navy and Quarantine Service, added robust compartmentalization to their homes, or, in most cases, both.

Segan (2717): The underground cities of this world were fitted with completely independent, closed ecologies, and it was this fact which saved many inhabitants when Virus hit the already decimated, embattled trailing edge of Deneb. Most of the world sought safety within the Regency safe. Those few remaining are surface-living desert dwellers, including Jonkeereen (page 61), which comprise some 40% of the population.

Port Comfort (ex-Og Bere') (2812): The world of Og Bere' was depopulated during the Collapse. Later Free Traders came across this rather pleasant world and eventually made it a safe base of operations. These traders also cautiously welcomed Vargr corsairs as kindred spirits. Each ship's crew has its own "tribe" of maintenance personnel and dependants on this world.



Star Lane Subsector, 1117 and 1202 dual listing (Subsector 1 of Deneb Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Rena	0123	D596211-7	S	Lo Ni	403	DD	K4 V
	0123	D596211-7	S	Lo Ni	503	Re	K4 V
Gulistan	0124	CAB2358-7	S	Fl Lo Ni	820	DD	K6 II
	0124	CAB2458-9	S	Fl Lo Ni	120	Re	K6 II
Chaosheo	0130	E87A788-1		Wa	A625	DD	K8 V
	0130	C87A888-7		Wa	A225	Re	K8 V
Mater Nova	0221	B575744-9		Ag	314	DD	K8 V M0 D
	0221	A575744-C		Ag	514	Re	K8 V M0 D
Breslow	0222	X440510-1		De Ni Po	R902	DD	K8 V M1 D
	0222	X440510-2		De Ni Po	R702	Re	K8 V M1 D
Daumier	0223	B88A452-E		Lo Ni Wa	510	DD	K7 V M9 V
	0223	B88A452-E		Lo Ni Wa	710	Re	K7 V M9 V
Adapam	0224	E796442-8		Lo Ni	822	DD	K8 V
	0224	D796642-A		Ag Ni	322	Re	K8 V
Wroclaw	0226	C4667BF-7		Ag	823	DD	K2 V M8 V
	0226	B4667BF-9		Ag	223	Re	K2 V M8 V
Rinkuku	0228	D9A8872-7	S	Fl	324	DD	G1 V M3 V
	0228	C9A8874-9	S	Fl	524	Re	G1 V M3 V
Aziziyah	0229	C86A475-B		Lo Ni Wa	624	DD	M0 V
	0229	C86A455-C		Lo Ni Wa	824	Re	M0 V
Barbary	0327	C5717CF-4	S		813	DD	F5 V K3 D
	0327	C5718CF-5	S		A213	Re	F5 V K3 D
Dunstan	0328	C649220-8		Lo Ni	523	DD	G4 V
	0328	C649120-9		Lo Ni	823	Re	G4 V
Canisus	0330	C4317BA-8	S	Na Po	901	DD	M9 V G6 D K6 D
	0330	C431888-A	S	Na Po	101	Re	M9 V G6 D K6 D
Rouenet	0422	C362201-B		Lo Ni	705	DD	K0 V
	0422	C362401-C		Lo Ni	505	Re	K0 V
Isurkun	0524	A441334-A		Lo Ni Po	721	DD	G4 IV
	0524	A441337-D		Lo Ni Po	921	Re	G4 IV
Sejmal	0525	C210643-A		Na Ni C:0	534	DD	K4 V
	0525	C210643-B		Na Ni C:2	134	Re	K4 V
Moltke	0529	C646110-8	S	Lo Ni	204	DD	M6 V K9 D
	0529	C646210-9	S	Lo Ni	304	Re	M6 V K9 D
Mushinag	0622	D575556-8	S	Ag Ni	520	DD	F6 V
	0622	D575656-9	S	Ag Ni	420	Re	F6 V
Araa	0623	C566254-A	S	Lo Ni	522	DD	F7 V M4 D
	0623	C566254-B		Lo Ni	622	Re	F7 V M4 D
Helmuth	0624	C846203-8	S	Lo Ni	922	DD	M9 III
	0624	C846203-A		Lo Ni	822	Re	M9 III
Kemal	0626	B566786-7		Ag Ri	323	DD	F3 V
	0626	B566786-9		Ag Ri	523	Re	F3 V
Askigaak	0629	E549AAB-C		Hi In	901	DD	M1 V
	0629	B549BA8-E		Hi In	101	Re	M1 V
Shen-Yang	0727	C665520-5		Ag Ni	502	DD	F7 V K1 V
	0727	B665620-9		Ag Ni An	402	Re	F7 V K1 V
Norg	0729	A000114-D	N	As Lo Ni	710	DD	M7 V
	0729	A000325-F	N	As Lo Ni	610	Re	M7 V
Sultana	0730	B649414-9		Lo Ni	521	DD	M5 III
	0730	B649414-B		Lo Ni	921	Re	M5 III
Tiaza	0824	C303100-A		Ic Lo Ni Va	913	DD	M6 V
	0824	C303000-B		Ic Lo Ni Va	113	Re	M6 V
Imone	0826	A9C1555-F	B	Fl Ni Cp	613	DD	M0 V
	0826	A9C1555-F	B	Fl Ni Cp	813	Re	M0 V
Skopyeh	0827	B500534-C		Ni Va	902	DD	F9 V M9 D
	0827	B500534-D		Ni Va	802	Re	F9 V M9 D
Burnham	0828	B664379-8	N	Lo Ni	501	DD	K3 V
	0828	B664579-8	N	Lo Ni Ag	701	Re	K3 V
Bukit Seng	0830	C442334-B		Lo Ni Po	404	DD	M4 III
	0830	C442334-A		Lo Ni Po	504	Re	M4 III

Deneb Subsector I: Star Lane

The Star Lane subsector is defended by the 196th Fleet, headquartered at Imone (0826).

Askigaak (0629): Askigaak is the most highly populous world in the Regency, with over 100 billion persons. Such worlds were exceedingly rare anywhere in Charted Space, even before the Collapse. Askigaak, as a small world with a thin atmosphere can only support such a population with massive technological support.

Chaosheo (0130): Home to the sapient race known as the Shi'awei. The Shi'awei are unusual in that they have evolved for life in the deepest ocean, in a light-independent ecology. Rather than using stellar energy to fuel photosynthesis, as in typical plant-based ecologies, the Shi'awei's ecosystem is based on chemosynthesis: the metabolism and derivation of energy from the chemicals (especially hydrogen sulfide) in the very hot, mineral-rich water that is expelled from the geothermal vents in their seafloor habitat. This ready availability of minerals and high temperatures has allowed the Shi'awei to achieve skills in metal-working (an unusual opportunity for an aquatic species), and have advanced to the aquatic equivalent of TL 1. In physical form, they have bulky, bullet-shaped bodies equipped with four evenly-spaced arms.

Imperial law was specific that low-technology indigenous cultures were to be protected from interstellar contact, and Chaosheo was interdicted by the ISS for that reason. This changed in the year 1073 when a starship (the liner *Ishgarlu*) misjumped and crashed into the Chaosheo ocean, allowing the curious Shi'awei to explore the ship and meet its living survivors. Since this contact, the world's travel zone was upgraded to amber, allowing limited and carefully-observed trade.

Deneb Subsector J: Vincennes

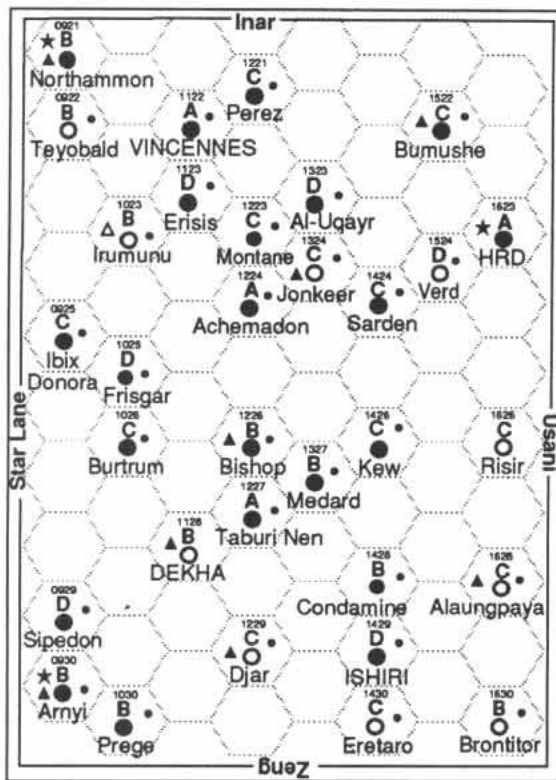
The Vincennes subsector is protected by the 258th Fleet, with its headquarters in the HRD system (1623).

HRD (1623): Originally established as an Imperial Navy research center, HRD is now a think tank, whose only export is information and analysis. Unlike research stations, however, it is not a unified government-owned operation. HRD consists of a large number of commercial analytical groups, all competing for government contracts.

Operations in HRD have long been the subject of public speculation, but these remain secret, if only for proprietary reasons. It is known that

HRD is host to large numbers of Droyne consultants, so psionic research seems to be a prominent subject of its inquiry. (*Referees only, see page 83.*)

Jonkeer (1324): The inhabitants of this world, the Jonkeereen (singular: Jonkeerin) are geneered humans, created by Imperial Ministry of Colonization for life in desert environments. Jonkeereen are tall, thin, and dark-skinned, with protective membranes shielding their eyes and ears. More important than these cosmetic differences are sophisticated changes to their metabolism that allow them to survive in the temperature extremes of the dry desert environment. These metabolic and biochemical changes have created unintended side-effects in the Jonkeereen psychology; they are notably conservative, and, while highly cooperative with other Jonkeereen, are insular and distant in their interactions with non-Jonkeereen humans. Relations between the Jonkeereen of Jonkeer and the Imperial authorities have been so bad that the Jonkeer population has staged two rebellions against Imperial power, specifically the Ministry of Colonization, in 1083 and again in 1101. Both were put down, and relations have become better since the



Vincennes Subsector, 1117 and 1202 dual listing (Subsector J of Deneb Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Northammon	0921	B764667-A	A	Ag Ni Ri O:0917	620	DD	G5 V
	0921	B764767-A	A	Ag Ri O:0917	220	Re	G5 V
Teyobald	0922	B883545-D		Fi Ni	822	DD	M4 V F0 D
	0922	B883645-E		Fi Ni	122	Re	M4 V F0 D
Ibix Donora	0925	C332245-9		Lo Ni Po	901	DD	K1 V M3 V
	0925	C332345-B		Lo Ni Po	201	Re	K1 V M3 V
Sipedon	0929	E3536AB-8		Ni Po	902	DD	K0 V M4 D
	0929	D3537AB-A		Po	202	Re	K0 V M4 D
Arnyi	0930	B683697-8	A	Ni Ri	723	DD	G2 V
	0930	B683757-B	A	Ri	723	Re	G2 V
Irumunu	1023	B7B3620-C	W	Fi Ni	101	DD	M6 V M6 V
	1023	B7B3620-E	W	Fi Ni	201	Re	M6 V M6 V
Frisgar	1025	E424752-9			401	DD	M1 V K7 V K7 V
	1025	D424752-B			601	Re	M1 V K7 V K7 V
Burtrum	1026	C5387A9-8			501	DD	M3 V M0 V
	1026	C5387A9-A			801	Re	M3 V M0 V
Prege	1030	B79A678-9		Ni Wa	702	DD	M2 V
	1030	B79A678-B		Ni Wa	902	Re	M2 V
Vincennes	1122	A899AA6-G		Hi In Cp	113	DD	K7 V M7 V G1 V
	1122	A899AA6-G		Hi In Cp	213	Re	K7 V M7 V G1 V
Erisis	1123	D679443-7		Lo Ni	913	DD	F1 V
	1123	D679543-8		Ni	113	Re	F1 V
Dekha	1128	C100A9A-F	S	Hi In Na Va	210	DD	M6 V F3 V
	1128	A100A9A-F	S	Hi In Na Va	510	Re	M6 V F3 V
Perez	1221	C536224-6		Lo Ni	801	DD	M6 V K8 D
	1221	C536224-8		Lo Ni	A201	Re	M6 V K8 D
Montane	1223	C683104-7		Lo Ni	122	DD	G8 V
	1223	C683204-8		Lo Ni	222	Re	G8 V
Achemadon	1224	A34778B-A		Ag	701	DD	M3 V M7 V
	1224	A34778B-C		Ag	901	Re	M3 V M7 V
Bishop	1226	B201553-F	S	Ic Ni Va	524	DD	M6 II
	1226	B201553-F	S	Ic Ni Va	724	Re	M6 II
Taburi Nen	1227	A44658A-B		Ag Ni	121	DD	K7 V
	1227	A44658A-E		Ag Ni	221	Re	K7 V
Djar	1229	C3008CE-7	S	Na Va	102	DD	F0 V M4 D
	1229	C3007CE-A	S	Na Va	702	Re	F0 V M4 D
Al-Uqayr	1323	E567259-5		Lo Ni	513	DD	F2 V
	1323	D567459-7		Lo Ni	713	Re	F2 V
Jonkeer	1324	C4908C9-9	S	De	401	DD	M1 V
	1324	C4908CC-9	S	De	501	Re	M1 V
Medard	1327	B321425-C		Lo Ni Po	701	DD	K9 V G0 D M0 D
	1327	B321425-D		Lo Ni Po	801	Re	K9 V G0 D M0 D
Sarden	1424	E552652-7		Ni Po	501	DD	M1 V
	1424	C552652-A		Ni Po	901	Re	M1 V
Kew	1426	C512103-B		Ic Lo Ni	313	DD	M3 V
	1426	C512103-B		Ic Lo Ni	213	Re	M3 V
Condamine	1428	C665578-7		Ag Ni	921	DD	F9 V M0 V
	1428	B665678-9		Ag Ni	521	Re	F9 V M0 V
Ishiri	1429	E36598A-7		Hi	521	DD	F7 V M0 V K0 V
	1429	D365A8A-B		Hi	821	Re	F7 V M0 V K0 V
Eretero	1430	C9C4100-B		Fi Lo Ni	901	DD	M3 V K9 D
	1430	C9C4200-C		Fi Lo Ni	501	Re	M3 V K9 D
Bumushe	1522	C68A657-6	S	Ni Ri Wa C:6	324	DD	F9 V
	1522	C68A657-9	S	Ni Ri Wa C:7	524	Re	F9 V
Verd	1524	E150433-6		De Lo Ni Po	102	DD	M2 V M7 V
	1524	D150433-9		De Lo Ni Po	302	Re	M2 V M7 V
HRD	1623	A401654-F	N	Ic Na Ni Va	810	DD	M5 III
	1623	A401775-F	N	Ic Na Ni Va	220	Re	M5 III
Risir	1626	C230225-9		De Lo Ni Po	310	DD	K1 V M6 D
	1626	C230225-B		De Lo Ni Po	210	Re	K1 V M6 D
Alaungpaya	1628	C140794-8	S	De Po	601	DD	M6 V
	1628	C140794-A	S	De Po	901	Re	M6 V
Brontitor	1630	B9C4210-8		Fi Lo Ni	904	DD	K0 IV
	1630	B9C4310-A		Fi Lo Ni	204	Re	K0 IV

Domain was isolated under Norris' leadership.

Jonkeereen are best adapted to worlds with breathable atmospheres (codes 4-9). Many worlds named "desert" by their trade classification have problems far worse than the lack of water—only radical geneering allows unassisted respiration in very thin atmospheres, and on a world where death results from the lack of a respirator, being adapted to lack of moisture is at best a marginal advantage (as can be seen by the example of Malory, 2309 Deneb, page 54). In fact, the Jonkeereen traits are not only suited to worlds with hydrographic codes of 0; their artificial adaptations would also be useful on hot, low-tech waterworlds where fresh water is scarce.

The Jonkeereen are spread through much of the Regency, and comprise a significant proportion of the population of 10 other worlds. For other Jonkeereen populations, see Quopist (2215 SM, page 42), Ianic (1924 SM, page 46), Nadrin (3123 SM, page 47), Penelope (0533 SM, page 48), Melior and Callia (1736 and 1836 SM, page 50), Taa (0701 Deneb, page 52), Segan (2717, page 59), Verd (1524, this page), and Atab (1433 Deneb, page 65).

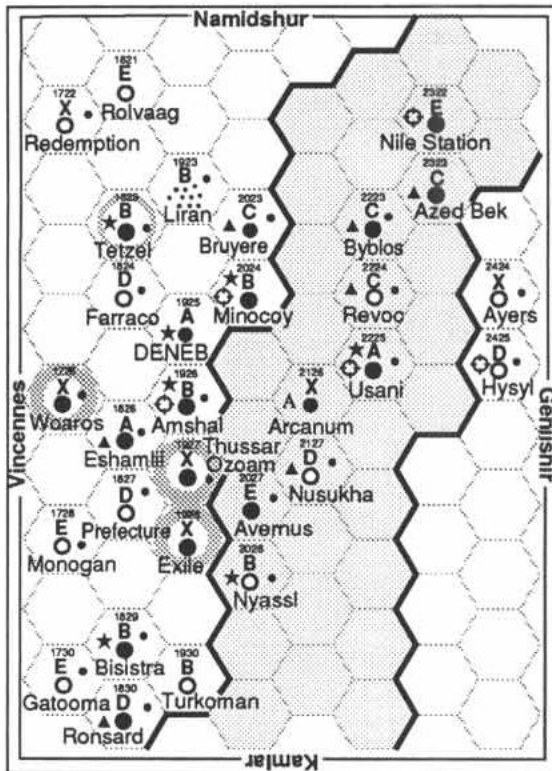
Jonkeereen may also be found in small numbers in the desert environments of many (even non-"desert") worlds, but only as recent post-Collapse arrivals, not as established communities. For a related topic, see "Malory," page 54 (see also M7J 3).

Perez (1221): Homeworld of a sapient race, now protected because it has been abused in the past by Vincennes' rulers, who were extracting hallucinogenic compounds from these beings via cruel, unethical, and deadly processes.

Vincennes (1122): Although TL-16 technology is more widespread than in the Imperial era, TL-16 Vincennes is still unsurpassed in the Regency in technology, and is one of only two TL-16 industrial worlds in the Regency. This is primarily the result of the Regency's explicit policy to raise the average technology of all its worlds as a group, with TL-15 being the tech level "cap," rather than allowing its high-tech worlds to race on ahead. However, experts agree that Vincennes is an imminent TL-17 society, "just add water," with a significant amount of TL-17 technology existing in prototype form.

Vincennes is also unusual because of its star system's layout. Although its true primary (in that Vincennes receives its life-sustaining energy from this star) is the K7 V Undraczech, Vincennes orbits around the M7 V Ember, which itself orbits Undraczech. (The G1 V, Guazhirmiim, and

Undraczech orbit each other at a great distance; Guazhirmiim is itself the primary of the Paven subsystem which includes the agricultural world Paven, producer of most of Vincennes' food.) This stellar geometry gives Vincennes four seasons (although since it has no significant axial tilt, these are not seasons in the classic sense): winter, when it is on the far side of Ember from Undraczech, summer when it is between the two, with spring and fall and fall being the approaching and receding intermediate positions. Mean surface temperatures range from -20 in the winter to 66C in the summer, and this wide thermal range creates tremendously violent storms, meaning that Vincennes' surface is not habitable. The world's extensive population live either in vast undersea metropolises near the world's sole continent or in 71 gravitic cities which float close to the surface in the mild spring but climb to high altitude during the violent seasons.



Deneb Subsector K: Usani

Although Usani is no longer the subsector capital, the subsector's name was not changed to reflect its new capital of Deneb in order to avoid confusion with the name of the sector itself, and also to continue to honor Usani which continues to serve as a frontier capital. Usani is defended by the 154th Fleet, headquartered at Deneb (1925). Usani's frontier is contained in Quarantine District 4, and the RQD 4 capital, Usani (2225), is also located in this subsector.

Deneb (1925): Long one of the most important worlds of the Domain/Regency, this core world has become a frontier world, sitting at the boundary of the Regency safe, backing up RQD 4. The world's naval facilities and shipyards have therefore become even more important than they had been before.

Technicians form the ruling class of Deneb, and in a highly complex arrangement, serve a theological structure that is rather isolated from Denebian society, being described by its (actually very few) detractors as "too black-and-white." Although the faith, known by the phrase, "To Will One Thing," is philosophically complex, the ruling technicians serve as buffers and mediators between society's needs and the sometimes abstract strictures of the faith. The highest level of these technicians are actually appointed religious leaders, and given the fact that any of these could have begun their public life as simple garage mechanics, the faith is able to keep something of a common touch. Adherents of the faith are known as the "Pure of Heart."

Deneb has become a major site of post-Collapse Vargr refugee camps. This was entirely the doing of the leadership of the To Will One Thing faith, who saw that few worlds of the Regency will willing to allow Vargr camps on their soil, fearing the danger of Vargr lawlessness, as well as demonstrating typical anti-Vargr racist beliefs. Thus Deneb, quite distant from the Vargr frontier where the Vargr were arriving, has become a major center of post-Collapse Vargr society. These Vargr are not remnants of the Civil War-era raiders, but are rank-and-file Vargr who fled Virus with their entire families. These Vargr refugees have become enthusiastic adherents of To Will One Thing, although as is their wont, they have spawned numerous sub-denominations, including the liberal and anarchic Adherents of the Halifax Protocols and the ultra-conservative Wisconsin Synod. Of all Regency worlds with Vargr populations, Deneb is the least affected by "The Pack" (see page 29); the Vargr Pure of Heart actively oppose its methods.

The Jumpspace Institute: Located at Deneb (1925), the Institute was originally established by the Duke of Deneb for the research of future jump technology. The JI has since become an official governmental agency (first of the Domain of Deneb and now of the Regency) with the mandate of oversight and regulation of advanced starship technology, starship construction and major component manufacture, as well as the training of starship engineers and naval architects via a structure of education standards and accreditation. The JI maintains local offices at all subsector capitals.

Exile (1928): Despite the best efforts of the Regency government, there are always certain members of society who just don't get it, "it" being the corporate acceptance of limits on behavior to allow people to live together in peaceful and productive relationships. These persons are called criminals.

Exile is the dumping ground for the worst criminals of Deneb, where they are left with only the clothes on their backs to make their way in the harsh environment with the harsh survivors of previous criminal deposits. Although the principle behind Exile is similar to that of Mithras (SM 1932, page 50), its Spinward Marches counterpart, the results are diametrically opposed. It is widely believed that conditions on Exile only further harden criminals into their patterns. Advocates of penal reform frequently point to the different results of Mithras and Exile to advocate programs of reform rather than punishment.

Usani Subsector, 1117 and 1202 dual listing (Subsector K of Deneb Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Redemption	1722	X140634-1		De Ni Po	A633	DD	G0 V
	1722	X140677-2		De Ni Po	733	Re	G0 V
Woaros	1726	X747678-1		Ag Ni	R214	DD	K4 V
	1726	X747678-3		Ag Ni	R314	Re	K4 V
Monogan	1728	E10056A-8		Ni Va O:1829	902	DD	M2 V M0 D
	1728	D10066A-A		Ni Va O:1829	102	Re	M2 V M0 D
Gatooma	1730	E100566-7		Ni Va O:1829	424	DD	M8 II
	1730	D100468-7		Lo Ni Va O:1829	724	Re	M8 II
Rolvaag	1821	E380345-7		De Lo Ni	804	DD	F6 V K1 D
	1821	D380445-9		De Lo Ni	504	Re	F6 V K1 D
Tetzal	1823	B643232-B	N	Lo Ni Po An	A301	DD	F3 V M6 D
	1823	B643432-B	N	Lo Ni Po An	A301	Re	F3 V M6 D
Farraco	1824	E200478-A		Lo Ni Va	112	DD	M7 V
	1824	D200478-B		Lo Ni Va	212	Re	M7 V
Eshamlii	1826	A334343-B	S	Lo Ni	323	DD	F2 IV
	1826	A334343-D	S	Lo Ni	623	Re	F2 IV
Prefecture	1827	E130786-9		Na Po De	724	DD	M1 V
	1827	D130786-A		De Na Po	624	Re	M1 V
Bisistra	1829	B357579-D	N	Ag Ni	802	DD	G0 V
	1829	B357679-E	N	Ag Ni Rw:0	702	Re	G0 V
Ronsard	1830	DA89654-8	S	Ni Ri	225	DD	G5 V M5 D
	1830	CA89858-A	S	Ri Rw:1	225	Re	G5 V M5 D
Liran	1923	B000888-A		As Na	811	DD	M5 V G5 D M5 D
	1923	A000988-C		As Na Hi In	211	Re	M5 V G5 D M5 D
Deneb	1925	B537ADD-C	N	Hi Cx	610	DD	A2 Ia
	1925	A537ADD-E	N	Hi Cx Cp V:0 Rw: V	810	Re	A2 Ia
Amshal	1926	B687365-9	N	Lo Ni O:2225	622	DD	M0 V
	1926	B687685-C	N, T	Lo Ni Rw:5	522	Re	M0 V
Thussar Ozoam	1927	X245101-6		Lo Ni	R615	DD	G3 III M1 V
	1927	X245101-7		Lo Ni	R615	Re	G3 III M1 V
Exile	1928	X799212-4		Lo Ni Pr	R810	DD	M3 V
	1928	X799312-5		Lo Ni Pr	R310	Re	M3 V
Turkoman	1930	B9C67CB-7		Fi	220	DD	A4 V
	1930	B9C67CB-A		Fi	120	Re	A4 V
Bruyere	2023	C524367-B	S	Lo Ni C:9 O:2225	422	DD	F0 V
	2023	C524367-A	S	Lo Ni C:9 O:1829	822	Re	F0 V
Minocoy	2024	B422505-D	N	Ni Po	620	DD	G4 V K5 V
	2024	B422505-F	N, T	Ni Po	920	Re	G4 V K5 V
Avernus	2027	E8865A6-4		Ag Ni	602	DD	K3 V M9 V
	2027	E8865A6-3		Ag Ni	302	RF	K3 V M9 V
Nyassl	2028	B300653-D	N	Na Ni Va	324	DD	M2 V M0 V
	2028	B300453-D	N	Lo Ni Va	124	RF	M2 V M0 V
Arcanum	2126	X334868-3		RsA O:2225	R810	DD	M6 V
	2126	X334868-3		RsA O:2225	R410	RF	M6 V
Nusukha	2127	E310100-7		Lo Ni	215	DD	M7 V M7 V
	2127	D310256-7	S	Lo Ni	615	RF	M7 V M7 V
Byblos	2223	C67388D-7	S		601	DD	M1 V
	2223	C67388D-7	S	V:4	301	RF	M1 V
Revoc	2224	C9AA577-A	S	Fi Ni Wa	502	DD	M7 V M2 D
	2224	C9AA252-A	S	Fi Lo Ni Wa	202	RF	M7 V M2 D
Usani	2225	A452699-C	N	Ni Po Cp	202	DD	M0 V
	2225	A452699-C	N, T	Ni Po Cf	102	RF	M0 V
Sage	2322	D463310-A		Lo Ni	120	DD	AS III M1 V
Nife Station	2322	E463210-9	T	Lo Ni	320	RF	AS III M1 V
Azed Bek	2323	C766300-B	S	Lo Ni	610	DD	K5 V
	2323	C76625A-B	S	Lo Ni	910	RF	K5 V
Ayers	2424	C230668-A	S	De Na Ni Po	323	DD	M8 V
	2424	X230000-0		Ba De Po	023	—	M8 V
Hysyl	2425	C2407A9-7	S	De Po	702	DD	M8 V
	2425	D240498-6	T	De Lo Ni Po	302	WI	M8 V

Liran (1923): This asteroid belt had been a crucial source of raw materials for the industry on Deneb, but was selected as one of the 26 target worlds of the Regency Industrial Development Program, and is now an industrial "world" in its own right. Fortunately the Liran Belt is extensive enough that it can meet the system's own needs while continuing to meet the voracious needs of nearby Deneb.

Redemption (1722): Redemption was settled by a "back to nature" religious sect. Its former Amber Zone rating was due to their sometimes sneaky attempts to persuade visitors to scrap their starships and adopt their pastoral lifestyle. The Redeemers profess to be delighted by Virus and the resultant Collapse, for it proved their beliefs. For this reason, Redemption is commonly known as "We Told You So." Traders shun the world, reasoning that a low standard of living is the best punishment.

Revoc (2224): The world of Revoc was visited by a vampire ship in late 1146. Although its systems were immune to virus infection, the world came under fire by the vampire's weapons. Several pressure domes were breached and thousands were killed before Scout ships in the system destroyed the vampire. This caused a panic among the population, and most of them fled for the greater security of the safe area. Virtually all that remains of the population on Revoc are RISS personnel who man the base there.

Usani (2225): Usani was formerly the subsector capital of the Usani subsector. However, when Usani ended up in the Regency Frontier, the subsector capital was moved to Deneb. Usani now serves as the frontier capital of Regency Quarantine District 4, including 24 frontier worlds in the Deneb subsectors Namidshur, Atsah, Usani, Geniishir, Zeng, Kamlar, and one world in Antra (G, H, K, L, N, O, and C respectively).

**Geniishir Subsector, 1117 and 1202 dual listing
(Subsector L of Deneb Sector)**

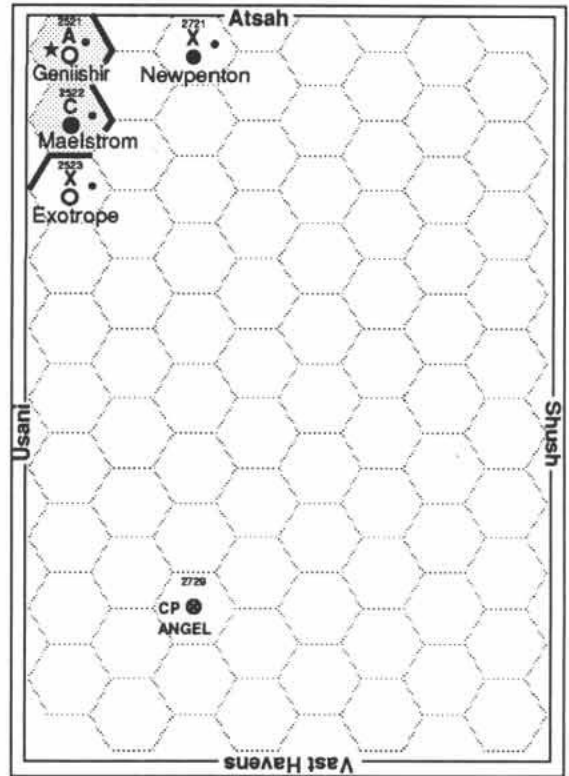
Name	Hex	UPP	Base	Trade	TPPG	Alq	Stellar
Geniishir	2521	A110123-D	N	Lo Ni Cp	302	DD	M8 V
	2521	A110356-D	N	Lo Ni	102	RF	M8 V
Maelstrom	2522	B79A855-D		Wa C:5 Rst	702	DD	G3 V M0 V M3 V
	2522	C79A855-A		Wa C:4	202	RF	G3 V M0 V M3 V
Exotrope	2523	D300674-4	S	Na Ni Va	401	DD	M6 V M6 V
	2523	X300000-0		Ba Va	001	—	M6 V M6 V
Newpenton	2721	C495321-A		Lo Ni	703	DD	M2 V
	2721	X495301-8		Lo Ni V:8	303	Wi	M2 V

**Kamlar Subsector, 1117 and 1202 dual listing
(Subsector O of Deneb Sector)**

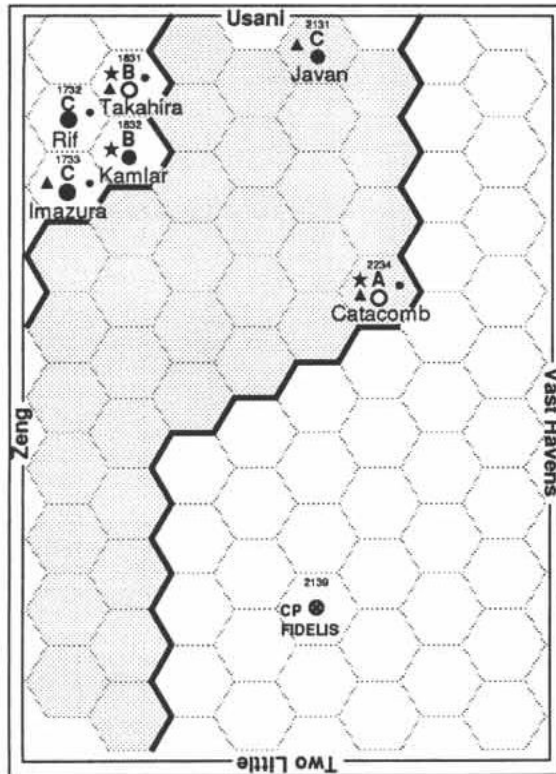
Name	Hex	UPP	Base	Trade	TPPG	Alq	Stellar
Rif	1732	C687200-6		Lo Ni	702	DD	G4 IV F4 V
	1732	C687312-8		Lo Ni	502	Re	G4 IV F4 V
Imazura	1733	C555555-9	S	Ag Ni	203	DD	G8 V
	1733	C555755-A	S	Ag	503	Re	G8 V
Takahira	1831	B9C5223-8	A	Fl Lo Ni	722	DD	M7 V
	1831	B9C5323-A	A	Fl Lo Ni	222	Re	M7 V
Kamlar	1832	B387462-C	N	Lo Ni O:1633	810	DD	M2 V
	1832	B387446-C	N	Lo Ni	910	Re	M2 V
Javan	2131	C77A135-A	S	Lo Ni Wa	510	DD	M0 III
	2131	C77A253-A	S	Lo Ni Wa	310	RF	M0 III
Catacomb	2234	A8A7551-B		Fl Ni	201	Cs	K1 V K4 D
	2234	A8A7657-E	A	Fl Ni	101	RF	K1 V K4 D

**Vast Havens Subsector, 1117 and 1202 dual listing
(Subsector P of Deneb Sector)**

Name	Hex	UPP	Base	Trade	TPPG	Alq	Stellar
Lorin Antune	2734	D525877-3			410	Na	M2 V M2 V
Consequence	2734	X525000-0		Ba	010	—	M2 V M2 V
Asharam	3031	C76279A-3		Rf	622	Cs	G9 V M4 D
	3031	D762730-3		V:3	8622	Wi	G9 V M4 D



Nile Station (ex-Sage)
(2322): Former scout Sir Thomas Nile of Regina journeyed to Deneb during the Civil War to help defend the Domain. When the Collapse ended that conflict he worked for the RQS until he had fully paid for his ship. Most of Thomas' patrols were made in the Regency Frontier, and he got to know it quite well. On one patrol he was asked to transport the last remaining residents of Sage to the Regency's safe area. Later, he returned to that world and staked a claim, and was joined by his family. After his service ended, Thomas made regular runs between the re-named Nile Station and Torm, transporting passengers and cargo between the Frontier and safe area. Today his son, Terry, continues the run. The population of Nile Station has grown substantially over the last 40 years.



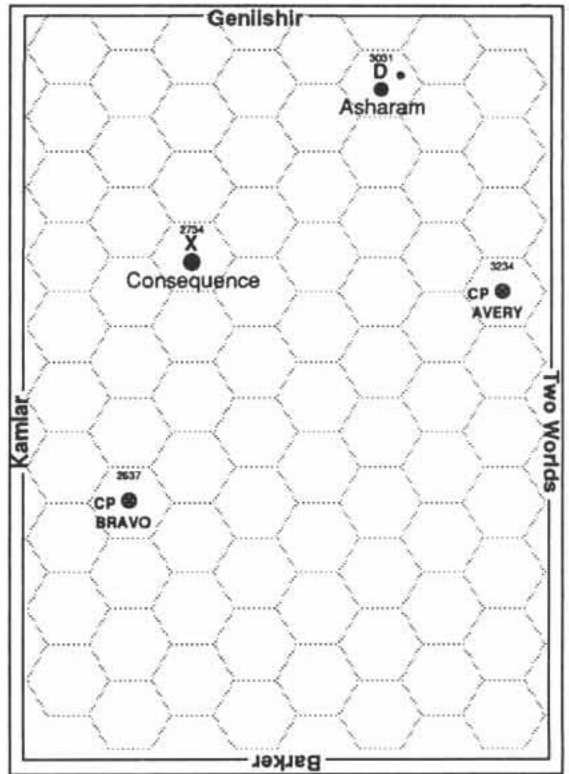
Deneb Subsector L: Geniishir

The Geniishir subsector contains only two worlds under the Regency's protection, Geniishir and Maelstrom, both in the Frontier, part of RQD 4, under the protection of the 183rd Fleet and administered by the District capital at Usani (2225, page 62).

Geniishir (2521): Geniishir is an example of the inflexible and unimaginative nature of the old Imperial administration. To the Imperium a subsector was a subsector, no matter how many worlds it had. Thus the Geniishir subsector, proud possessor of four worlds and 700 million persons, required its own capital. Geniishir is now a member of Regency Quarantine District 4, containing worlds of six subsectors (Deneb/C, G, H, K, L, and O).

Deneb Subsector O: Kamlar

The Kamlar subsector contains only six worlds, four in the Regency safe and two in its Frontier. The line from Catacomb (2234) to Kamlar (1832) represents the frontier boundary between Quarantine Districts 4 and 5. This line, including Catacomb, belongs to both districts. Javan (2131) falls into the 4th District. RQD 4 is defended by the 183rd Fleet headquartered at Usani (2225, page

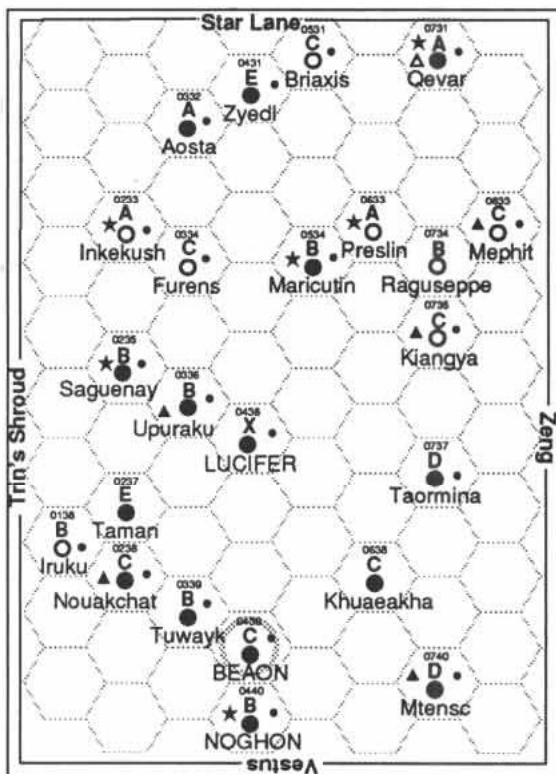


62), and RQD 5 is defended by the 74th, headquartered at Yvette (Ref 1103, page 70) with forward bases at Jecife (1640, page 65).

Catacomb (2234): Because of its strategic positioning dominating many trans-rift avenues of approach, Catacomb became the site of a major naval base while retaining its scout base. Catacomb is the departure point of a great many deep space sweeps.

Deneb Subsector P: Vast Havens

The Vast Havens subsector contains as many calibration points as it does worlds. As with all calibration points, the CPs in this subsector are for military use only. Their precise locations and beacon frequencies are not available to the public. This entire subsector falls outside of the Regency's protection, although it is periodically patrolled by the 183rd and 74th Fleets from their home ground in RQDs 4 and 5.



Gulf Subsector, 1117 and 1202 dual listing (Subsector M of Deneb Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Iruku	0138	B21048A-9		Lo Ni	501	DD	F1 V M2 V
	0138	B21048A-B		Lo Ni	301	Re	F1 V M2 V
Inkekush	0233	A140548-E	N	De Ni Po	631	DD	F9 V M2 V
	0233	A140548-F	N	De Ni Po	831	Re	F9 V M2 V
Saguenay	0235	B438256-F	N	Lo Ni	324	DD	M0 V
	0235	B438256-F	N	Lo Ni	624	Re	M0 V
Taman	0237	E874300-4		Lo Ni	810	DD	M3 V M7 V
	0237	E874200-5		Lo Ni A:5	610	Re	M3 V M7 V
Nouakchat	0238	C532114-6	S	Lo Ni Po	103	DD	M9 V
	0238	C532114-8	S	Lo Ni Po	203	Re	M9 V
Aosta	0332	A669236-C		Lo Ni Re	412	DD	M1 V
	0332	A669366-F		Lo Ni Re	712	Re	M1 V
Furens	0334	C8AA698-A		Fi Ni Wa	603	DD	M2 V M9 D
	0334	C8AA698-B		Fi Ni Wa	703	Re	M2 V M9 D
Upuraku	0336	B484554-9	S	Ag Ni	301	DD	G2 V
	0336	B484654-C	S	Ag Ni Ri A:2	501	Re	G2 V
Tuwayk	0339	B672843-A			501	DD	K8 V
	0339	A672942-D			201	Re	K8 V
Zyedl	0431	E551443-5		Lo Ni Po	501	DD	K3 IV
	0431	E551443-7		Lo Ni Po	801	Re	K3 IV
Endup	0436	D6939EG-9		Hi In	104	DD	G6 V M5 D
Lucifer	0436	B693986-8		Hi In	104	Re	G6 V M5 D
Beaon	0439	D88AA99-C		Hi Wa	A923	DD	F1 V
	0439	C88AA99-E		Hi Wa	A323	Re	F1 V
Noghon	0440	D79798B-9		Hi In	521	DD	F5 V M6 D
	0440	B79798B-C	N	Hi In	621	Re	F5 V M6 D
Briaxis	0531	C120445-D		De Lo Ni Po	901	DD	M1 V M9 V
	0531	C120445-E		De Lo Ni Po	901	Re	M1 V M9 V
Maricutin	0534	B764000-A	N	Lo Ni	213	DD	F9 V K5 V
	0534	B764001-A	N	Lo Ni A:4	413	Re	F9 V K5 V
Preslin	0633	B130679-E	N	De Na Ni Po	310	DD	M2 II
	0633	A130679-F	N	De Na Ni Po	610	Re	M2 II
Brufort	0638	C669642-6		Ni Ri	420	DD	F5 III M5 V
Khuaeakha	0638	C669642-7		Ni Ri Aw	820	Re	F5 III M5 V
Qevar	0731	A2326AE-F	B	Na Ni Po Cp	403	DD	M6 V
	0731	A2326AE-F	B	Na Ni Po Cp	703	Re	M6 V
Raguseppe	0734	B410555-B		Ni	710	DD	M0 V K5 D
	0734	B410555-D		Ni	910	Re	M0 V K5 D
Kiangya	0735	C7C0200-C	S	De Lo Ni	714	DD	M3 V
	0735	C7C0200-C	S	De Lo Ni	614	Re	M3 V
Taormina	0737	D3216AE-7		Na Ni Po	834	DD	G8 V
	0737	D3216AE-A		Na Ni Po	934	Re	G8 V
Mtensc	0740	D351454-A		Lo Ni Po	123	DD	M0 V
	0740	D351454-C	S	Lo Ni Po	323	Re	M0 V
Mephit	0833	C988436-7	S	Fi Lo Ni	302	DD	G6 V K4 V
	0833	C988436-9	S	Fi Lo Ni	502	Re	G6 V K4 V

Deneb Subsector M: Gulf

The Gulf subsector is the home of the 193rd Fleet, with its headquarters at Qevar (0731). The 193rd achieved fame in the Fifth Frontier War by its stubborn defense of the coreward Regina subsector (Spinward Marches/C, page 38). The only ground it gave in the entire war was Louzy (SM 1604, page 37), although it left formidable system defense forces in the system which dogged Zhodani supply lines and ultimately doomed the Zhodani's Siege of Efate. The 193rd moved trailward during the fleet realignment that took place shortly after the conclusion of the war.

Aosta (0332): Aosta is an Imperial Reserve World (see also Marastan, 2231, page 50), but it is unique among all of the reserve worlds of the Imperium in that it was, and still is, the only such world devoted predominantly to marine life. It was established by Empress Nicholle in 474.

All researchers (for researchers are the primary visitors to reserve worlds) live in orbit, as permanent structures are prohibited on the world itself. However, sophisticated research submarines operate in all of the world's oceans, and all are required to observe strict anti-pollution guidelines.

Lucifer (formerly Endup) (0436): Among Imperial subjects of conscience and good will, it was worlds like Endup that challenged the naive faith in the Imperium as an organization that had humanity's best interests at heart. The Imperium had long ago recognized its limited power to directly secure the happiness of its citizens on each of thousands of worlds, and enunciated its doctrine that Imperial power encompassed the space between worlds, but did not extend to their surfaces: there local power held sway, and the Imperium would not intervene unless forced to, like a surly bear awoken from its slumber, eager to teach its subjects to not bother it again.

Therefore the Imperium could be thought of as an aloof environment that incidentally created the conditions within which humans could create a good life, but which was uninterested in actually helping that creation take place, just as wind and rain do not care whether they water crops in moderation or wash them away in storms.

What began as a clear-sighted recognition of the limitations of power gradually hardened into a structural cynicism in which the Imperium winked at government by thugs and murderers, so long as these thugs and murderers did not allow their local problems to spill off their worlds into public view, forcing the Imperium, like an embarrassed patriarch, to sweep the unsightly family problems beneath the rug.

Endup was heavily exploited for minerals, originally using forced Imperial convict labor, but by 1117 had stabilized into a despotic society which no longer needed an external source of human bodies to exploit. Endup was ruled by a religious autocrat, the "Ward of Vision," who posed as an omniscient, omnipotent god. This was simplified by his keeping his subjects limited to TL 3, prohibiting their contact with off-worlders, and keeping them sick. Endup's atmospheric taint is limited to lower elevations where the commoners are forced to live. Here the taint limits lifespans to 45 years. Only the Ward and his power structure were allowed to live on the high ground, and commoners were prevented from entering the higher elevations on pain of death (which, after all, is all they got if they stayed off the higher elevations).

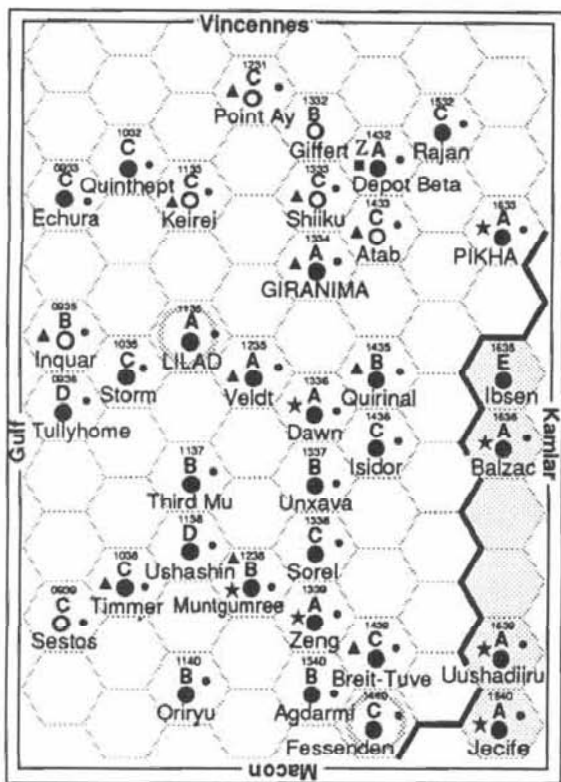
What the Imperium saw in the Ward of Vision that it suffered him to continue sentencing his people, Imperial subjects all, to early death is hard to say 85 years later. Perhaps he made the trains run on time.

Endup was thus typical of the many corrupt, cynical societies winked at by the Imperium but abolished by the Norrian or Aledon Reforms (see Library Data), especially the Representational Reforms (see page 12). The transformation of Endup was a bitter struggle, and was eventually accomplished by teams of Regency Election Observers (see Library Data) that were infiltrated into the lower classes. Here they undertook the unlikely mission of organizing an uprising against the Ward of Vision and his theocracy. Part of this movement, which took over a decade, was the creation of a "liberation theology" which encouraged the populace, within the tenets of their existing faith, to question the form their world had taken.

The uprising was a bloody affair, given the technological imbalance between the Ward's weaponry and that of the commoners, and Lucifer's population has only recently returned to its pre-uprising levels. Although the healthful highland areas are limited in extent, none of the population are excluded from them, and extensive tunneling has begun to allow purified atmospheres to be available to the low-level dwellers.

The name Lucifer means "light bearer," an ancient Terran name for the morning star, and has clear mythological connections to evil, specifically the fall of good beginnings into evil results. However, the ethical creation myths are clear that Lucifer was the most beautiful of the angels before his fall, and that only after his fall did he become identified as Satan. Thus Lucifer is an allegory for the partnership of vigilance and goodness.

The lower technology level in 1202 compared to 1117 does not represent a drop in tech level, but rather the tech level available to the entire population. Following the successful uprising, the Regency government, as heir to the Imperial government, elected to pay its debt to the people of Endup by adding the world to the Regency Industrial Development Program, making it the 27th and last world admitted to the program (see page 67). Despite its relatively low tech level, Lucifer is one of the leading worlds in the rim-trailing quarter of the Regency, possessed of a vigorous population with a clear sense of their purpose and what they believe in. Lucifer's government sponsors a great number of projects on poor environment worlds in the Regency or its frontiers with the goal



of raising the local standards of living. This is Lucifer's way of "paying forward" to the next generation the debt that they owe to the Regency.

Taman (0237): Taman's secondary is in a close orbit around the primary star. The combination of the two gives this system a narrow habitable zone. Taman occupies this zone, and has a chilly environment.

Khuaeakha (ex-Brufort) (0638): Although most of the Aslan incursions occurred in Trojan Reach and Spinward Marches, some reached into Deneb. This resulted in appreciable Aslan population on some worlds, and the world of Brufort was given over to Aslan control and subsequently renamed Khuaeakha.

Deneb Subsector N: Zeng

The Zeng subsector is defended by the 260th Fleet, headquartered at Dawn (1336). The portion of the Regency Frontier in the Zeng subsector is part of Quarantine District S, although most of this section of the frontier falls in the Kamlar subsector, the next subsector to trailing (page 63).

Dawn (1336): This waterworld supports two completely independent cultures: one in orbit and one that live on the ocean's surface in free-floating *Makranii* ("ship cities"). The orbital population is over 250,000, and the sea-dwellers number almost 400,000.

Dawn's listed tech level corresponds to the orbital culture; the Makranites have a tech level of 9. Dawn's naval base is located in the orbital community, but ships based there make extensive use of the oceans below for refueling.

No land whatsoever breaks the surface of Dawn's world ocean, so the Makranii contain all of the industrial facilities to exploit the ocean's riches: kelp farms and fish ranches, hydrothermal power generation plants, submarine docks for vehicles that collect mineral nodules from the seafloor, and vast collectors for the recovery of dissolved minerals.

The world gets its name from its atmospheric taint: the atmosphere's neon and argon taint create sunrises and sunsets that are breath-taking to visitors, but which the locals have long since accepted as routine.

Depot Beta (formerly Pashus) (1432): After the vampire fleet invaded the Regency and devastated Trin, the Admiralty determined that Deneb need a second depot, and elected to build it in the Pashus system. The original Deneb depot was renamed Depot Alpha, and the newly constructed one was named Depot Beta.

Note that the world itself still retains the name Pashus, it is only the system's name which has been changed.

Pashus is the site of Research Station Zeta (RSZ), which continues the work of Ashak Moroyanga (818-881). Moroyanga was a controversial leader in the field of temporal physics. He began his career at the Jumpspace Institute (see page 62) where his studies convinced him that the basic principles of time were themselves other expressions of the same phenomena that were utilized by jump technol-

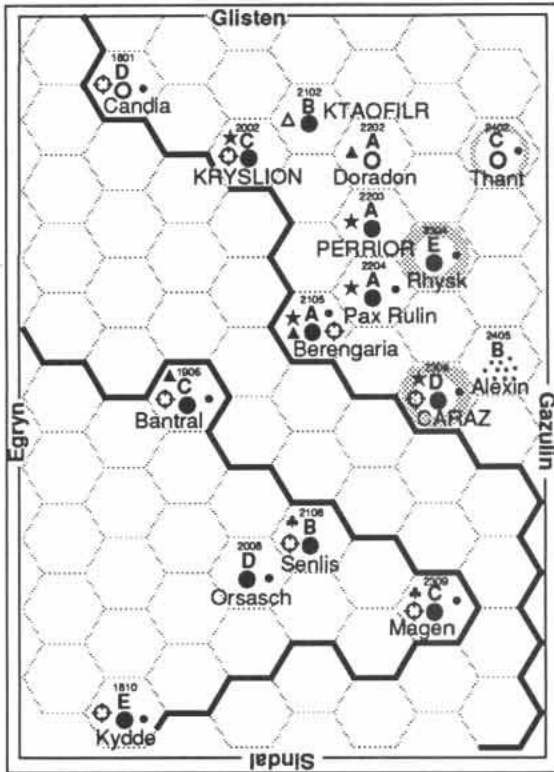
Zeng Subsector, 1117 and 1202 dual listing (Subsector N of Deneb Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Echura	0933	C6837AB-8			603	DD	K1 V
	0933	C683789-9		Ri	403	Re	K1 V
Inquar	0935	B885754-B	S	Fi	723	DD	M6 III
	0935	B885754-C	S	Fi	223	Re	M6 III
Tullyhome	0936	D66977A-5		Ri	401	DD	F2 V M1 V
	0936	D66977A-7		Ri	901	Re	F2 V M1 V
Sestos	0939	DSA6878-7		Fi	803	DD	K6 V M6 V
	0939	CSA6878-9		Fi	903	Re	K6 V M6 V
Quinthept	1032	C521575-B		Ni Po	521	DD	F0 V
	1032	C521575-D		Ni Po	821	Re	F0 V
Storm	1035	CAD6223-B		Fi Lo Ni	614	DD	M0 V
	1035	CAD6223-7		Fi Lo Ni	314	Re	M0 V
Timmer	1038	C362652-8	S	Ni Ri	214	DD	K3 V M6 V
	1038	C362652-A	S	Ni Ri	814	Re	K3 V M6 V
Keirei	1133	C110330-C	S	Lo Ni	734	DD	M7 V
	1133	C110330-D	S	Lo Ni	934	Re	M7 V
Lilad	1135	C447AAE-E		Hi In	824	DD	M6 V
	1135	A447A7B-F		Hi In	A924	Re	M6 V
Third Mu	1137	BA7A210-C		Lo Ni Wa	225	DD	K3 V
	1137	BA7A210-D		Lo Ni Wa	525	Re	K3 V
Ushashin	1138	EA9A210-7		Lo Ni Wa	734	DD	M2 V
	1138	DA9A210-9		Lo Ni Wa	934	Re	M2 V
Oriryu	1140	B536534-9		Ni	901	DD	M3 V M4 V
	1140	B536434-9		Lo Ni	901	Re	M3 V M4 V
Point Ay	1231	C460524-B	S	De Ni	902	DD	M1 V
	1231	C460624-C	S	De Ni	302	Re	M1 V
Veldt	1235	C467754-8	S	Ag Ri	514	DD	F6 V
	1235	A467754-9	S	Ag Ri An	714	Re	F6 V
Muntgumree	1238	B253666-8	A	Ni Po O:1339	303	DD	K1 V
	1238	B253666-A	A	Ni Po	403	Re	K1 V
Giffert	1332	B7A9557-E		Fi Ni	220	DD	F5 V K1 D
	1332	B7A9557-F		Fi Ni	620	Re	F5 V K1 D
Shiiku	1333	D6507BF-6	S	De Po	522	DD	M0 V
	1333	C6507BD-6	S	De Po	222	Re	M0 V
Giranima	1334	D7979C8-9	S	Hi In	313	DD	K9 V M1 V
	1334	A7979C8-C	S	Hi In	513	Re	K9 V M1 V
Dawn	1336	AA9A531-C	N	Ni Wa	403	DD	K9 V
	1336	AA9A533-E	N	Ni Wa	603	Re	K9 V
Unxava	1337	B677627-7		Ag Ni	723	DD	G3 IV
	1337	B677757-9		Ag Ni	123	Re	G3 IV
Sorel	1338	B539113-C	N	Lo Ni	601	DD	K6 V K8 D
	1338	C539113-D	N	Lo Ni	601	Re	K6 V K8 D
Zeng	1339	A226446-C	N	Lo Ni Cp	411	DD	M3 V
	1339	A226446-E	N	Lo Ni Cp	911	Re	M3 V
Agdarmi	1340	B266799-A		Ag Ri	724	DD	M8 III
	1340	B266899-B		Ri	524	Re	M8 III
Pashus	1432	A232455-G	S	Lo Ni Po RsZ	812	DD	A9 V
Depot Beta	1432	A232566-G	D	Lo Ni Po RsZ	312	Re	A9 V
Atab	1433	C140899-A	S	De Po	303	DD	G7 V M7 V
	1433	C140999-B	S	De Hi In Po	103	Re	G7 V M7 V
Quirinal	1435	C651754-9		Po	101	DD	K9 V M9 V G2 D
	1435	B651754-B	S	Po	201	Re	K9 V M9 V G2 D
Isidor	1436	C371565-8		Ni O:1435	623	DD	M0 II
	1436	C371565-9		Ni O:1435	723	Re	M0 II
Breit-Tuve	1439	C325574-B		Ni	811	DD	M1 V
	1439	C325574-D	S	Ni	911	Re	M1 V
Fessenden	1440	C4357CC-6			401	DD	M1 V
	1440	C43579A-8			A601	Re	M1 V
Rajan	1532	C87A112-B		Lo Ni Wa	821	DD	F2 V F3 D
	1532	C87A212-B		Lo Ni Wa	621	Re	F2 V F3 D
PikhA	1633	B738A86-C		Hi	612	DD	K7 V
	1633	A738A86-E	N	Hi	712	Re	K7 V
Ibsen	1635	D4346AC-6		Ni	110	DD	M8 III A2 D
	1635	E434558-5		Ni	510	RF	M8 III A2 D
Balzac	1636	A452879-D	N	Po	513	DD	G1 IV K5 D
	1636	A452879-D	N	Po	313	RF	G1 IV K5 D
Uushadiiru	1639	A351445-A	N	Lo Ni Po	521	DD	G0 V
	1639	A351445-B	N	Lo Ni Po	221	RF	G0 V
Jecife	1640	A439667-F	N	Ni O:1636	123	DD	F6 II
	1640	A439567-F	N	Ni O:1636	523	RF	F6 II

ogy. Moroyanga earned both popular celebrity and professional contempt with these views, and eventually died under mysterious circumstances. Nonetheless, the Imperium took his work seriously enough to create Deneb's RSZ to pursue Moroyanga's inquiries.

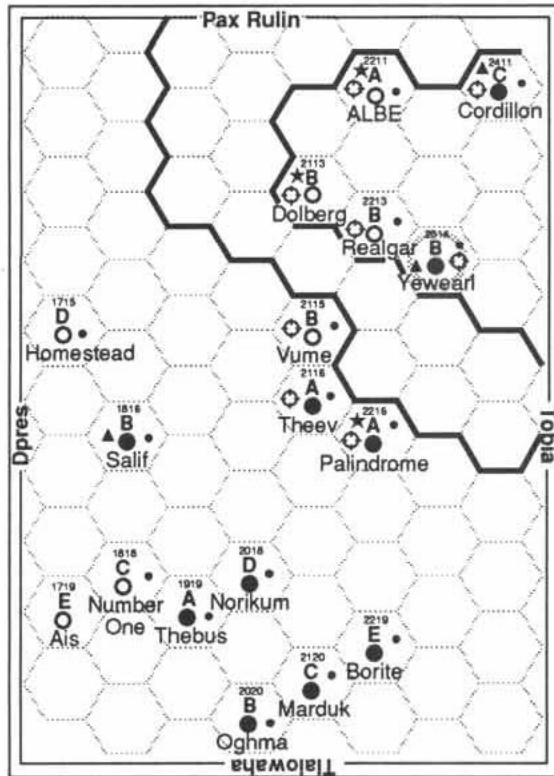
Conspiracy theorists (of which there is sadly never any shortage in civilized society) maintain that Depot Beta was constructed solely as a cover for the dramatic temporal breakthroughs that are being made at RSZ. By creating a huge naval presence in the system, the Regency government can more easily control public observation of the time travel programs being undertaken by the Regency government.

Pax Rulin Subsector, 1117 and 1202 dual listing (Subsector C of Trojan Reach Sector)



Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Candia	1801	D4006A9-4		Na Ni Va	703	Na	M7 V M2 D
Kydde	1801	D4007A9-7	I	Na Va	103	Re	M7 V M2 D
	1810	B644779-5	S	Ag	804	Cs	F2 V
Bantral	1810	E6448M4-5			704	As	F2 V
	1906	C886589-9	S	Ag Ni D:0	503	Cs	F5 V
Kryslyon	1906	C886589-A	S, I	Ag Ni D:1	603	As	F5 V
	2002	D483AA9-9		Hi	520	DD	F6 V
Orsasch	2002	C483AA9-D	N, I	Hi	720	Re	F6 V
	2008	C241364-7	M	Lo Ni Po O:2108	223	SF	F1 V
Cyan	2008	D241364-8		Lo Ni Po O:2108	323	As	F1 V
	2102	C469989-B	W	Hi	510	DD	F6 V M7 D
Ktaofilr	2102	A4699N9-E	W	Hi Aw	210	Re	F6 V M7 D
	2105	B566644-7	A	Ag Ni Ri	304	DD	F7 V
Berengaria	2105	A566644-A	A, I	Ag Ni Ri A:1	904	Re	F7 V
	2108	B671633-A	M	Ni	510	SF	F6 V
Senlis	2108	B671633-A	M, I	Ni A:0	710	As	F6 V
	2202	A400369-B	S	Lo Ni Va O:2102	100	DD	F3 V
Doradon	2202	A400358-F	S	Lo Ni Va	300	Re	F3 V
	2203	A633966-B	N	Hi Na Po O:2102	330	DD	G2 V
Perrior	2203	A633986-E	N	Hi Na Po An A:2	430	Re	G2 V
	2204	A402231-E	N	lc Lo Ni Va	413	DD	M8 III
Pax Rulin	2204	A402431-F	N	lc Lo Ni Va	313	Re	M8 III
	2304	E413730-3		lc Na	R613	DD	M1 V M4 V
Rhysk	2304	E413776-7		lc Na A:0	R713	Re	M1 V M4 V
	2306	E111959-A	N	Hi lc In Na	A222	DD	F7 V M5 D
Caraz	2306	D111959-C	N, I	Hi lc In Na	R722	Re	F7 V M5 D
	2309	C543550-9	M	Ni Po	902	SF	F9 V
Magen	2309	C543653-A	M, I	Ni Po A:4	102	As	F9 V
	2402	BAC0789-6		De	A103	DD	A4 V
Islent	2402	CAC0589-9		De	A703	Re	A4 V
Thant	2405	B000420-C		As Lo Ni	230	DD	F5 V
Alexin	2405	B000420-E		As Lo Ni A:1	430	Re	F5 V

Sindal Subsector, 1117 and 1202 dual listing (Subsector G of Trojan Reach Sector)



Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Homestead	1715	D560250-6		De Lo Ni	524	Na	F9 V
	1715	D5605K4-6		De Ni	624	As	F9 V
Ace	1719	E7A0889-5		De	700	Na	M0 V M7 D M5 D
Ais	1719	E7A08J5-8		De A:4	600	As	M0 V M7 D M5 D
	1816	A6236A6-A		Na Ni Po	301	Na	F9 III M0 D
Salif	1816	B6236M6-A		Na Ni Po A:3	401	As	F9 III M0 D
	1818	C9C6778-7		Fi	602	Na	M8 V
Number One	1818	C9C68K5-9		Fi	402	As	M8 V
	1919	B534320-6		Lo Ni	823	Na	M8 V
Thebus	1919	A5345J7-D		Ni	523	As	M8 V
	2018	D886788-1		Ag	804	Na	G2 V M9 D M6 D
Noricum	2018	D8868J6-1		Ri A:2	104	As	G2 V M9 D M6 D
Oghma	2020	B214754-9		lc	404	Na	F5 V M4 D M5 D
	2020	B2147LA-9		lc A:3	504	As	F5 V M4 D M5 D
Dolberg	2113	BAC889D-B		Fi	300	Na	F7 V
	2113	BAC8850-E	N, I	Fi	600	Re	F7 V
Vume	2115	B100477-C		Lo Ni Va An	123	Na	K7 II
	2115	B1004M9-E	I	Lo Ni Va An A:8	223	As	K7 II
Theev	2116	A434500-F		Ni	A934	Na	G0 V
	2116	A4346M3-F	I	Ni	434	As	G0 V
Marduk	2120	C377436-3		Lo Ni	503	Na	F7 V
	2120	C3778MA-A			203	As	F7 V
Albe	2211	A540A98-E		De Hi In Po	213	DD	F4 V M2 D
	2211	A540A52-F	N, I	De Hi In Po A:0	413	Re	F4 V M2 D
Realgar	2213	B750444-A		De Lo Ni Po	303	DD	G4 V M7 D
	2213	B750435-B	I	De Lo Ni Po A:2	303	Re	G4 V M7 D
Palindrome	2216	B433334-B		Lo Ni Po	502	Na	F9 V M1 D
	2216	B4335N6-D	N, I	Ni Po	602	As	F9 V M1 D
Borite	2219	E655796-4		Ag	703	Na	G4 V M8 D
	2219	E6557M6-5		Ag A:4	903	As	G4 V M8 D
Chalchiutlicu	2314	B76A787-7		Ri Wa	423	Na	G9 V M3 D
	2314	B76A7M8-B	S, I	Ri Wa Aw	A823	Re	G9 V M3 D
Cordillon	2411	C431210-C		Lo Ni Po	922	DD	K1 V
	2411	C431338-B	S, I	Lo Ni Po	222	Re	K1 V

TROJAN REACH

Trojan Reach was the area of the greatest Imperial territory losses to the Asian *ihotei*. The antebellum Imperial border enclosed the core-trailing quarter of Sindal (G) subsector, and three-quarters of the Tobia (H) subsector. All territory in both these subsectors was lost by the late 1110s, but this dire situation was eventually stabilized by the new Sector Duchess, Sharik Arcadia of Gazulin (who succeeded Duke Alexander Quinn in 1118 upon his suicide with the Aslan invasion of Tobia) who enacted policies to encourage the encroaching clans to fight with each other, which they were only too willing to do.

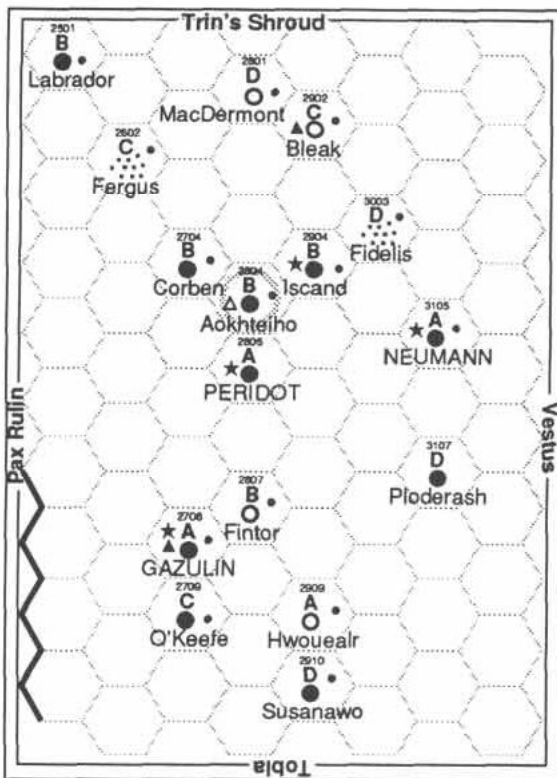
The Zhodani name for Trojan Reach is *Idrlfanta*, the Aslan name is *Hlaoirloahauri*. Archeological evidence shows that the sector was settled by Vilani expatriates from about -2300. These were not formal colonies, but were the settlements of Vilani fleeing

Vargr raiding in the abandoned Vilani colonies of Corridor Sector. The last of these settlements is believed to have died out by -1400.

Trojan Reach Subsector C: Pax Rulin

The Pax Rulin subsector is defended by the 201st Fleet, headquartered at Perrior (2203). Its frontier is part of RQD 6, which has sole responsibility for the Aslan interface. It runs from Fist (2918) in the Tobia subsector (page 68) to Candia (1801) at the coreward border of the subsector.

Bantral (1906): Bantral was the 1122 site of talks between the then-Domain and the Aslan Ikhtealyo clan. The Ikhtealyo, which had a long history of trade with the Imperium,



Gazulin Subsector, 1117 and 1202 dual listing (Subsector D of Trojan Reach Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Labora	2501	B533544-7		Ni Po	103	DD	M1 V M1 D
Labrador	2501	B533584-A		Ni Po	203	Re	M1 V M1 D
Belt 9	2602	B000213-E		As Lo Ni	523	DD	M1 V M5 D
Fergus	2602	C000355-C		As Lo Ni	423	Re	M1 V M5 D
Corben	2704	B545455-8	N	Lo Ni	814	DD	F5 V M9 D M7 D
	2704	B545410-9		Lo Ni	114	Re	F5 V M9 D M7 D
Gazulin	2708	AA86987-8	A	Hi An	213	DD	F3 V
	2708	AA86A96-C	A	Hi An A:2	713	Re	F3 V
O'Keefe	2709	D879625-7	S	Ni	604	DD	F4 V
	2709	C879740-9		Ni A:0	204	Re	F4 V
MacDermont	2801	D200768-8		Na Va O:2904 A204	DD	F1 V	
	2801	D200786-9		Na Va A:0	A104	Re	F1 V
Junction	2804	B763773-6		Ri	905	DD	G9 V M8 D
Aokhteiho	2804	B7637H4-7	W	Ri Aw	A705	Re	G9 V M8 D
Peridot	2805	B989894-A	N	Ri	700	DD	F3 V M8 D
	2805	A989894-C	N	Hi A:1	200	Re	F3 V M8 D
Fintor	2807	B440344-7		De Lo Ni Po	703	DD	F9 V
	2807	B440353-9		De Lo Ni Po A:0	903	Re	F9 V
Bleak	2902	C9C6225-9	S	Fj Lo Ni An	304	DD	M2 V
	2902	C9C6242-8	S	Fj Lo Ni An	804	Re	M2 V
Iscand	2904	B795553-B	N	Ag Ni C:4	101	DD	K6 V
	2904	B795553-D	N	Ag Ni C:4	301	Re	K6 V
Mirage	2909	A560676-A		De Ni Ri	603	DD	F0 V
Hwouear	2909	A5606K7-8		De Ni Ri Aw	803	Re	F0 V
Susanawo	2910	D68A430-5		Lo Ni Wa	111	DD	F0 V
	2910	D68A430-6		Lo Ni Wa	211	Re	F0 V
627-301	3003	E000120-A		As Lo Ni RsB	R911	DD	F3 V
Fidelis	3003	D000241-B		As Lo Ni	811	Re	F3 V
Neumann	3105	B876AA9-D	N	Hi In	123	DD	G3 V
	3105	A876AA9-F	N	Hi In	323	Re	G3 V
Ploderash	3107	D303696-8		lc Na Ni Va	520	DD	F1 V M9 D
	3107	D303651-A		lc Na Ni Va	720	Re	F1 V M9 D

desired an amicable solution that would allow trade and not require open warfare. However, such sentiments were complicated by other factions on both sides. Many human worlds (described elsewhere) were inclined to go to war with the Aslan intruders, and other Aslan clans preferred war as well. One such clan was the militant Eakhtiyho, and its motivations were two-fold. First, war would allow it to simply take what it wanted; Imperial weakness made it likely that this would prove true. Second, by pursuing war, the Eakhtiyho could undercut the power of the the Ikhteylo, Tlaukhu rivals (see page 25) who sought peace with the Imperium. A solution that allowed the Eakhtiyho to gain strength at the expense of the Imperium and the Ikhteylo was irresistible to them. Thus Eakhtiyho policy was to provide military assistance to all *ihotei* forces (regardless of clan affiliation) who pursued military conquest of new lands in the Imperium. This would add fuel to the fire and give greater strength to the Eakhtiyho. Attempts at negotiation were therefore foredoomed to failure so long as the Eakhtiyho figured in the equation, and their policy was to forcibly insert themselves into the equation at every opportunity. (See also Survival Margin, page 19, Rebellion Sourcebook, SA, TD MTJ 3)

Trojan Reach Subsector G: Sindal

The Sindal subsector is defended by the 203rd Fleet, headquartered at Albe (2211). The Sindal frontier is also part of RQD 6, see Pax Rulin, above.

General Development Company (GeDCo): This company was active in Trojan Reach and Refit and dates to the early 600s when Empress Arbella resettled many nobles in the Imperium's border regions. As these regions were undeveloped, many

of these nobles pooled their wealth for the establishment of an organization dedicated to trade and the increase of tech levels. The result was GeDCo, which achieved success through trade and the production of high-tech export goods.

When the Regency government established its Industrial Development Program it borrowed heavily from the expertise and structure of GeDCo. Many GeDCo executives became Regency officials, and portions of the GeDCo infrastructure were taken over whole by the Regency government and became local offices of the Industrial Development administration.

Trojan Reach Subsector D: Gazulin

The Gazulin subsector is defended by the 202nd Fleet, based at Neumann (3105). Neumann is one of the key worlds of the Regency thinrim. Because of the paucity of TL-15 industrial worlds in the Regency's rimward interior, Neumann fills an important gap, and was selected for the industrial development program (see box, below) for just that reason.

Fidelis (formerly 627-301) (3003): The Imperial research station in this system was evacuated in the pre-Collapse period when it became impossible to defend. The present population of the system comprise an asteroid mining colony made up of families intending to make a life in the system, not corporate employees who come as a go based upon their contracts. These settlers gave the system its new name as a commitment that their world would not be abandoned like its predecessor but would remain a valuable and valued member of the Regency.

Regency Industrial Development Program: This was one of the Regency's most important internal development initiatives of the post-Collapse period. Its goal was the increase of high-technology industrial capability in the Regency, particularly in areas which were lacking such centers. One major thrust of the program was to identify industrial worlds which could be rapidly advanced to TL-15, and target them for intensive industrial investment. The Regency government accomplished this by providing interest-free government loans for infrastructure improvement, and by providing grants to the high-tech industrial worlds that would produce the expertise and equipment that would make this possible.

The second major thrust was the advancement of industrial or non-industrial early stellar (TLs 9-A) worlds to average stellar (TLs B-D) industrial worlds. This was also accompanied by starport improvement programs, and additional local investment was also provided in the form of the construction of new bases on these worlds.

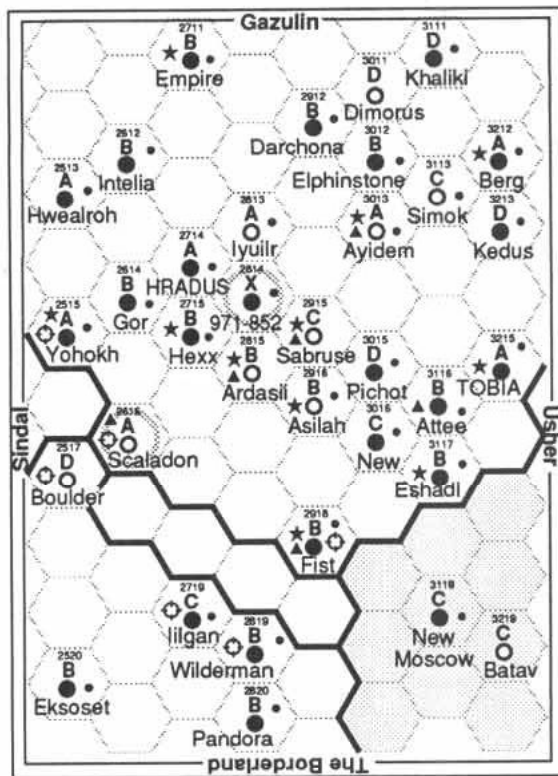
A total of 26 worlds were chosen from the program, in 21 subsectors. (A 27th world was added later, see "Lucifer," page 64.) As can be imagined, this program was the target of many attempts to exert political favoritism and promote local pork-barrelling, but Norris himself exerted his personal influence by making it a Regency priority, and created an independent office, the Industrial Development Office, to administer the program which was answerable directly to the First Regent.

One stipulation of this program was that technological development beyond TL-15 was severely limited, to avoid diluting the effort that would

be focused on bringing up as many sub-TL-15 worlds as possible to this level. Only one TL-15 industrial world would be allowed to advance its industrial base to TL-16, and after intensive lobbying by Glisten (2036 SM), Rhylanor (2716 SM), Trin (3235 SM), Magash (0316 Deneb), Starn (1417 Deneb), and Tobia (3215 TR), Mora was selected for the honor, making it only the second TL-16 industrial world in the Regency, which it remains in 1202. Although this decision did not go down well in all quarters, after the decision a decade earlier to move the Domain capital to Mora, it at least proved fortunate that Trin was not chosen, given the eventual fate of that world.

Vincennes was denied its request to advance to TL-17, and its industry was primarily used to produce selected high-payoff technology that could be used as "force multipliers" in an otherwise TL-15 society.

The 26 worlds originally selected for this program were Jewell (SM 1106, page 37), Efate (SM 1705, page 38), Junidi (SM 3202, page 39), Vilis (SM 1119, page 41), Porozlo (SM 2715, page 43), Adabiccil, Lunion, and Strouden (SM 1824, 2124, and 2327, page 46), Mirriam (SM 0333, page 48), Aki (SM 2035, page 50), Dodds (SM 2739, page 51), Urnas (Deneb 0609, page 52), Liiri (Deneb 1016, page 57), Askigaak (Deneb 0629, page 60), Ishiri (Deneb 1429, page 61), Liran (Deneb 1923, page 62), Tuwayk and Noghon (0339 and 0440, page 64), Lilad, Giranima, and Pihka (1135, 1334, and 1633, page 65), Caraz (TR 2306, page 66), Albe (TR 2211, page 66), Neumann (TR 3105, page 67), Hradus (TR 2714, page 68), and Colony Five (Reft 0707, page 69).



Trojan Reach Subsector H: Tobia

By 1120, the entire Tobia subsector, along with the Sindal subsector to spinward, had fallen to *ihatei* invasion, although most of these worlds retained human majority (though now subject) populations.

The arrival of Regency forces in 1131 was greeted with delirious joy by the human inhabitants after over a decade of Aslan occupation. The Regency no longer particularly feared full-scale war with the Aslan Hierate, and this freed it to act with a stoic confidence that it had not exhibited before, and this new confidence struck fear into the Aslan, prompting them to accept these bold acts and enter into honest negotiations. The Regency knew that Virus was by far the greatest threat, and in any event, an Aslan-Regency war would not be the last word—Virus would destroy whatever victors were left behind. Besides, the Regency was essentially only restoring its antebellum boundaries, reasserting control over worlds which had traditionally been Imperial worlds until the late 1110s.

Many Aslan populations abandoned their former-Imperial conquests during this period, and on many worlds the remainder were subject to varying degrees of "justice" at the hands of their former subjects, which often involved simple deportation.

The Tobia subsector is defended by the 204th Fleet, headquartered at Ayidem (3013). Its frontier is part of Quarantine District 5A, spawned from RQD 5 in 1140 with the annexation of the Islands (see pages 12 and 33). It was clear that patrolling this new territory would overstretch the forces assigned to RQD 5, so RQD 5A was split off from it to patrol subsectors J and K (page 72) and the stretch of frontier backing this area, beginning to core-trailing at Tonnurad (Ref 041 6, page 69) and running rim-spinward to the rimward end of the Regency Frontier in the Tobia subsector.

Due to the lack of adequate basing facilities in the Regency Frontier itself, the 128th Fleet is headquartered at Tobia (3215), and not in the frontier itself as is the case in RQDs 3 and 4.

Imisaa (2916): In contrast to the experience of other Aslan-visited worlds, Imisaa benefitted from non-violent and helpful Aslan investment. With the local economic downturn during the Civil War, the Imisaa economy was saved by Aslan investment, as Aslan traders were well-known on this world. In return for this investment the Aslan were granted unused land to settle in the Imisaa outback. Given the character of Imisaa land (it is coded a Desert world), the human inhabitants felt fortunate indeed that someone would pay them for this useless real estate. The world's population is now 89% Aslan.

Fist (2918): Another location of bitter Aslan-human fighting. The world's government, fearful of Aslan power, concluded deals for Aslan settlement. When the disgusted populace overthrew this government and demanded that the Aslan depart, the Aslan refused; they had gotten their land fair and square. Naturally, war resulted.

Intelia (2612): Like Imisaa (above), Aslan came to Intelia as investors, buying out the agricultural world's failing meat-packing industry. Naturally the new Aslan owners offered jobs to poor members of their clans, but the humans of this world (which was suffering disastrous unemployment because of the Imperial withdrawal

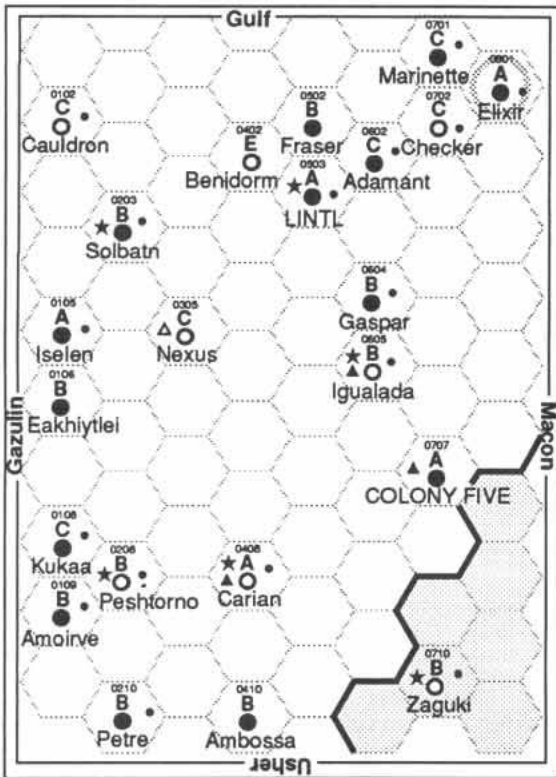
Tobia Subsector, 1117 and 1202 dual listing (Subsector H of Trojan Reach Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alq	Stellar
Pryme	2513	B486688-9		Ag Ni Ri	305	DD	F0 V
Hwealroh	2513	A486688-E		Ag Ni Ri Aw	405	Re	F0 V
Nekirino	2515	A788400-C	N	Lo Ni	914	DD	K4 V
Yohokh	2515	A788517-C	N	Lo Ni Aw	214	Re	K4 V
Boulder	2517	D100758-9		Na Va	330	Na	K2 V M4 D
	2517	D1007H7-A		Na Va A:3	430	As	K2 V M4 D
Exocet	2520	A574126-8		Lo Ni	203	Na	F6 V
Eksoset	2520	B5742G7-B		Lo Ni	703	As	F6 V
Intelia	2612	C474653-6		Ag Ni	704	DD	F4 V
	2612	B474653-8		Ag Ni A:0	904	Re	F4 V
Gor	2614	C868677-3		Ag Ni Ri	403	DD	G5 V
	2614	B868677-A		Ag Ni Ri A:0	803	Re	G5 V
Scaladon	2616	AAD98DK-A		FI	A600	DD	F6 V
	2616	AAD98DK-A	S	FI A:2	A400	Re	F6 V
Empire	2711	B679334-C	N	Lo Ni	503	DD	G2 V M4 D
	2711	B679434-C	N	Lo Ni	403	Re	G2 V M4 D
Hradus	2714	B546998-7		Hi In	223	DD	F1 V M6 D
	2714	A546998-D		Hi In A:1	223	Re	F1 V M6 D
Hexx	2715	B78A577-D	N	Ni Wa	314	DD	F6 V
	2715	B78A577-E	N	Ni Wa A:2	614	Re	F6 V
Iligan	2719	C467787-8		Ag Ri	812	Na	G7 V
	2719	C4678N2-8		Ri	712	As	G7 V
Saurus	2813	A350543-B		De Ni Po	512	DD	F0 V
Iyulir	2813	A3505N7-E		De Ni Po Aw	712	Re	F0 V
971-852	2814	X78A000-0		Ba Wa	A004	DD	F6 V M3 D
Dreadnought	2814	X78A443-8		Ba Wa	804	Re	F6 V M3 D
Ardasii	2815	B650684-9	N	De Ni Po	110	DD	F7 V
	2815	B650684-B	A	De Ni Po A:2	210	Re	F7 V
Wilderman	2819	B201674-C		Ic Na Ni Va	402	Na	F7 V
	2819	B2016M7-D		Ic Na Ni Va A:6	802	As	F7 V
Pandora	2820	B878313-B		Lo Ni	401	Na	F0 V
	2820	B8783G3-B		Lo Ni	501	As	F0 V
Darchona	2912	B49A742-A		Wa	533	DD	F9 V
	2912	B49A743-D		Wa A:1	633	Re	F9 V
Sabruse	2915	EAC8343-8		FI Lo Ni RsA	220	DD	F3 V M5 D
	2915	CAC8343-A	A	FI Lo Ni	320	Re	F3 V M5 D
Imisaa	2916	B520867-6	N	De Na Po O:2815	113	DD	F8 V M5 D
Asilah	2916	B5208L8-A	N	De Na Po Aw	813	Re	F8 V M5 D
Fist	2918	B789430-C		Lo Ni	313	Na	F1 V
	2918	B789696-D	A	Ni Ri A:1	313	Re	F1 V
Dimorus	3011	D300755-4		Na Va	600	DD	G0 V M7 D
	3011	D300761-7		Na Va O:3212	400	Re	G0 V M7 D
Our Planet	3012	B687100-A		Lo Ni	314	DD	F1 V
Elphinstone	3012	B687220-B		Lo Ni	414	Re	F1 V
Ayidem	3013	A7407X4-D	N	De Po D:9	A804	DD	M2 V
	3013	A7407X4-E	A	De Po Dw	904	Re	M2 V
Pichot	3015	E546330-3		Lo Ni	123	DD	F1 V M8 D
	3015	D546330-5		Lo Ni	223	Re	F1 V M8 D
New	3016	D66668A-5		Ag Ni Ri	503	DD	F9 V
	3016	C66668A-8		Ag Ni A:1	203	Re	F9 V
Khaliki	3111	D111568-9		Ic Ni Pr O:3212	215	DD	F5 V
	3111	D111568-9		Ic Ni O:3212 A:0	315	Re	F5 V
Simok	3113	DAA08CC-5		De	701	DD	F0 V
	3113	CAA08A5-8		De A:0	601	Re	F0 V
Attee	3116	C7529AE-4		Hi Po	404	DD	F9 V
	3116	B7528AE-5	S	Po A:2	404	Re	F9 V
Eshadi	3117	B431358-E		Lo Ni Po	311	DD	M7 V
	3117	B431358-F	N	Lo Ni Po A:1	311	Re	M7 V
New Moscow	3119	B76779A-7		Ag Ri	513	DD	F8 V
	3119	C7677J8-5		Ag Ri	313	RF	F8 V
Berg	3212	A675542-B	N	Ag Ni	805	DD	F5 V
	3212	A675575-D	N	Ag Ni A:2	905	Re	F5 V
Kedus	3213	D867400-3		Lo Ni	913	DD	F8 V
	3213	D867534-6		Lo Ni A:0	213	Re	F8 V
Tobia	3215	A444A55-F	N	Hi In	203	DD	F7 V
	3215	A444A58-F	N	Hi In A:1	303	Re	F7 V
Batav	3219	B5A8764-A		FI An O:3215	110	Na	M6 II
	3219	CSA86J6-8		FI Ni An A:3	810	RF	M6 II

from the subsector) opposed what appeared to be an Aslan economic takeover and rebelled. Wars are easier to start than they are to end.

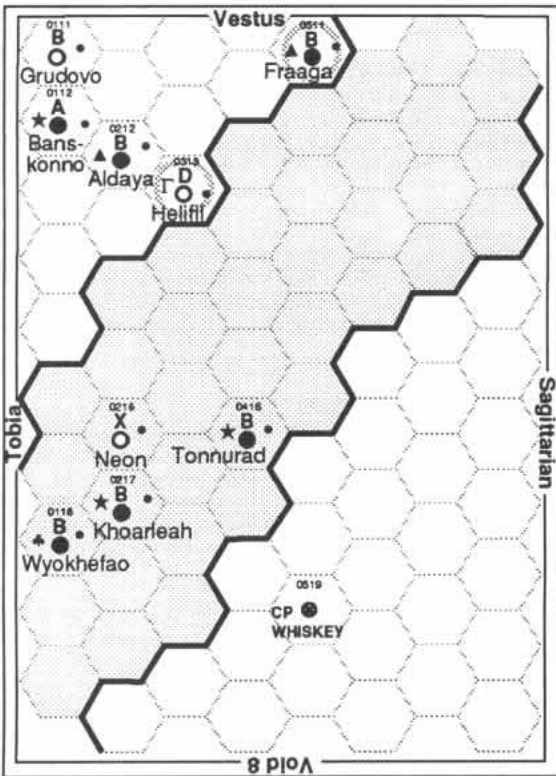
Tobia (3215): Tobia is one of the crucial worlds of the Regency, anchoring the rimward extreme of its defenses. Tobia is not only a subsector capital, it is one of only 16 TL-15 industrial worlds in the Regency, and is the rimward-most of these. In the antebellum period Tobia had also been the Sector capital, but the Regency has dispensed with this fatuous legalism, as it only holds one-quarter of the sector.

Tobia is also the headquarters of the 128th Fleet, whose area of responsibility (AoR) is actually to trailing in Quarantine District 5A. However, because of the lack of suitable facilities in the fleet's AoR, its administrative headquarters (and center for scheduled maintenance availabilities and overhaul) is placed farther to the rear than is the case with the three other frontier fleets.



Vestus Subsector, 1117 and 1202 dual listing (Subsector A of Reft Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Cauldron	0102	D988222-4		FI Lo Ni	403	DD	M0 V
	0102	C988245-9		FI Lo Ni	503	Re	M0 V
Iselen	0105	A243678-9		Ni Po	403	DD	G0 V
	0105	A243678-A		Ni Po A:4	703	Re	G0 V
Reudden	0106	B3536BG-7		Ni Po	400	DD	G4 V
Eakhiytlei	0106	B3536MA-8		Ni Po Aw	700	Re	G4 V
Kukaa	0108	C544100-B		Lo Ni	503	DD	G1 V
	0108	C544300-A		Lo Ni	403	Re	G1 V
Amoirve	0109	B565476-C	N	Lo Ni	704	DD	C8 V
	0109	B565413-B		Lo Ni A:1	904	Re	C8 V
Solbatn	0203	B87A443-A		Lo Ni Wa	603	DD	K3 V
	0203	B87A452-C	N	Lo Ni Wa	703	Re	K3 V
Peshtorno	0208	B783841-8	N	FI	622	DD	G1 V
	0208	B783861-A	N	FI	922	Re	G1 V
Petre	0210	B696478-A		Lo Ni	210	DD	F4 V
	0210	B696478-B		Lo Ni	110	Re	F4 V
Dimple	0305	D200201-8	S	Lo Ni Va	500	DD	G1 V M1 D
Nexus	0305	C200311-A	W	Lo Ni Va	600	Re	G1 V M1 D
Benidorm	0402	E446400-A		Lo Ni	120	DD	G2 V
	0402	E446400-9		Lo Ni A:3	120	Re	G2 V
Carian	0408	B300459-B	N	Lo Ni Va	924	DD	M0 V M7 D
	0408	A300524-D	A	Lo Ni Va	424	Re	M0 V M7 D
Ambossa	0410	B684459-9		Lo Ni	700	DD	G2 V
	0410	B684459-9		Lo Ni A:2	800	Re	G2 V
Corp Town	0502	B474211-B		Lo Ni	100	DD	F6 V M1 D
Fraser	0502	B474425-C		Lo Ni A:0	300	Re	F6 V M1 D
Lintl	0503	B739AEE-F		Hi Cp	404	DD	K2 V
	0503	A739AEE-F	N	Hi Cp	604	Re	K2 V
Whisp	0602	C251110-6		Lo Ni Po	204	DD	F7 V M0 D
Adamant	0602	C251100-9		Lo Ni Po	204	Re	F7 V M0 D
Gaspar	0604	B336337-D		Lo Ni	801	DD	M5 V
	0604	B336410-D		Lo Ni	101	Re	M5 V
Iqualada	0605	B140567-9	N	De Ni Po O:0604	701	DD	G2 V
	0605	B140577-A	A	De Ni Po	601	Re	G2 V
Mukiud	0701	B333210-E		Lo Ni Po	823	DD	M6 V
Marinette	0701	C333210-D		Lo Ni Po	523	Re	M6 V
Checker	0702	C300225-9		Lo Ni Va	615	DD	M4 V M7 D
	0702	C300224-A		Lo Ni Va	715	Re	M4 V M7 D
Colony Five	0707	B4759A5-E		Hi In	420	DD	G9 IV M1 D
	0707	A4759A5-F	S	Hi In A:2	520	Re	G9 IV M1 D
Zaguki	0710	B2602G2-9		De Lo Ni	804	As	F2 V M6 D
	0710	B260454-9	N	De Lo Ni A:7	A904	RF	F2 V M6 D
Elixir	0801	B768321-9		Lo Ni	A423	DD	F4 V
	0801	A768587-C		Ni Ag	A623	Re	F4 V



Usher Subsector, 1117 and 1202 dual listing (Subsector E of Reft Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Grudovo	0111	B260453-E		De Lo Ni	914	DD	K0 IV M9 D
	0111	B260553-F		De Ni	314	Re	K0 IV M9 D
Banskonno	0112	A4824M4-C		Lo Ni D:6	204	As	G0 V
	0112	A482574-E	N	Ni D:4 A:3	204	Re	G0 V
Bastion	0118	B7373N2-B	N	Lo Ni	701	As	A9 V K4 D
Wyokhefao	0118	B7374N8-B	M	Lo Ni Aw	101	RF	A9 V K4 D
Aldaya	0212	B8856J9-6	M	Ag Ni Ri	423	As	K4 V
	0212	B885620-8	S	Ag Ni A:2	723	Re	K4 V
Neon	0216	D9822HA-8		FI Lo Ni	923	As	M4 V M8 D
	0216	X982000-0		Ba FI	023	—	M4 V M8 D
Cerebin	0217	B3236M2-C		Na Ni Po	534	As	G1 III
Khoarleah	0217	B3236M3-C	N	Na Ni Po Aw	334	RF	G1 III
Helifil	0313	D1107N4-8		Na RsI	403	As	K1 V
	0313	D110744-9		Na RsI A:6	A203	Re	K1 V
Tonnurad	0416	B463695-7		Ni Ri	803	Na	G3 V M5 D M5 D
	0416	B463787-7	N	A:3	203	RF	G3 V M5 D M5 D
Fraaga	0511	B691420-D		Lo Ni	702	DD	K2 V M9 D M1 D
	0511	B691320-B	S	Lo Ni	A302	Re	K2 V M9 D M1 D

Dreadnought (formerly 971-852) (2814): This world's crust was cracked during the Ancients' final war, destroying most indigenous life. When first contacted by the ISS the world still had a small human population eking out an existence by such means as cannibalism. By 852 this population had become extinct. The world is still a hazardous environment as its crust remains weak. The world has been re-settled under the auspices of the Ministry of the Interior with its new grandiose and courageous name: "Fear God and Dread Nought." This unwieldy name is officially shortened to "Dreadnought" for normal usage.

REFT

Reft Sector, as its name suggests, is dominated by the Great Rift (see Library Data). Its few worlds are split into three areas: the Regency/spinward side of the rift, the Imperial

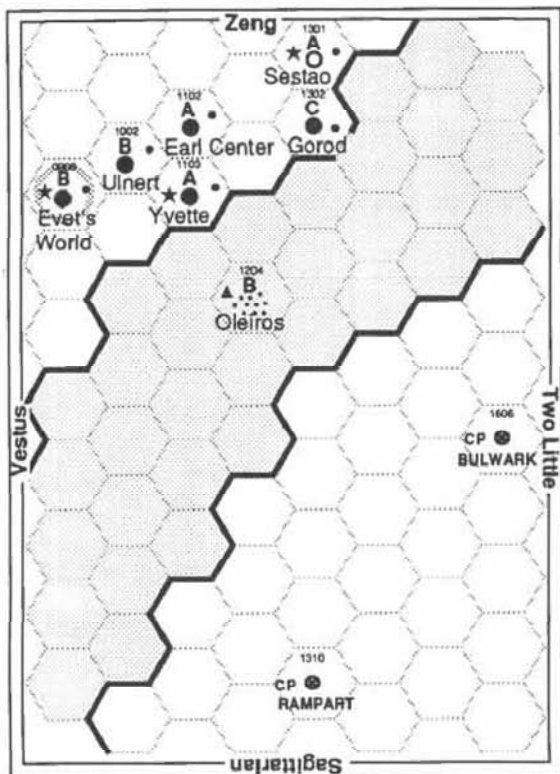
core/trailing side of the rift, now Wilds, and scattered mid-rift worlds in between. The Zhodani name for Reft Sector is *Bransakral*.

Reft Subsector A: Vestus

The Vestus subsector is defended by the 19th Fleet, headquartered at Carian (0408). The Vestus frontier is part of RQD 5, defended by the 74th Fleet.

Several of the worlds of this subsector were not continuously occupied during the Civil War, but were abandoned in the face of the Aslan incursions and reoccupied following the establishment of the Regency. Most of these can be recognized by the new names given them by their new inhabitants.

Many of the starports and bases in this subsector exist solely to support fleet movements and lines of communication (such as the XWeb) from the Regency



Macon Subsector, 1117 and 1202 dual listing (Subsector B of Reft Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Evet's World	0903	B201656-D	N	Ic Na Ni Va	A503	DD	M6 V
	0903	B201556-E	N	Ic Ni Va	A103	Re	M6 V
Ulnert	1002	B53769D-7		Ni	803	DD	K4 V M8 D
	1002	B53779D-9		Ni	103	Re	K4 V M8 D
Earl Center	1102	A998011-9		Lo Ni	604	DD	K9 V
	1102	A998111-B		Lo Ni	304	Re	K9 V
Yvette	1103	A79A633-D		Ni Wa	133	DD	G2 V
	1103	A79A735-E	N	Wa	133	Re	G2 V
Oieiros	1204	B000457-D		As Lo Ni	300	Na	M1 V
	1204	B000357-D	S	As Lo Ni	800	RF	M1 V
Sestao	1301	A120675-C	N	De Na Ni Po	611	DD	M0 V
	1301	A120658-E	N	De Na Ni Po	911	Re	M0 V
Gorod	1302	D6689CC-9		Hi	111	DD	K4 V M1 D
	1302	C66888A-A		Ri	711	Re	K4 V M1 D

Sagittarian Subsector, 1117 and 1202 dual listing (Subsector F of Reft Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
R'bak	1314	B387777-3		Ag Ri	R721	Na	G3 V
	1314	E387873-2		Ag	R221	Na	G3 V

Wyokhefao (formerly Bastion) (0118): Bastion/Wyokhefao was the origin point of much of the Aslan encroachment in this area, including that of Tonnurad, below. Originally an Imperial world with a naval base, Bastion was abandoned in the early Civil War period, and it and its base were taken over by the advancing Aslan Hrekhari clan who used the world as a springboard for further penetration of the Domain.

Tonnurad (0416): Tonnurad was the site of some of the heaviest *ihatei*-Domain fighting of the Civil War era. The Domain actually lost control of the world to the Aslan encroachers, and only regained it by the unilateral extension of the Regency frontier during the early days of the creation of the Quarantine (page 8).

Refit Subsector B: Macon

Because of its size the Macon subsector does not have a subsector capital of its own; it is governed from Lintl (0503) in the Vestus subsector to spinward. However, Macon is home to a Regency fleet, the 74th, headquartered at Yvette (1103). The 74th is "dual-hatted" with the protection of the Macon subsector as well as the extensive Quarantine District 5, its primary area of responsibility (AoR).

Calibration Points Rampart and Bulwark are part of the CP network that allows passage along the wildside of the Regency Frontier. This allows Regency Navy and RQS forces to intercept intruders before they actually enter the defended areas of the Frontier or Regency Safe. The CP network allows the Regency's patrol envelope to be pushed farther out into the Wilds to make the borders that much safer, by allowing the threat to be destroyed while still in the Wilds, or at least to allow advanced warning while picket forces slow the threat down.

Refit Subsector F: Sagittarian

The Sagittarian subsector contains only one world, well outside of the Regency frontier into the Wilds. Its Calibration Points are used by the Regency Navy and Quarantine Service for deep space sweeps of the rift.

CP Baron also allows approach to the Islands from coreward. It is deliberately placed far from the Islands so that high-jump Regency ships can jump from Baron into the Islands but lower-tech Islander ships cannot jump from the Islands out into the Regency CP network.

CPs Charlie and Glory are primarily connector CPs, providing access either parallel to the frontier or to and from the Regency interior to more distant CPs like Baron. They are not open to public or commercial traffic, and their precise locations and beacon codes are not available to the public.

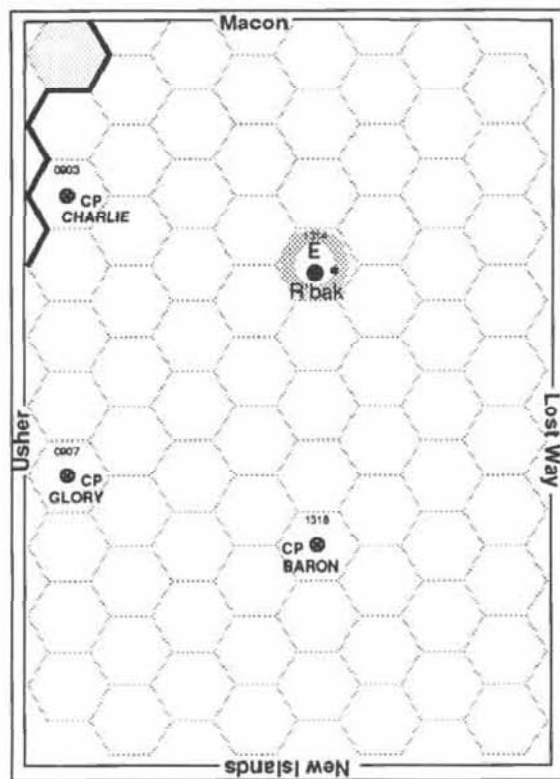
R'bak (1314): Meteor swarms make navigation in this system very hazardous, but the Imperial-era interdiction order is not related to this. The world itself, but not the system, was placed under interdiction to protect the world's culture, humans that had fallen back to barbarism. However, many believed that the interdiction was a cover for military research, as the world's surface contained unusual lifeforms and extensive psionic activity.

The system's starport was an orbital facility off of the interdicted world surface.

Refit Subsector C: Two Little

The worlds of all three subsectors on this page fall outside of Regency-protected space. However, they are patrolled by deep sweeps of the 74th Fleet, based in RQD 5 to their rear. As with all calibration points, the CPs in these subsectors are for military use only, their precise locations and beacon codes are classified.

Zamorán (2108): This world was struck by a vampire ship in 1143. In the recovery which followed, the world's Droyne took the lead, and today are the rulers of the world.



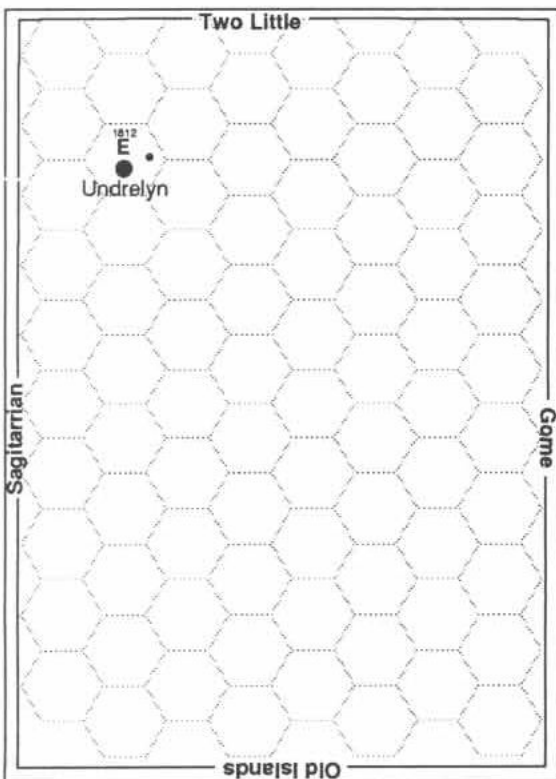
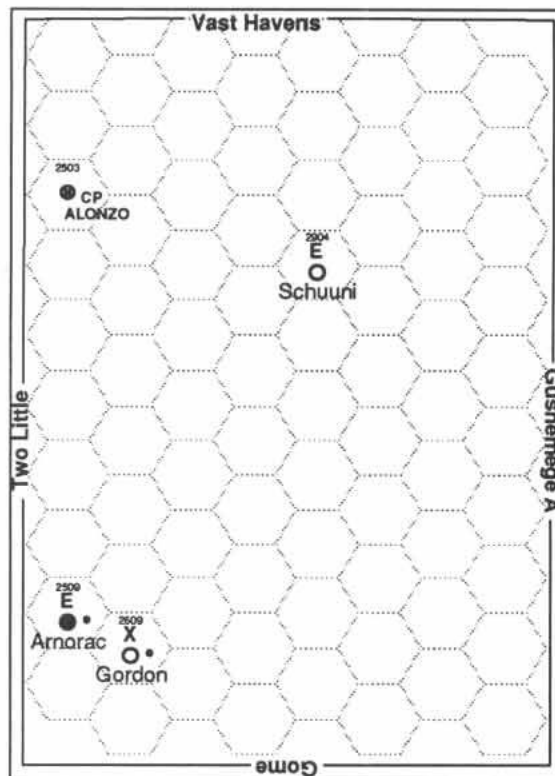
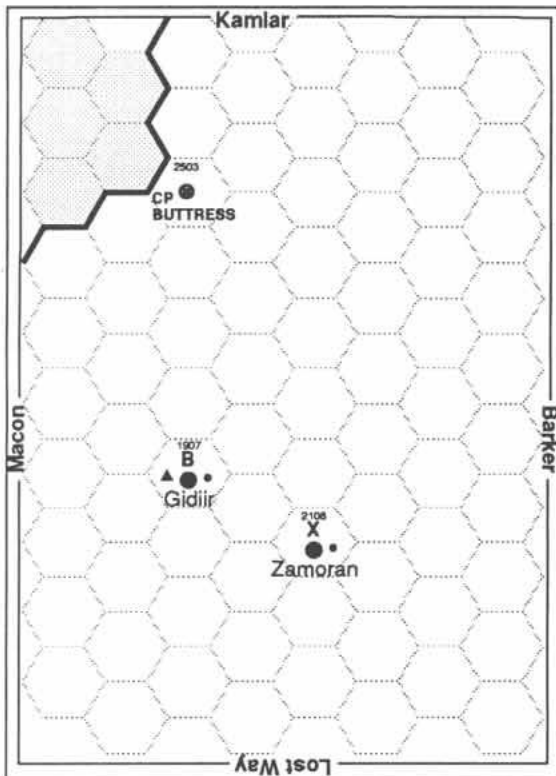
interior to the rim-trailing frontier.

Lintl (0503): Lintl served as the provincial capital of Reft Sector for the Domain of Deneb, and continues in this role for the Regency, adding the small collection of worlds in Usher (E) and Macon (B) subsectors to its purview.

Refit Subsector E: Usher

The Usher subsector does not maintain its own capital; it is administered from Lintl (0503) in the Vestus subsector to coreward. Usher is defended by the 74th and 128th Fleets, whose primary AoRs are RQDs 5 and 5A, but which share the patrolling of the Usher subsector.

Aldaya (0212): Aldaya is another former Imperial world that fell to the Aslan (Hrekhari clan) but was reincorporated (matter-of-factly annexed is a good description) during the establishment of the Quarantine (see page 8).



**Two Little Subsector, 1117 and 1202 dual listing
(Subsector C of Reft Sector)**

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Lemente	1907	B897563-B		Ag Ni O:1204	824	Na	K4 V
Gidiir	1907	B897698-B	S	Ag Ni	124	Na	K4 V
Zamoran	2108	B674675-A	M	Ag Ni D:9	904	Dr	F5 V
	2108	X6747X5-8		Ag Dw	104	Na	F5 V

**Barker Subsector, 1117 and 1202 dual listing
(Subsector D of Reft Sector)**

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Amnorac	2509	B381468-A	N	Lo Ni O:2609	302	Cs	K8 V
	2509	E381444-8		Lo Ni	102	Na	K8 V
Gordon	2609	B310776-A		Na	203	Na	M4 V M3 D
	2609	X310654-8		Na Ni	703	Na	M4 V M3 D
Schuuni	2904	BAAA599-D		Fi Ni Wa	100	Na	G0 V
	2904	EAAA431-8		Fi Lo Ni Wa	400	Na	G0 V

**Lost Way Subsector, 1117 and 1202 dual listing
(Subsector G of Reft Sector)**

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Undrelyn	1812	B551433-6		Lo Ni Po C:2	A514	Na	F4 V M7 D
	1812	E551468-5	M	Lo Ni Po C:2	214	Cs	F4 V M7 D

Reft Subsector D: Barker

Amnorac (2509): Although this world has a critical mid-rift position and is still visited by Regency Navy sweeps, the Regency was unable to actively defend it in the post-Collapse period, and its naval base fell into disrepair. However, its strongly pro-Regency inhabitants continue to maintain what starship facilities they can, and make sure that all Regency personnel have a very pleasant planetfall.

CP Alonzo (2503): This deep CP supports deep space sweeps and also provides access to coreward to the Denebian transrift route via CP Avery in the Vast Havens subsector (Deneb/P, see page 63).

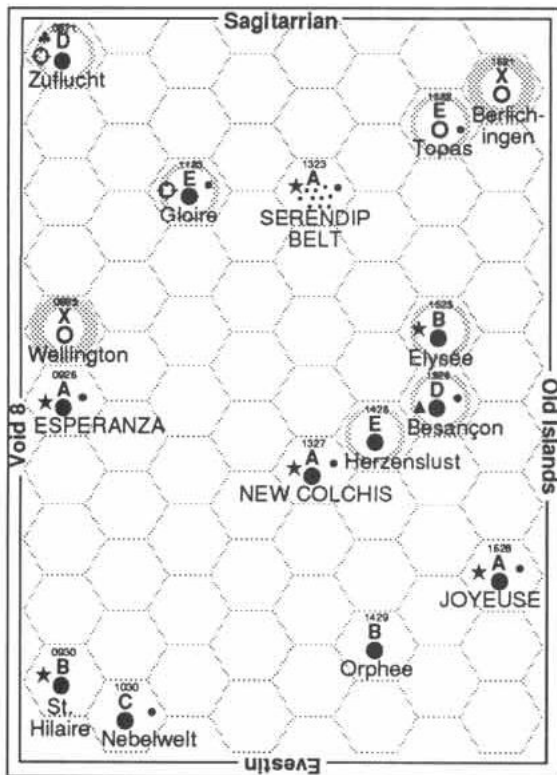
Gordon (2609): Gordon is struggling with very old life support systems. Replacement parts are few and far between, making repairs difficult. Several

habitation domes have failed over the past decades. This life support crisis has caused the world to unify its government beneath a ruling class of technicians who make all of the worlds decisions based on their technical feasibility and value to the world as a whole.

Schuuni (2904): When ships stopped visiting this system, approximately half of the population decided to abandon the world before the life support failed. Two bulk transports were taken over, and overloaded with fuel and passengers. They then headed coreward, intending to undertake deep space refueling. It is not known what became of these ships.

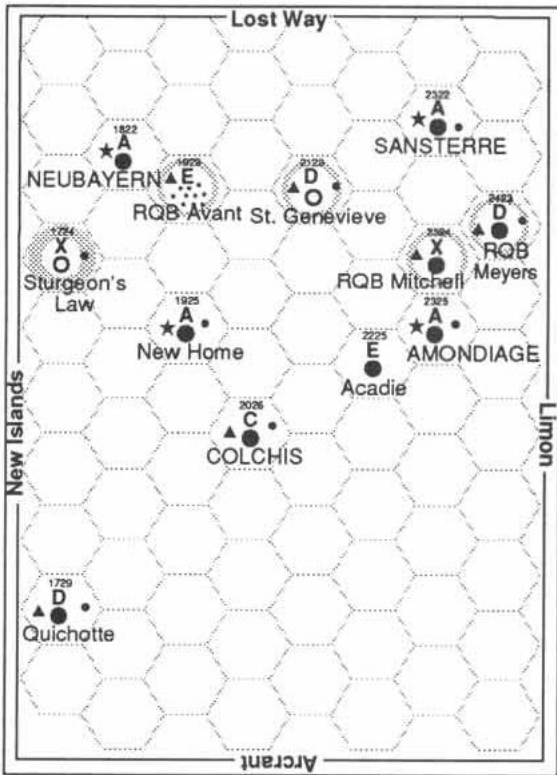
Reft Subsector G: Lost Way

This subsector's only world is regularly visited by the Regency Navy and RQS, as it is a crucial mid-rift crossroads of the various deep space sweep route packages. The minor base maintained here is for resupply, rest and recreation, etc., on long-duration deep space deployments. Located deep in the Wilds, Undrelyn is currently a world in decline, and its only government and organization is provided by the Regency military forces there.



New Islands Subsector, 1117 and 1202 dual listing (Subsector J) of Reft Sector

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Zuflucht	0921	C445720-8	M	Ag	800	Na	F6 V
	0921	D445655-7	M	Ag Ni	A400	Re	F6 V
Wellington	0925	C880263-A		De Lo Ni O:0926	800	Es	M6 II
	0925	X880000-0		Ba De	R000	—	M6 II
Esperanza	0926	A674ABC-B	N	Hi In	303	Es	F9 V M2 D
	0926	A674ABC-A	N	Hi In	403	Re	F9 V M2 D
St. Hilaire	0930	B579763-A	N	O:0926	500	Es	K2 V
	0930	B579763-9	N	O:0926	400	Re	K2 V
Nebelwelt	1030	C879425-5		Lo Ni	612	Na	F2 D
	1030	C879567-5		Ni O:0926	312	Re	F2 D
Gloire	1123	C764567-9		Ag Ni O:1323	924	SB	M0 III M0 D
	1123	E764769-8		Ag O:1323	A324	Re	M0 III M0 D
Serendip Belt	1323	A000959-C	N	As Hi In Na	502	SB	G1 V M4 D
	1323	A000959-B	N	As Hi In Na	402	Re	G1 V M4 D
New Colchis	1327	A8959AA-C	N	Hi In	103	NC	F8 V
	1327	A8959AD-B	N	Hi In	203	Re	F8 V
Herzenslust	1426	E995765-6		Ag O:1327	920	NC	F0 V M6 D
	1426	E995765-5		Ag O:1327	A720	Re	F0 V M6 D
Orphee	1429	X885600-0		Ag Ni	R100	Na	M9 III
	1429	X885647-0		Ag Ni	200	Re	M9 III
Topas	1522	D120899-5		De Na Po	904	Na	K8 V
	1522	E120869-5		De Na Po	A404	Re	K8 V
Elysée	1525	B502532-9	N	lc Ni Va	200	Na	M1 V
	1525	B502455-7	N	lc Lo Ni Va	A600	Re	M1 V
Besançon	1526	C201341-9	M	lc Lo Ni Va	502	Na	M2 V
	1526	D201457-8	S	lc Lo Ni Va	A902	Re	M2 V
Berlichingen	1621	D600437-7		Lo Ni Va	700	Na	F5 V
	1621	X600000-0		Ba Va	R000	—	F5 V
Joyeuse	1628	A789989-C	N	Hi	404	Jo	K2 V M3 D
	1628	A789989-B	N	Hi	304	Re	K2 V M3 D



Old Islands Subsector, 1117 and 1202 dual listing (Subsector K of Reft Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Sturgeon's Law	1724	DAC1451-6		Fl Lo Ni	815	Na	M1 V
	1724	XAC1000-0		Ba Fl	R015	—	M1 V
Quichotte	1729	C576667-6	M	Ag Ni O:1628	413	Jo	F6 V
	1729	D576667-5	S	Ag Ni O:1628	613	Re	F6 V
Neubayern	1822	A7889C9-C	N	Hi	610	Nb	M3 V
	1822	A7889C8-B	N	Hi	510	Re	M3 V
Schlesien Belt	1923	C000367-B	M	As Lo Ni O:2026	110	Na	K4 V
RQB Avant	1923	D000366-A	S	Cm As Lo Ni	A410	Re	K4 V
New Home	1925	A565857-D	N	Ri	704	NH	G0 V
	1925	A565859-B	N		804	Re	G0 V
Colchis	2026	B676898-9	N		911	Na	F7 V M5 D
	2026	C676969-8	S	Hi In O:1925	111	Re	F7 V M5 D
St. Genevieve	2123	C460100-A	M	De Lo Ni	404	Na	K4 V
	2123	D460366-8	S	De Lo Ni	A104	Re	K4 V
Acadie	2225	C868563-9		Ag Ni O:2325	400	Am	K6 V M9 D
	2225	E868563-8		Ag Ni O:2325	800	Re	K6 V M9 D
Sansterre	2322	A87A943-C	N	Hi In Wa	222	Sa	M0 V M9 D
	2322	A87A943-B	N	Hi In Wa	322	Re	M0 V M9 D
Achille	2324	E101335-9		lc Lo Ni Va	100	Na	M0 V M4 D
RQB Mitchell	2324	X101100-A	S	Cm lc Lo Ni Va	A900	Re	M0 V M4 D
Amondiaige	2325	A5629A9-C	N	Hi	102	Am	F1 V
	2325	A562976-B	N	Hi	202	Re	F1 V
St. Denis	2423	C735764-7	M	O:2322	803	Sa	K1 V M7 D
RQB Meyers	2423	D735368-A	S	Cm Lo Ni	A703	Re	K1 V M7 D

amber because RQS forces in the Islands are not known for their patience or willingness to take risks in unusual circumstances (see page 34).

Because both Islands subsectors are considered to be in the Regency Frontier, all of their worlds are already classed as Amber Zones. However, certain worlds are specifically classed either as Amber or Red Zones to call attention to specific dangers to be found there.

Topas (1522), Elysée (1525), Besançon (1526), and Herzenslust are all coded Amber because they are "powderkeg worlds," disputed worlds where military forces of the rival powers are still present. See sidebar on page 33 for details.

Berlichingen (1621) and Wellington (0925) are interdicted Red Zones. Both are dead worlds with no refueling sources and are therefore easy to keep isolated while the RQS examines the systems for the presence of Virus.

Reft Subsector K: Old Islands

St. Genevieve is an Amber Zone powderkeg world (see page 33). RQBs Avant, Mitchell, and Meyers are coded Amber because RQS peacekeeping forces are "not taking any crap" in the Islands, and because as dead worlds they are being examined for Virus. Likewise, Sturgeon's Law is being interdicted until it can be certified free of Virus. All of the Islands' dead worlds are Virus suspects until they can be proved otherwise.

Reft Subsector J: New Islands

Note: The two subsector maps on this page are the only ones in this book that are not shown in their proper spatial relationship with each other, for reasons of space. The Old Islands map should be located to the right of the New Islands map, as is shown by the neighboring subsector indicators around the map edges.

Both Islands subsectors are considered to be in the Regency Frontier, as part of Quarantine District 5A. RQD 5A was created specifically for the administration of these subsectors, and includes them as well as the frontier "proper" in front of the Tobia (TR/H, page 68) and Usher (Reft/E, page 69) subsectors, core-trailing to the line from Tonnurad to Hellfil (041 6 and 031 3, both page 69). District 5A is patrolled by the 128th Fleet, based at Tobia (TR 3215, page 68).

The two interface worlds in this subsector are located at the chokepoints out of the Islands subsectors towards the Regency, and are intended to protect the Regency from the Islands, and not vice versa. These worlds are coded

Regency World Name Index

This index includes every world in the Spinward Marches and Deneb sectors, but only sectors C, D, G and H of Trojan Reach, and sectors A through K of Reft sector. Where the name of a world has changed from 1117 to 1202, both names are listed in the index, with the appropriate year listed in parenthesis after the hex number. When there is no year listed after the hex number, this means the world's name was the same in 1117 and 1202. The number in **bold** is the page number in the RSB on which the world's UWP data appears.

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627-301	TR 3003 (1117), 67	Asharam	Deneb 3031, 63	Candory	SM 0336, 48	Dimorus	TR 3011, 68
728-907	SM 1214 (1117), 41	Ashasi	Deneb 1618, 57	Canisus	Deneb 0330, 60	Dimple	Reft 0305 (1117), 69
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Aledon, Avery: Artificial biological son of Emperor Strepnon Aella Alkhalikoi and (posthumously) Empress Iolanthe. Conceived *in vitro* in 1118 at Usdiki (1015 Gushemege), and raised to age 8 by his father. Evacuated to the Domain of Deneb aboard *ISS Arrival Vengeance* in 1126 and adopted by Archduke Norris Aledon.

Upon his majority in 1139, he publicly assumed his rightful name as Avery Alkhalikoi. It was widely believed that he would succeed Norris as First Regent, either singly or jointly with Seldrian Aledon (which see). His marriage to Seldrian in 1144 was intended to unite the Aledon and Alkhalikoi lines for reasons of state, but was never successful on a personal basis. It is believed that the single product of this union, Caranda Aledon Alkhalikoi, was the result of *in vitro* conception.

Avery served as High Regent for Technological Assessment from 1137 to 1149, when he was killed in a mishap at a technological demonstration. See also page 13.

Aledon, Norris Aella: First Regent of the Regency, born in 1063 and died in 1157. Became Duke of Regina in 1098, appointed as Archduke of the Domain of Deneb in 1116, proclaimed First Regent in 1132. True Father (which see) of Seldrian Aledon, his successor as Regent. See page 9.

Aledon, Seldrian: True daughter of First Regent Norris Aledon and second Regent of the Regency, born 1097, died 1190.

Seldrian was a free clone (which see), owing to the fact that her true father was not a first son, and was therefore not cloned as an infant. Furthermore, Norris took pains to ensure that his clone would not be a duplicate of himself, to the extent of stipulating that his clone be female. Although Norris was determined that his clone would be an independent person, their relationship enabled her to act as Norris' eyes and ears in a number of capacities.

Seldrian was Norris' heir throughout his life, and served as his representative on the *Arrival Vengeance* mission of 1123-1126 (see *Arrival Vengeance*, SA). It was on this mission that Avery Aledon (which see) was brought to the Domain of Deneb from Strepnon's stronghold at Usdiki.

Following the proclamation of the Regency in 1132, Seldrian served her true father in many capacities, as Second Regent (later redesignated High Regent) in charge of a large number of topics important to Norris.

Seldrian, who had taken responsibility for Avery Aledon during the *Arrival Vengeance* mission, continued to show an interest in the boy, overseeing his education and sponsoring his entry into many social and educational organizations. By the late 1130s it was clear that Norris would not produce a natural heir, and pressure mounted for Seldrian to marry and preserve the Aledon line. Because of the obvious affection and long history between Avery and Seldrian, public sentiment mounted that the two should be married. Following the 1139 revelation that Avery was the son of the last emperor of the Third Imperium, and clear heir to any future imperial throne, these sentiments were only magnified by the vision of uniting the Aledon and Alkhalikoi lines. Although observers believed that neither Seldrian nor Avery concurred with this reasoning, the Tower (which see) strangely made no attempt to discourage thoughts of such a union.

Following her marriage to Avery Alkhalikoi in 1144, she adopted the name Seldrian Aledon-Alkhalikoi. This marriage was soon and widely seen as a marriage of political convenience, and it appears that the genuine friendship between Seldrian and Avery was destroyed by this new relationship. They ceased maintaining a joint household in 1146, with Seldrian remaining on Mora and Avery moving between his many offices as High Regent for Technological Assessment. Seldrian bore a son in 1147, who was confirmed as being the biological child of Avery and Seldrian. The child was named Caranda Aledon Alkhalikoi, and eventually became Regent following his mother's death.

Following the death of Avery in 1149, Seldrian again worked closely with Norris, preparing herself to succeed him, which she did in 1157 upon his death. Seldrian continued her true father's policies, and raised Caranda to do the same. By the time she died in 1190 the Regency was clearly safe from the threat of virus, and was beginning to look outward to the Wilds that it would once again claim in the name of the Imperium.

Aledon Reforms: The body of social, cultural, political, and spiritual reforms championed by First Regent Norris Aledon and the second Regent, his true daughter Seldrian Aledon-Alkhalikoi. See also Norrian.

Alkhalikoi, Avery: See Aledon, Avery.

Alkhalikoi, Caranda Aledon: Son of Avery Alkhalikoi and Seldrian Aledon. Assumed the title of Regent (the third since the founding of the Regency in 1132) in 1090 following the death of his mother.

Named for the first Duke of Regina, who was appointed to that position by the first of the Alkhalikoi line, Empress Arbella in 629, on the day following

her coronation. There is a very clear historical symbolism at work here, which is not limited solely to the significance of Baron Caranda of Regina as the first of the illustrious Aledon dukes. There is also the fact that Arbella, first of the Alkhalikoi line, recognized Caranda just as Strepnon, last of the line to sit on the throne, recognized Norris five centuries later, showing the families' long relationship of service and loyalty one to the other.

However, the key symbolism is the fact that the name Caranda recalls the crucial support provided by the earlier Caranda to Arbella which allowed her to take control of and reunify an Imperium that had been rocked by civil war (although clearly not so destructive as the 1117-1130 war). Arbella, victor of the Second Frontier War, was only able to depart for Core and her ultimate victory at the Battle of Zhimaway in 622 because of Caranda's loyalty in protecting her achievements in the Marches during her absence. Norris clearly saw his role as Archduke to be the preservation of Strepnon's Imperium in the Marches, just as his ancestor had done. With the uniting of the Aledon and Alkhalikoi lines, the Aledon line will again be instrumental in placing an Alkhalikoi on the throne of a restored Imperium. This was the very symbolism that Norris began in 1132 by styling himself as Regent in charge of an interdynastic Regency. And to bring the symbolism full circle, Norris and Caranda Aledon Alkhalikoi are following in Arbella's footsteps, because the title that she served under between 622 and her coronation in 629 was none other than Regent.

Alkhalikoi, Seldrian: See Aledon, Seldrian.

Ancients, The: A race which flourished in Charted Space during the period -400,000 to -300,000, Imperial Dating. The Ancients possessed a staggeringly high level of technology, incalculable by current standards, but which included the ability to construct sophisticated artificial environments such as rosette and ring worlds.

The Ancients appear to have destroyed themselves in a climactic war lasting for approximately 2000 years and ending in -300,000. Many worlds were utterly destroyed by this war, resulting in the unusually high proportion of asteroid belts in some areas of the Imperium.

The primary significance of the Ancients to modern society is the existence of a number of starfaring races, namely the Zhodani, Vilani, and Vargr, as well as the wide distribution of separately developed populations of *homo sapiens*, "seeded" onto a number of worlds during their prehistory. These seeded *homo sapiens* populations (primarily the so-called "minor" human races plus the two major races, the Zhodani and Vilani) were placed on over forty worlds where they developed from prehistory without realizing that these worlds were not the worlds on which they originally evolved. Forty-six minor human races are known within Charted Space, but because many transplanted *homo sapiens* populations may have become extinct in their pre-history, or were planted outside of Charted Space, the total number of these seeded populations may never be known.

Antebellum: "Before the war." The period of Imperial history before 1117. This is different from "pre-Collapse," which means before 1130, and often specifically refers to the period of internal conflict between 1116 and 1130.

C3D: Pronounced "See-three-dee," standard military acronym for command, control, communications, and data, the four requirements for successful military operations.

Calibration Point: The term given by the Regency Navy and Quarantine Service to the deep space refueling points used to cross areas of space where there are no star systems to provide gas giant, ocean, or asteroid refueling points. Calibration points are located in deep interstellar space, light years from the nearest significant astronomical body. At the simplest level, they consist of a natural source of hydrogen, typically a comet nucleus or other ice body, but rogue planets are rarely found and used for these purposes. These natural calibration points are discovered and exploited, not constructed.

The most sophisticated calibration points are manned space stations, with huge tanks of refined liquid hydrogen fuel ready for transfer into starship fuel tanks, repair facilities, hospitals, and rest and recreation facilities. These can be built entirely from scratch, from modular components or sometimes from empty fuel tanks, but it is best if they can be constructed on an existing body such as the natural calibration points above.

The key feature of all calibration points is that they are carefully plotted for those who use them, as interstellar space is a very large haystack in which to find a needle like a calibration point. Ships which jump into interstellar space without precise information on the location of such calibration points are doomed to eventually run out of fuel and drift forever in the cold and dark.

Calibration points are usually secret, as their use confers operational and strategic advantages that must be denied to rivals. Most calibration points carry locator beacons which remain silent until they are activated by pre-arranged coded challenge signals, to prevent them from being used by unauthorized vessels.

In the period since the collapse, the calibration points have been sites of some of the bloodiest space battles in history, as large Vampire Fleets have attempted to force their way across the Great Rift and through the Quarantine into the Spinward States to prey on the societies there. This was possible because the pre-Collapse Imperial Navy maintained a large number of secret calibration points throughout the Great Rift, and their locations became known to Vampire fleets which took over former Imperial facilities and ships, complete with their databases. These calibration points either had to be defended by large Regency naval forces or destroyed to prevent vampire fleets from using them.

It is known that some highly sophisticated vampire fleets have attempted to establish their own calibration points to cross the Great Rift, but none have as yet been entirely successful.

Cardinal Directions: In interstellar space, the terrestrial directions of north, south, east, and west with reference to the world's axis of rotation are clearly unhelpful. For this reason, the civilizations of Charted Space have adopted an analogous convention, based on the structure and rotation of the Milky Way galaxy. The four directions are coreward, rimward, spinward, and trailing.

Coreward: One of the four cardinal astrographic directions, toward the center of the galaxy, and therefore the opposite of rimward. Standard maps generally place this direction at the top, making it analogous to north on planetary maps.

Rimward: One of the four cardinal astrographic directions, toward the edge of the galaxy, and therefore the opposite of coreward. Standard maps generally place this direction at the bottom, making it analogous to south on planetary maps.

Spinward: One of the four cardinal astrographic directions, in the direction of the rotation ("spin") of the galaxy, and therefore the opposite of trailing. Standard maps generally place this direction at the left, making it analogous to west on planetary maps.

Trailing: One of the four cardinal astrographic directions, opposite the direction of the rotation ("spin") of the galaxy, and therefore the opposite of spinward. Standard maps generally place this direction at the right, making it analogous to east on planetary maps. Trailing is often rendered as *Trailward* in contexts where this is more clear.

These directions can be combined in the same manner that northeast and southwest are used on planetary surfaces. Usually core and rim are placed first in compound directions, e.g., core-spinward, rim-trailing.

See also *Local Directions*.

Celestime: of or relating to navigation or commerce in space.

Charted Space: The name used for the volume of space known to imperial society. Charted Space does not merely include the territory of the former Third Imperium. It also includes all territory known by imperial civilization to be under the control of the Zhodani, Solomani, Vargr, Aslan, K'kree, and Hivers.

Before the Civil War, the size of the major interstellar powers in terms of sectors controlled was computed as follows: Third Imperium: 27; Aslan Hierarchy: 18; Hive Federation: 17; Two Thousand Worlds: 14; Vargr Extents: 14; Zhodani Consulate: 13; Solomani Confederation: 11.

Civil War: Commonly accepted term in the Regency for the War of the Shattered Imperium, 1117-1130. This replaces the inaccurate name "the Rebellion," which was only properly used by Lucan and Dulinor, who imagined that others were rebelling against their rightful leadership. The Civil War was hardly a rebellion, as it involved many factions each fighting for their own perceived advantage against multiple opponents, and not against a single power.

This usage of Civil War causes potential confusion with the Imperial "Civil War" of 604-622 (which, incidentally, was both begun and ended by a Grand Admiral of the Spinward Marches, Olav hault-Plankwell and Arbellatra Alkhalikoi, respectively). This was a civil war in name only, as the popular (e.g., "civil") participation which is the prerequisite of a civil war was notable only by its absence. In reality it was merely a series of 18 *coups d'etat* or juntas, supported only by raw military power and largely ignored by the Imperial bureaucracy and populace, who muddled on, serving whomever happened to be sitting on the throne that day. When referred to at all, the war of 604-622 is referred to as the First Civil War, the Wars for the Iridium Throne, the Emperors' War, the Wars of the Fleets, or the Wars of the Throne. The reason for the profusion of names is that they all make dandy book titles for academicians seeking tenure.

C-Lag: The C-lag, or "lightspeed lag" refers to a phenomenon and a variety of implied naval tactics that result from the speed at which light, and hence passive sensor signals, propagate. The specific scenario to which c-lag refers is that of two warring starships or fleets, one of which has been operating in a star system (the *native* force), and another which has just jumped into the system (the *intruder* force). The c-lag phenomenon gives an operational advantage to the intruder force by allowing it to see the native forces before they can see it, in the following fashion.

A star system has been occupied for 24 hours by a native ship. The native ship is surrounded by a signature sphere consisting of all of the electromagnetic radiation which has been emitted by or bounced off of the ship for as long as it has been present in normal space. This sphere is now 24 hours old with a diameter of 24 light-hours or 26 billion kilometers, and the sphere continues to grow at the speed of light.

An intruder jumps into the system at a point 1.08 billion kilometers, or two light-hours from the native ship. Because it is within the native signature sphere, it immediately "sees" the native ship. More accurately, it is *capable* of

seeing the ship assuming its sensors are good enough, and even then it would only "see" where the native ship had been two hours earlier. (1 billion kilometers is less than the distance from a star to orbit number 7, see TNE page 195, or 36,000 TNE space combat range bands or Brilliant Lances/Battle Rider hexes.) However, the intruder's signature sphere is only moments old, and will take about 2 hours to reach the native ship. That means that even if the native ship had sensors pointed at the exact location of the intruder, it could not detect it for two hours, because it will take that long for the signature to reach its sensors.

The intruder therefore has a potential 2 hour headstart which it can use to maneuver toward military targets, refueling points, or run away from a superior enemy force. This is a significant edge, and the advantage will vary depending upon the size of this lightspeed lag.

Because starships are such small targets, the example above is an extreme case, and works better in the case of a large signature such as an immobile planetary facility. Ranges of a billion kilometers are too great for starship-mounted sensors to obtain target locks on other starships, but the presence of radio traffic, active EMS emissions, and infrared signatures are sufficient to tip-off an intruder to approximate force compositions and likely activities of native forces.

Claw, the: Nickname for the Great Rift, so called because of its clawlike shape, originating as a broad area far to spinward of the Imperial borders, running through former imperial space in the Trojan Reach, Reft, Gushemege, Deneb, and Corridor Sectors, and arcing core-trailward to a narrow point in the Vland Sector. The former Domain of Deneb and its neighbors, now known as the Spinward States, were saved from Virus largely by the astrographic obstacle of the Great Rift.

Consolidation Wars: Wars fought in the Old and New Islands subsectors from 1106 until their enforced end in 1140 by RQS forces.

Core Axis: The axis along which the Zhodani core expeditions travelled, 30 parsecs in diameter and stretching from the Zhodani Consulate some 5000 parsecs toward the galactic core.

Core Expeditions: A series of eight expeditions launched by the Zhodani toward the Galactic Core, some 8000 parsecs away. The first of these was mounted in -4000 Imperial (1211.1 Zhodani calendar), the seventh in 750 (3311.1), and the eighth and most recent in 1149 (3487.2). The seventh expedition is known to have lasted 50 years for the round trip, and pushed to within 3000 parsecs of the core, a distance of 5000 parsecs from the Consulate. The eighth expedition is believed to have been a failure, and was abandoned partway through.

Deep space: Interstellar space, i.e., an area of space, usually a parsec across, which contains no stellar systems and typically no astronomical bodies of any significant size. However, these areas are only very poorly understood by contemporary science, because of the very real difficulties of getting around in them. With no refueling resources, deep space areas are the "no man's land" of interstellar travel.

The primary means for "exploring" deep space is by passive observation from a parsec or more away using very long baseline observation (VLBO). However, the sort of cold bodies likely to inhabit deep space are very difficult to detect, and given the fact that it takes 3.26 years for data to travel one parsec from a would-be observed object to a VLB sensor, these sensors have absolutely no value as militarily applicable tactical sensors. However, VLB observations are crucial for the establishment of deep space calibration points (which see).

Deep system: The outer zone of a star system, typically synonymous with the area surrounding a system's gas giants. The deep system is frequented mostly by military traffic which do not intend to call at the system's primary world, and are merely using the gas giants for refueling.

The deep system is one of the primary areas of responsibility for system defense squadrons, which allows them to attack and destroy intruding forces either while they are refueling or before they can refuel and are vulnerable because they have insufficient fuel for extended maneuvers or to disengage by jumping away.

Dilgaadin, Branj: Also known as "Father of the Psions." Long-serving seneschal of Norris Aledon, Duke of Regina, Archduke of Deneb, and First Regent of the Regency, born 1065 and died 1146.

Dilgaadin was a telepath, and served Norris by serving as a figurative second brain and pair of hands. It was well known in the Spinward Marches that Norris' seneschal carried the full power of the Duke himself, so Dilgaadin was able to dramatically expand Norris' effectiveness by telepathically monitoring the Duke's thoughts and carrying out the Duke's wishes in his name. Dilgaadin also transcribed his telepathic exchanges with the Duke/Archduke/Regent, and these documents constitute the most valuable of the First Regent's personal papers.

Dilgaadin naturally functioned as a close advisor and confidante of Norris, and was eventually appointed as High Regent for Psionic Reforms in 1133. With this mandate Dilgaadin orchestrated Norris' repeal of the psionic suppressions and brought Regency psionics into the open, and organized the new schools that would encourage psionic development. The shaved head style affected by almost all Regency psionics is a tribute to Dilgaadin, who was himself naturally bald.

Branj Dilgaadin is believed to have been the driving force behind the unsuccessful marriage of state between Avery Alkhalikoi and Seldrian Aledon (which see). Some observers believe that in the last decade of his life Dilgaadin exerted an over-protective and insular influence on the weary First Regent.

After having spent most of his life as Norris' closest advisor, he was perhaps jealous of the influence of others who would have shunted Dilgaadin aside.

Dream Time: Popular term used in the Regency for the period following the Collapse and concluding with the formal opening of the Regency Frontier in 1202. The term is intended to invite thoughtful and grateful comparison to the Long Night of -1526 to 0 (dogmatically, local dates for Dawn vary) Imperial calendar. The phrase was coined by popular political writer Ignatz P. Yaronis in his remark, "Now come the times when we alone are left to dream the Imperial dream until it re-awakens to carry on again." It also connotes that the regressed, isolated worlds of the Wilds are individually sleeping and waiting, like Snow White, for the kiss of a devoted and courageous hero to bring them back to the land of the living.

Emotional Connection: One of the major psychological underpinnings of Zhodani society. Unlike emotional sovereignty (which see), emotional connection is an explicit assumption among the Zhodani.

Emotional connection is a by-product of the integration of psionics into Zhodani society. Psionics allows the Zhodani to know that all humans share many of the same relevant vulnerabilities, fears, hopes, and desires. The knowledge that all people share these characteristics removes the need for people to conceal these characteristics for fear of ridicule or the perception of strangeness. This basic knowledge that all people are substantially alike leads to a sense of social and emotional connectedness in which members of a society can assist each other in achieving the goals that all people share, and undercuts the impetus for dishonesty. The most important sensation of emotional connection is a sense of true community.

Emotional Sovereignty: One of the major, though not articulated, psychological underpinnings of imperial society and culture, and a by-product of the prohibition of psionic powers in imperial culture.

Without psionics, the contents of an individual's mind are secret. Thus emotional states, beliefs, hopes, dreams, and fears that are common to all humans are believed to be unique to the individual simply because no one has the opportunity to experience their universality among sapient beings. Because the individual imagines these states to be unique, and potential sources of weakness, they are usually kept secret from others, and the individual must chart his own course, relying solely on his internal strength, unable to depend on the persons around him who would ridicule or prey on him if they knew his inmost thoughts.

It is this inability to share common core experiences that leads to deceit in imperial society. The fact that imperial humans keep up a false front before their real feelings creates the necessary conditions that allow deceit to arise in other areas of their lives. The most important sensation of emotional sovereignty is a sense of loneliness.

This is the opposite of emotional connection, which see.

Exodus: Name for the flood of Zhodani refugees entering the Regency beginning in 1201. Such dramatic developments from the normally stable and slow-moving Consulate surely indicate disastrous events within the Consulate, but the nature of these events is not known to the Regency.

Falt Accompl Worlds: Domain of Deneb worlds under the nominal control of Vargr or Aslan invaders when the Quarantine and Regency were being finalized in 1131 and 1132.

Although the Domain was committed to support its citizens who were fighting off the alien invaders, the arrival of Virus allowed no time for human armed forces to eject the interlopers before Virus would arrive. In order to defend its worlds, the new government was forced to recognize the Vargr or Aslan rulers in order to gain their cooperation in creating a Virus-tight frontier.

These worlds, which are still inhabited by their sometimes downtrodden, rightful human owners, are one of the greatest sources of conflict within the Regency today.

First Regent: The unique title for Norris Aella Aledon, who served as the first Regent of the Regency from 1132 until his death in 1157. This is the result of the early structure of Regency government, which had secondary and tertiary Regents in charge of specific areas analogous to the old Imperial Ministers. In strict dynastic usage (from which the imagery of the Regency was derived), there can really only be one Regent, who serves in the stead of the sovereign. Thus "First Regent" is as nonsensical as "First Emperor." So with the redesignation of the Second and Third Regents as High Regents, Norris' title of First Regent came to denote his status as chronologically the first leader of the Regency.

Subsequent Regents have not been formally known by their chronological number (i.e., Seldrian was not "the Second Regent"), but simply as the Regent.

Football: The rimward-most portion of the Regency, considered to be Aslan territory in the pre-Collapse period, although it had been Imperial territory before the *ihatei* invasions. It was required by the Regency during the period of the establishment of the Quarantine in the face of local Aslan disorganization and unwillingness to create a united frontier against oncoming Virus.

The Football proper consists of Regency worlds in the Gazulin, Sindal, and Tobia subsectors of Trojan Reach and the Usher subsector of Reft. The Aslan Hierate also administers a number of border worlds that are inhabited mostly by imperial-culture humans. It is popular opinion that these serve as hostages against the treatment of Aslan within the Regency.

Free clone: A clone who is allowed to develop as a normal "natural" personality, rather than being shaped to replicate the personality of its

objective parent. The opposite of a free clone is called a simulacrum (which see).

Frontier Wars: A series of five wars predominantly between the Zhodani and Imperium fought in the Spinward Marches from the period 589-1110. Various Vargr states and the Sword Worlds were usually allied with the Zhodani in these wars as the Outworld Coalition.

Geneering: Contraction for GENetic enginEERING. This applied science includes the field of cloning as well as the modification of "natural" creatures by the introduction of genetic material by retroviruses.

Governance: All truly great governments (in that they serve something of lasting value, beyond the simple perpetuation of their own power) stand for something beyond their simple existence. In a sense, this is the greatest indictment of the final form of the Third Imperium, which was content to remain a passive greenhouse, rather than acting as a gardener or farmer.

The Regency faces similar judgement. While Norris portrayed and shaped the Regency government according to values of integrity, service, and honesty, the vast majority of its citizens agree that any government must retain the right to maintain certain secrets, and act in the public interest even without public awareness. While Norris' aspirations were clear and admirable, the Regency is the lineal descendant of the Third Imperium, which made extensive use of secrecy and benign neglect. How much could the Regency redirect these traditions within itself? More importantly, what of the cognitive dissonance within Norris himself (and his descendants/successors)? He passionately believed in courage, honesty, and accountability, but was quite able to use secrecy to his own benefit, most notably in his self-appointment as Archduke (page 9), and his illegal accommodation with psionics (until 1133, when he made his crimes legal, see page 12). So far as the public is aware, all such examples were scrupulously managed for the public benefit, but there remain two issues: 1) what else did Norris do that we are not aware of, and 2) the Platonic formula that dictates that capability is equivalent to an occasion for misuse (evil).

Is the Regency firmly founded on honor according to universal values, or has it made so many compromises with secrecy, expedience, and self-righteousness that it is ripe for abuse and subversion? In practice, most governments teeter agonizingly back and forth on this precipice, between their real desires to stand for something timeless and their leaders' susceptibility to flattery and the seduction and celebrity of power.

Ensuring that governments remain on the proper side of this precipice is the duty of the governed, whether they live in a democracy or a dictatorship (although the weapons in these two examples are quite different, as are the risks in taking them up: cowards can comfortably live much longer in a democracy than they can in a repressive dictatorship). In other words, people get the government they deserve, or at the very least, demand.

In practice, one must remember that Norris was a man, subject to the same errors and sins of commission and omission of any other. But to the extent that he was also the architect of the human future, his actions come under the scrutiny of a higher court.

Great Rift: See "Claw, the."

Imperial: Used capitalized, it refers to a citizen of the Third Imperium. Many Regency citizens still think of themselves in this light, and think of the Regency as nothing less than a smaller Third Imperium.

Used lower-case, refers to any member of the social culture that was standardized within the Third Imperium as opposed to members of the Zhodani, Sword Worlds, Darrian, Aslan, Solomani, Vilani, or Vargr cultures. The citizens of the Regency are heirs to this culture, which includes the classic imperial attitudes toward such things as psionics, nobility, planetary government, anagathics, etc. Regency citizens are therefore often referred to as imperials because their Regency is simply a renamed continuation of this imperial society and culture.

One of the facets of this cultural orientation is a *laissez-faire* attitude to local planetary affairs. In its positive sense this is a commitment to the principles of home rule and local self-determination, and a tolerance for the broad variety of cultures that can peacefully coexist within such a non-intrusive political umbrella.

Its dark side is manifested in a willingness to look away from injustice and corruption on the planetary level so long as these inconveniences do not extend to the interstellar level. This was a byproduct of the feudal structure of the Imperium, and was expressed in such things as the Imperial Rules of War and the concept that while individual worlds were responsible for themselves, the Imperium owned the space between these worlds.

This tendency was most strongly exhibited during the time of the Third Imperium in which cruel military dictatorships or corrupt pseudo-religious dictatorships were winked at by the interstellar authorities because they were "more efficient" than their more inclusive or humane predecessors or alternatives. This cynical focus on keeping the Imperial trains running on time at the cost of those citizens who might ride them is one of the imperial excesses condemned by the Regency. The Regency's policy of replacing feudal representation with popularly elected planetary representatives is a major aspect of this new thinking.

One of the Aledon or "Norrian" ethical reforms is the creation of an explicitly active concept of tolerance as opposed to the passive tolerance of the Third Imperium which often amounted to nothing so much as an institutionalized laziness. In describing this concept, Norris explained,

"Tolerance is easy, and hollow, when you believe in nothing. So long as you

don't care, anything is fine with you. Nihilists are the most open-minded people you'll ever meet, except that they are not open to the one thing that makes life worth living, and that is meaning. Meaning brings beauty and provides hope, which the nihilists have a desperate need for.

"But meaning is difficult. It requires thought and pain and perseverance. It requires sorting through ambiguous and seemingly contradictory elements all woven together in complex, frustrating knots. But that is the price of meaning and beauty. It requires courage.

"Tolerance must be an active concept, a conscious embracing of that which is not familiar to you, a willingness to believe that there is a truth greater than the contradictions that are all you can see now, and that by embracing life and those around you living that same life, you will find that truth. Tolerance is the faith that there is a purpose to what we do here; it is not simply an emptiness where no beliefs lie."

Imperial Core: The meaning of this term varied with usage. To inhabitants of the Marches, "behind the claw," it referred to the entire contiguous Imperium to trailing of the Great Rift, from Vland Sector on.

To residents of this region, it specifically referred to the coremost sectors: Core, Dagudashaag, Zarushagar, and Massilia. These were the longest-settled and most advanced and sophisticated of the Imperial sectors, with continuous history dating back to the First (Vilani) Imperium.

By definition this term referred only to this core imperial area, but it came to connote the arrogance and self-satisfied sophistication of these regions, where exquisitely detailed family trees showing the right sort of Sylean, Vilani, and Solomai bloodlines were the currency of social importance. In this rarified society, the presence of a questionable ancestor many centuries in the past was often sufficient reason to deny entry to social, political, or business organizations.

Because of the importance of this social core (as opposed to the astrographic, or galactic core) the term "coreward" was often used to mean toward the Imperial Core, rather than in its proper meaning (see Cardinal Directions). In this meaning, coreward in the Marches meant "trailing," in Vland and Lishun meant "rimward," on the K'kree border meant "spinward," and only in the region of the Solomani Rim, Daibei, Diaspora, and Old Expanses meant "coreward" in its proper meaning.

Intruder: Standard term used in military starship tactical, operational, and strategic theory. The intruder force is the force which most recently jumped into the star system under examination. Compare with *native*.

The classic presumptive characteristics of the intruder force include: 1) Post-precipitation disorientation, 2) no active C3D organization, 3) empty fuel tanks with consequent limitations on tactical (maneuver drive) and operational/strategic (jump drive) mobility, 4) offensive and/or proactive in nature, 5) beneficiary of c-lag phenomenon.

Local Directions: Colloquial terms used by Regency citizens in place of the standard cardinal directions (which see). Rather than being related to a more "universal" framework such as the Milky Way galaxy, this terminology is based on conditions local to and descriptive of the Regency point of view. All of these terms serve both as directions and as names for the astrographic areas referred to.

Outrim: Toward the Regency's trailing frontier with the Wilds, so-called because it is outward toward the uncivilized Wilds. Outrim is also the name for the astrographic region comprising the Great Rift, trailing Deneb, and the Corridor Sector.

Incore: Toward the center of the Regency, so-called because it is inward, facing toward the core of surviving civilized areas. Depending upon the position of the speaker within the Regency, this direction can be spinward, coreward, trailing, or rimward.

Deeprim: Toward the Regency's coreward frontier with the Vargr, so-called because on the far side of the razed Vargr fragments lies uncharted space.

Shorrim: Toward the Regency's spinward frontier with the Zhodani Consulate, so-called because of the closeness of the highly developed areas of the Regency and Zhodani Consulate along this border.

Thinrim: Toward the Regency's rimward frontier with the Aslan Hierate, so-called because of the thin stellar population of this area as well as the perceived thinness of this border with the Aslan states.

Meta-identity: Literally "above identity," refers to electronic or viral consciousness which is able to move itself from one body to the next while retaining the same identity. This is the opposite of the embedded- or "point-identity" which has thus far been universally present in biologically-based sapients.

Minor Human Race: A human society planted by the Ancients during the period before -300,000 and which developed separately from other human-inhabited worlds until it was eventually contacted by a star-faring society. Thus the Sword Worlders and inhabitants of the Islands subsectors are not a minor human race because they were not planted by the Ancients, although they did evolve their own societies while separated from the mainstream of human society. Likewise generated races like the Jonkeereen are not minor human races.

During the imperial period, minor human races were distinguished from major human races by the fact that minor human races had not discovered jump drive on their own, while major races had. The only so-called "major" human races are the Vilani, Zhodani, and Solomani.

Native: Standard term used in military starship tactical, operational, and strategic theory. The native force is the force which was already operating in the star system under examination when the enemy force jumped into the

system (this recently-arrived enemy is labelled the *intruder*, which see). The native force is typically cast in the role of the defender, and is the victim of the c-lag phenomenon (which see). Status as native or intruder force has nothing to do with which side actually "owns" the system, but simply distinguishes which fleet is the most recent arrival.

The classic presumptive characteristics of the native force include the following: 1) "up and running" C3D organizations, 2) effective deployment around key worlds, bases, and refueling points, 3) fully fueled and provisioned, 4) defensive and/or reactive in nature, 5) victim of the c-lag phenomenon.

Natural: Opposite of artificial (no, really, keep reading). Refers to a creature created (i.e., conceived and born) by simple, instinctive, biological means, as opposed to a creature created by cloning, engineering, etc.

Refers also to a pre-existing physical object rather than one artificially constructed.

Noble Appurtenances: Collective term that refers to all of the duties, rights, responsibilities, privileges, properties, possessions, and powers that accrue to a noble by virtue of the patent of nobility. These are considered distinct from that individual's personal possessions, rights, etc., although this dividing line can sometimes be difficult to establish in the area of possessions and property.

Norrian: Adjective used for any concepts, developments, and socio-ethical beliefs particularly associated with First Regent Norris. Classic Norrian values include duty, service, inclusiveness, and governmental openness.

Outrim: A colloquial term used by Regency citizens to refer to the Regency's frontier with the Wilds, especially the frontier that runs along and through the Great Rift. See Local Directions.

Outworld Coalition: The name for the several groups of powers that fought against the Imperium in the five Frontier Wars. The coalition always included the Zhodani plus several *ad hoc* Vargr states (often created by the Zhodani for the sole purpose of serving as allies in these coalitions) and often the Sword Worlds.

Note the pre-Collapse meaning of "out," i.e., away from the Imperial core and toward the Zhodani in contrast to its current meaning: toward the Wilds of the former Imperium and away from other civilized areas, such as the Zhodani Consulate.

Penetration: Entry into jumpspace (j-space) from normal space (n-space). Also referred to as departure, j-transition or j-translation. Usually accompanied by brief biological unease, but this is not militarily significant as objects in jumpspace are unable to interact with other objects in jumpspace. (Exception, large gravity sources project "shallow" perturbing influences into jumpspace under some circumstances.)

Penetration is accompanied by gravitic "indentation" and "ripples" which can be detected by sensors with a hard fire control lock on a departing ship. Proper analysis of the penetration angle, jump envelope configuration, and entry vector can allow a prediction of the likely direction and distance of the jump. Prevention of such penetration lock-ons is one of the main missions of rear-guard screening forces in space combat. Area jammers and nuclear "white-out" patterns are typically used to obscure enemy view of friendly penetration for just this reason.

Point Identity: The concept of self possessed by all known biologically-based sapients, also known as embedded identity. Unlike *meta-identity* (which see) which comprehends itself as existing above, and independent of whatever bodies it may occupy, biological point identity consists of a self which cannot be meaningfully discussed without the living body which gives it all of its means for data collection and self-expression. Although most sapients have a concept of the "spirit" or "soul" which is an example of meta-identity, in all cases this soul simply disappears following the destruction of its body. This is in marked contrast to a vampiric intellect which can move from one electronic processing system, or "body," to another while retaining the same continuous identity.

Precipitation: Entry into normal space (n-space) from jumpspace (j-space). Also referred to as emergence, n-transition, and n-translation. Precipitation is accompanied by gravitic "bulging" and "ripples" which can be detected by passive sensors in normal space starting several minutes before impending precipitation. However, this phenomenon is sufficiently short-ranged that sensor operators must have a prior idea of the precip point in order to focus on it and detect it.

For those participating in the penetration, it is usually accompanied by brief but militarily significant biological unease, such as nausea or disorientation, which can confer a temporary advantage to native forces if they are overwatching the precip point.

Project Longbow: LONG Baseline Observation Window, the name for a system created in the 800s for observation of the galactic core and the Zhodani axis of exploration toward the core. Longbow was the largest known application of aperture synthesis (see *Fire, Fusion, & Steel* page 50) ever constructed, and was a deep Imperial secret throughout its existence. Longbow was created to observe the Zhodani core expeditions, and, after many decades of data accumulation and calibration was actually able to measure Zhodani shipping activity along the core axis. Because sensor signatures propagate at the speed of light, the observations were not in real time. Rather, the deeper into the core the sensor "looked," the older the signatures. Beyond a range of 1500 parsecs, whose EMS radiation had been travelling for about 4900 years, the Zhodani had not yet arrived in the time-space observation window, or TSOW (1100 - 4900 = -3800, and the first Zhodani Core Expedition only began in -4000). Thus the first Zhodani

expedition was being observed at a range of around 1500 parsecs while the seventh expedition (which departed in 750) was being observed at a range of only 110 parsecs in the year 1100. Observations of more recent events could only be made by moving the observing sensors nearer the target. (Conversely, observations of older events could be made by moving to an observation point much farther away from the event. Naturally this capability was only possible with jump drives that could move observers faster than light itself.)

The Longbow collector plane was located in the Depot/Lishun (1219 Lishun) system as part of the sprawling Imperial Navy facility there, aiding in its concealment. The collector plane was a disk of billions of linked receiver elements 46 billion kilometers in diameter, the size of the orbit 12 orbital disk (TNE page 195). This collector yielded a resolution at 1500 parsecs of 10 meters in long-wavelength infrared, and of half a meter in visible light.

Strephon was at Depot/Lishun observing Longbow activities when Duliner assassinated one of his ceremonial doubles at Capital on 132/1116.

A more ambitious project, Longbow II, based on the lessons learned from the first Longbow, was begun under Strephon's direction in 1103. This project would use the entire width of the Imperium as its long baseline. With its sensor termini located in the Spinward Marches and Antares Sectors, in resolution but not sensitivity, Longbow replicated a passive sensor dish with a diameter of 160 parsecs (30 trillion kilometers), sensitive in all electromagnetic bands, from gamma and x-rays down through visible light and infrared all the way to long-wavelength radio. Longbow would be able to achieve a theoretical resolution of 0.05 centimeters at a range of 8000 parsecs, the distance to the galactic core. However, unlike the original Longbow whose disk-shaped receiver provided two-dimension resolution (width and height), Longbow II's long baseline lay only in the width dimension, along the galactic plane. This meant that this spectacular theoretical resolution was only in width, not height. Longbow II data was to have been collected at all of the listening points along the "bowline" and carried by jump-6 Imperial lines couriers to its "focal point" at Depot/Lishun where the data would have been synchronized (by such methods as pulsar emissions within the common field of view of all of the sensors), compiled, filtered, and enhanced by lengthy and demanding computer runs.

However, the calibration of such a complicated system was expected to require decades if not centuries before meaningful observations on the galactic core could be extracted, but the Civil War intervened, destroying the project. All Longbow II data is presumed to have been lost.

Project Jumpstart: An initiative approved by Emperor Strephon in 1103 to create a backstop in the event of a major breakdown of Imperial society. Jumpstart placed a number of high-technology caches throughout the Imperium, usually collocated with existing Imperial facilities: IISS and IN bases, offices of various Imperial ministries, and Imperium-subsidized schools, colleges, libraries, museums, and public works projects.

The Jumpstart cache is almost always a self-contained, autonomously-powered, hermetically-sealed, and sensor-shielded chamber buried deep beneath the ground. These caches are not, contrary to popular imagination and holovid entertainment, huge subterranean arsenals of high-tech weaponry. Instead, they provide information on crucial scientific and technological breakthroughs so that these can be recreated if they are lost as the result of a society-wide catastrophe. Much of this information is the broad base of mathematical, physical, biological, and engineering concepts on which these breakthroughs are built. This information also usually includes blueprints or prototypes of crucial equipment associated with these breakthroughs, such as superconductor technology and jump drives, or samples and cultures which must be synthesized to permit certain medical breakthroughs.

In order to reduce the chance of unauthorized use, many Jumpstart caches contain equipment or instructions which can only be used in conjunction with material or information contained at other Jumpstart caches.

Rape of Trin: In 1139 Trin (3235 Spinward Marches) was attacked by a vampire ship, the former Ziru Sirkaan battleship *Kishkii*, which destroyed most of the world's orbital facilities and bombarded the world's surface for several hours before finally crashing itself onto the world's surface. *Kishkii* was the sole survivor of a huge vampire fleet, estimated at between 60 and 80 vessels, which had deliberately advanced across four subsectors with what appeared to be the sole purpose of destroying Trin.

The rape of Trin killed 3 billion inhabitants outright, but tens of millions more died in the following months and years from radiological injuries. With the destruction of its orbital shipyards and port facilities, industrial facilities, and solar power collector/transmitters, the world's economic heart was ripped out, and Trin could no longer support itself, let alone repair the tremendous destruction done to the surface infrastructure. Although Trin received emergency technical and disaster relief from neighboring worlds and the Regency government, most of the five billion displaced persons had no choice but to emigrate to surrounding worlds. In 1202 Trin has still not recovered its former population or tech levels.

Kishkii's vampire fleet entered the Regency frontier in the Nusukha system (2127 Deneb), probably coming from Hysyl (2425 Deneb) in the Wilds. From Nusukha the fleet jumped to Prefecture (1827 Deneb), Gatooma (1730 Deneb), then Ishiri (1429 Deneb).

At each stop in the journey the fleet was faced by system defense forces which attempted to whittle the fleet down, slow it down, and buy time for

couriers to leave the system and carry warning to surrounding worlds. However, it became clear that the fleet's target was none of the systems through which had passed thus far. This path led only through systems with poor quality (usually Class E) starports and gas giants. This allowed the vampire fleet to conduct gas giant refueling without being molested by large system defense forces.

From Ishsir *Kishkii* and her attendants jumped to Djar (1229 Deneb), Sipedon (0929 Deneb), and Askigaak (0629 Deneb). It was evident by now that the *Kishkii* fleet possessed an intact database on worlds in this region. From Askigaak the force jumped to Zyedl (0431 Deneb), and then to the Furens system (0334 Deneb). Here the vampire fleet met a task force commanded by Fleet Admiral Arthur Arkan. Arkan deployed the majority of his task force at the system's three gas giants. As expected, the bulk of the vampire fleet emerged from jump at the largest of the three. However, *Kishkii* was not among them. She entered the system at Furens, a water world, with a smaller force of ships. Although Arkan's task force adjusted quickly to this development, it was not enough to stop *Kishkii*, which had cleverly misdirected the human force. While *Kishkii's* escort fanned out to form a high guard, *Kishkii's* fuel shuttles siphoned fuel from the oceans below. Once refueled, *Kishkii* jumped from the system alone, leaving her remaining escorts to serve as a screen, in which duty all were destroyed.

Kishkii's next and final destination was Trin. She emerged in the system at Trin's 100-diameter gradient, and did not attempt to refuel. Instead she fired volley after volley of missiles and spinal mount fire at the world and its orbital facilities while completely ignoring the defending Regency ships that were battering her. The defenders were able to destroy hundreds of the missiles, but those that slipped through caused widespread destruction. No accurate count of the number of detonations has ever been made. As a last act of defiance, *Kishkii* dove into the world, adding to the damage already done.

Mop-up operations after the attack took months as each system along the vampire fleet's route and several parsecs to each side had to be carefully searched. Also, any ship sighting of a suspicious nature had to be investigated. Naturally there were a large number of sightings for years after the incident, but careful investigation proved them to be groundless.

In commemoration of this tragedy, the Trin's Veil subsector was renamed Trin's Shroud in 1140.

RASAC (Regency Artificial Sentience Analysis Commission): RASAC is the arm of the Regency government specially organized to study the phenomenon of virus and develop countermeasures for it. All virus-infected machinery, including vampire ships, are remanded to RASAC custody for study, followed by sterilization and repair or disposal.

Headquartered on Rhylanor (2716 Spinward Marches), RASAC has field offices on most Regency worlds, and has representatives on the staffs of all Regency Navy and RQS units.

In late 1201 a number of documents, reputedly stolen from secret internal RASAC files, were widely distributed to the Regency news media. These documents, if authentic, showed that RASAC was involved in more than research on virus countermeasures, but was actually involved in breeding domesticated strains of virus for its own use. The documents also implied that RASAC leadership was sympathetic to the notion that some strains of virus were living creatures with the same rights to exist as other sapient beings, and foresaw a future in which organic and electronic sapients would coexist in the same society.

The public response to these revelations (see TNE page 77) was naturally one of outrage. Special commissions appointed by the Regency Senate and Moot to investigate these charges are still under way.

Regency Election Observers: One of the hurdles of instituting representational reforms on a formerly feudal polity is the difficulty of ensuring fair elections on worlds which have no such traditions. Regency Election Observers are posted to observe elections on worlds which are new to democratic procedures or which are in danger of having their democratic processes subverted by some other force.

In only 60 years the REOs have established a tradition of dedication, honor, and courage. Hundreds of REOs have been killed while attempting to enforce legal and democratic standards, especially on the Vargr and Aslan-ruled *fait accompli* worlds (which see). See also "Lucifer," page 64.

Regent: The single executive leader of the Regency, essentially equivalent to the old position of Archduke of the Domain of Deneb. This position is held for life, and is obtained by formal designation by the previous holder of the office.

The title High Regent applies to a number of Regency officials appointed by the Regent and confirmed by the Regency Senate. The subject matter areas presided over by High Regents correspond to those of the old Imperial ministries.

RISS: Regency Interstellar Scout Service. Renaming of the Imperial Interstellar Scout Service, although the RISS has contracted quite a bit from its antebellum scope. Most of this is due to the sealed nature of the Regency borders. With no outward exploration, much of the service's mandate has disappeared, and with it one of the former IISS mission offices, the Exploration Office, has disappeared as well, officially disestablished in 1135.

The RISS retains two mission offices which continue its Imperial-era responsibilities: the Survey Office (formerly the Imperial Grand Survey, IGS) and the Communications Office. (The RISS also retains its four support offices: the Administration Office, Detached Duty Office, Technical Services Office, and Operations Office.) The Survey Office is responsible for resurveying and updating

the navigational charts of the Regency, and for mapping world surfaces when necessary. Since 1135 this office has also been made responsible for the Regency's navigation aids, including the commercial penetration corridors.

The Communications Office is responsible for operating and maintaining space-side components of the XWeb (see page 21).

Much former IISS equipment and many of their facilities have been taken over by the Regency Quarantine Service (RQS).

RQS: Regency Quarantine Service. Stood up in 1131 using primarily IISS equipment, bases, and personnel. See page 19.

Safeside: Inside of the Regency Frontier, in the safe area.

Shriekers: The Shriekers are an omnivorous pseudo-mammalian race with four pairs of limbs and three pairs of eyes, native to the world Shvreeyiyi/567-908 (SM 1031, page 49). Each pair of eyes is specialized for a different area of sight: distant sight, near sight (less than one meter), and infrared sight. One pair of limbs are used as hands, ("manipulators"), and the other three pairs are used for locomotion. However, these limbs are short and the Shriekers can only move relatively slowly. The Shriekers have therefore developed a prosthetic device known as "walking legs." These legs are essentially jointed stilts harnessed to the six walking limbs that raise the Shriekers above the ground to allow more rapid travel. Because use of these stilts requires a surgical modification to the limb joints, these Shriekers are permanently crippled if their walking legs are taken from them. However, Shriekers skilled with these legs are able to perform any and all activities without removing them.

Shriekers reproduce sexually via sacs of eggs which are protected and fertilized outside of the body, one at a time. These unfertilized eggs are known to imperials unaware of their actual nature as "denuli gems" and can fetch as much as Cr10,000 each. However, Shriekers will not permit such use of their unborn offspring. See also *Adventure 10: Safari Ship* (SA).

Simulacrum: a clone fashioned to duplicate the original from which it was created. Such clones are raised in environments similar to those of the originals they are to simulate, to enable them to be as much like those originals as possible.

In the Third Imperium it was a tradition dating back to Paulo I (684-767, r. 736-767) that heirs apparent to the Iridium Throne would be cloned in infancy to provide stand-in "ceremonial emperors" to deal with the fact that the Emperor cannot be everywhere at once, although he is expected to be. This tradition later spread to high nobles, especially dukes and above.

The status of simulacra as individual human beings is problematic. Some emperors created programs to allow their simulacra to be rehabilitated and enter society as "real persons," while others simply ordered them to be destroyed like common animals upon their deaths. Imperial ethical theory is thus seen to have been deficient in the area of advanced genetics and bioengineering.

Squatters: This pejorative term is used by imperials to refer to the Aslan *ihatei* who flowed into the during the Final War. However, given friction between imperial and Aslan culture, the term is often extended to all Aslan, including assimilated Regency Aslan as well as Hierate Aslan.

Spinward States: Post-Collapse term used to refer to the governments centered around the Spinward Marches Sector which survived the Collapse and onset of Virus. Strictly speaking, the Spinward States include only the signatories of the 1132 Spinward States Accords that formalized the Quarantine. However, the term has become used for any of the surviving societies in the area, even those, like some Vargr States and the Federation of Arden, who were not signatories. These include the Regency, Zhodani Consulate, Darrian Confederation, Sword Worlds, Aslan fragments (those to spinward of the Great Rift), Vargr fragments (those sufficiently in the shadow of the Regency that they were able to escape the destruction wrought on the fragmented majority of Vargr society), and minor groupings, such as the Federation of Arden, Old and New Islands, Florian League, etc.

All of these states are "behind the Claw" in the imperial vernacular.

Terminal Noble: A noble who, due to the Representational Reforms, knows that he or she will be the last member of his or her line (see "Local Status of Nobility," page 17).

Third Imperium: Human-dominated interstellar society which existed between the years 0 and 1130 (Imperial calendar). This society was the largest interstellar society in Charted Space until 1117, when it began to disintegrate in a Civil War. The last act of this war was the release in 1130 of virus (which see), an artificially intelligent electronic combat system, which brought down all that remained of the Imperium in an event called the Collapse. The only survivor of the Third Imperium was the Domain of Deneb, since renamed the Regency.

Toons: Obscure imperial slang for Aslan, because they have only four digits on each hand.

Tower, the: The Great Tower of the Giyachii arcology which forms the most visible and recognizable part of the personal residence and offices of the Regent. As such, it has become the shorthand expression for the office and entourage of the Regent, in the same way as "the Palace" was used to refer to the office of the emperor.

Tree Kraken: Also known as land squid, the tree kraken is a 6 kg pouncer originally from Forboldn (SM 1808, page 38), but which has become distributed to many worlds in the Regina (C) and neighboring subsectors of Spinward Marches. The tree-kraken resembles the Terran octopus, but has only six arms, and is adapted to a terrestrial lifestyle, with a stiffer internal structure. Tree krakens live in trees and jump on their victims from above, using their excellent

long-range binocular vision. Two to seven toothed suckers at the end of each arm scrape bits of flesh from the prey and place it in the ventral mouth, located between the arms.

Worlds with known tree kraken populations include Forboldn, Menorb (1803/Regina), Kinorb (2202/Regina), Jesedipere (3001/Aramis), Aramanx (3005/Aramis), Extolay (1711/Lanth), and Dinomn (1912/Lanth). It is rumored that the tree kraken's liver contains compounds useful in the manufacture of anagathics. (See also JTAS 1, OP, and *Best of the Journal* 1, SA.)

Tree Lion: Dangerous carnivore/pouncer native to Jesedipere (SM 3001, page 39), and now distributed to forested subtropical regions on many worlds of the Regina (Spinward Marches/C), Aramis (Spinward Marches/D), Lanth (Spinward Marches/G), and Rhylanor (Spinward Marches H) subsectors.

Tree lions resemble large 10-legged spiders (hence their other names: drop spiders and shovel spiders) massing 1 kg and covered with stiff bristles. Tree Lions live in trees and, using their shovel-shaped anterior limbs (hence, you know what I'm going to say), excavate pits around the base of their tree homes which they line with a smelly, sticky web which is attached to the lion's lair by "telegraph lines" which transmit the vibrations of prey struggling in the pit. The tree lion rapidly descends on another web line and delivers a paralyzing bite to its prey. They only rarely present a mortal danger to adult humans (although they can make short work of toddlers), except those who are allergic to the venom. Most humans only suffer paralysis of the bitten limb for 1D6x10 minutes; clearly the worst thing about tree lions is the shock of having a nasty, sharp, prickly two-pound spider suddenly sitting on your shoulder. (See also JTAS 18, OP.)

The profusion of creatures named "Tree something" in the Spinward Marches was the source of much jocularity in the Imperial Core (which see) during the antebellum period, when the populations "behind the claw" (which also see) were commonly regarded as frontier rubes by Imperial sophisticates. These jokes usually portrayed the people of the Marches as sodbusters who always had their noses in the dirt and were easily surprised by anything above them. It was joked that "Marchers" called air rafts and airplanes "tree cars," and called birds, "tree...thingies." However, we all know who got the last laugh.

Tree Rat: Also known as the Focaline Tree Rat because of its world of origin (2607), the tree rat is an arboreal omnivore similar in appearance to the Terran rat, although it is more intelligent, approximately equivalent to small Terran monkeys, with comparably complex social structures. Adult tree rats mass 3-4 kg and are 70-80 cm long, with two-thirds of this length being the rat's prehensile tail.

Although they can be pests, raiding orchards for the fruits that form the majority of their diet, they also perform a beneficial role by preying on more serious pests, such as insects, mice, and true rats. They have an excellent sense of smell, and are intelligent enough to be readily trained to detect fires, human emotional states, and suspicious substances. They are also clean and easily housebroken. They have become widely distributed through human space, and are common pets or mascots aboard starships because of their intelligence and friendliness, useful skills, clever and amusing antics, and their ability to keep starships free of vermin.

They are very adaptable, able to rapidly shed or grow thicker coats in response to temperature changes. Tree rat fur is reddish-brown, but can vary to extremes of chocolate or maroon. Part of the tree rat's charm is its natural curiosity and mischievousness, which asserts itself in the collecting of small, shiny or colorful objects (tools, keys, money, jewelry) which it will hide in its nest. They quickly learn to play with their owners by obviously stealing a valuable item and then leading their owners on a chase to get it back. (See also JTAS 10, OP, or *Best of the Journal* 3, OP.)

True Father/True Mother: The original person from whom a clone or clones are made. Also referred to, less romantically, as "donor," "source," "original," "pattern," or "objective parent." Clones of an original "natural" person are euphemistically called "true sons" or "true daughters" of the original.

Vampire Fleet: A group of ships controlled by virus. Such fleets often constitute a group mind, in which the fleet is the whole organism and each ship performs a specific function for that organism, analogous to an organ within an organic body. Such fleets are extremely dangerous. Not only can they infect other systems like most any virus-controlled system can, but given their control of an entire fleet of ships, their means for inserting their code into target systems is dramatically increased. Furthermore, because they possess the mobility and firepower of a fleet of starships, they can easily destroy what they cannot infect. Many of the dead worlds in the Wilds were killed by vampire fleets which bombarded life support systems, power grids, and containment domes until life became impossible.

Vampire Ship: A starship controlled by virus. Such a starship is actually a thinking, albeit artificial, being in its own right. The virus infestation can be said to have brought the inanimate ship to life. Where once the ship was a thing, it is now a creature.

Virus: The artificial intelligence weapon created and unleashed in the last days of the Final War, and which brought about the Collapse. Virus in its many mutated forms can infect almost any electronic data system, and once established within such a system, functions as a self-aware brain, controlling any and all systems and equipment to which the electronic system was connected.

Wildside: Outside of the Regency Frontier, in the Wilds.

Referees Only

REFEREES' SECTION

This section is for the use of referees only, as it details areas of potential mystery and interest to the players which can be resolved and detailed over the course of adventuring. These items are particularly those which are not common knowledge to the population at large.

Players will find that it is easier and more rewarding to roleplay characters who do not know a secret fact if they themselves as players do not know these details. After all, it is only in this way that PCs can experience the thrill of discovery as a campaign unfolds. For this reason, players will enhance their future roleplaying experiences by refraining from reading any further into this section.

So if you wreck your campaign by reading too much, don't come crying to me.

THE ANCIENTS

Yes, the Ancients are the Droyne, kind of, and there's also this guy called Grandfather... (Secret of the Ancients, OP, etc.) but such things are not known by the general public, nor even for certain by Smart Scientists. For purposes of campaign development and play, the Ancients can safely be assumed to be out of the picture.

THE REGENCY

Perhaps the one major identity crisis being faced by the Regency is the tension between imperial traditions of governmental secrecy and autonomy and the newer Regency and Norrian values of openness. While openness has been dramatically successful in cases like the Psionic Reforms, there has been a basic reluctance by the Regency government to be completely honest with its citizens about some of the dangers they have faced since the Collapse. Prudence dictates that opportunities for public panic must be limited. However, insufficient openness can create unrest by convincing the public that things are being concealed from them.

Although Norris certainly championed governmental openness, he also demonstrated great ambivalence on this score. Some of his most effective acts, such as appointing himself Domain Archduke in 1116, relied on his having a certain amount of secret maneuvering room. Acutely aware of this, he would have deliberately preserved such prerogatives. Tendencies toward hidden-hand ruling styles would only have been reinforced by the influence of Avery, trained in the autocratic imperial style of his ancestors.

Secret Regency Calibration Points

The Regency maintains or interdicts calibration points other than those shown in the Data Section (pages 35-72). These include CPs intended for the normal strategic mobility purposes, but also include special-purpose CPs, such as those allocated to Project Blackheart, see below. Rather than listing any here, let it suffice to say that referees should feel free to add secret CPs at points where their campaigns require them. People who look at maps of the Great Rift with a creative, analytical eye will be able to work out where they think useful CPs would lie, and there is a good chance that Imperial and Regency Navy officers have had exactly the same thoughts.

Note also that an interstellar hex can hold more than one calibration point, all of which would be, for all practical purposes, unobservable one from the other.

Firebreaks

Significant planning was done for the possibility of a massive virus breakthrough and the measures that would be required to contain it. These plans involved the phased fall-back of the Regency Frontier in order to maintain a defensible perimeter. Depending upon where the Quarantine had been breached, certain areas of the Regency would have to be abandoned as undefendable. Rather than attempted to evacuate these worlds in a disorganized fashion, which would only increase the risk of further infection, these worlds were to be immediately excluded from the safe perimeter and their evacuees would have to pass through the full-up Quarantine just as refugees today do. This policy would thus trade the "cold-hearted" abandonment of many innocents for the increased chance of survival of the whole of the remaining civilization. However, in the hard calculus of virus and the Collapse, these coldly pragmatic principles seem the only rational approach.

For obvious reasons these plans and the list of worlds they would abandon as "expendable" are political hot potatoes/toes. With the limited opening of the outrim frontier, these plans are being dusted off once more.

Project Blackheart

In late 1110 the emerging lessons of the just-completed Fifth Frontier War were used to lay the foundation for a new Imperial military capability to be used in future frontier wars. The most important of these lessons was the validation of the "reserve" strategy rather than the "crust" strategy to defend the Marches. Rather than having to maintain impervious forward defenses at all points along the border, the reserve strategy allowed

for initial enemy penetration which would then be defeated in depth and eventually reversed through the use of reserve forces held in central locations.

The Zhodani siege of Efate was broken by just such an approach. The world of Louzy (1604) was the chokepoint for all Zhodani shipping to Efate, and rather than sacrificing themselves in a "hold at all costs" stand, the Louzy system defense force "went to ground" where it remained a threat, able to gather intelligence on Zhodani operations and conduct attacks on their supply lines. After several months of this constant disruption of the siege, the Zhodani campaign into the Regina subsector was effectively abandoned (The Spinward Marches Campaign, OP).

An ambitious program to enhance future such operations in the enemy rear was instituted and named Operation Blackheart (TD 11). Blackheart consisted of the construction of a number of calibration point bases within the Imperial boundaries which would provide secure bases for the conduct of deep interdiction in the Zhodani rear areas. Each of these bases was home to a squadron of newly constructed *Nemesis*-class Intruder Cruisers, placed in mothballs awaiting hostilities.

Tailor-made for their intended mission, the *Nemesis* cruisers are equipped with jump-5 drives, fuel tankage for jump-6, black globe generators, powerful spinal mounts, but no secondary or tertiary armament. Their jump drives confer high operational/strategic mobility from their bases, and the fuel capacity allows jump-3 stand-off raids without refueling. The tactical profile of the *Nemesis* squadron is to jump into an enemy-occupied system, raise the black globes, and coast (hopefully) undetected to close firing range while charging the jump drives for jump. Once in firing range the cruisers drop their globes and open up a high-intensity volley with their powerful spinal mounts, doing maximum damage in minimum time, and then immediately jumping away before the enemy can adjust to the attack. Thus the provision of armament other than the spinal mounts would simply detract from the mission. And as these raids will primarily be against logistical facilities, forward depots, fleet trains, and other high-value soft targets, the *Nemesis* cruisers are not expected to have to stand up to heavy enemy fire in any event.

Blackheart CPs are especially concentrated in the Abyss of the Vilis (F) and Lanth (G) subsectors.

Because of the good relations between the Zhodani and Regency between 1110 and 1201 there has been no chance for the *Nemesis* cruisers to be used in their intended role. The weak point in the Blackheart program was the necessity of anticipating hostilities sufficiently far in advance for the *Nemesis* crews to be assembled, trained up, and have time to reactivate the ships. However, RASAC (see Library Data) was conducting preliminary studies on the feasibility of adapting the Blackheart force to "Man out of the Loop Autonomous Operations." RASAC was ordered to terminate these studies by direct communication from the First Regent.

Project Longbow

The Library Data entry is correct, although incomplete. After its creation, the Longbow project became an umbrella organization for a variety of long-range observation and intelligence gathering systems focused on the Zhodani and galactic core, which included natural and augmented psionics as well as the Longbow II project already discussed. These included smaller versions of the Longbow VLB array, but placed much closer to the core, many sectors to coreward of the Vargr extents. These observations were carried across the light years to the Imperium by relays of couriers, similar to the old Xboat network.

Many of these observations were connected to ongoing psionic research, particularly attempts to isolate the physical phenomena (as opposed to supranormal phenomena, see Psionics, below) associated with psionic activity. So in addition to collecting and processing EMS data in the normal fashion, this EMS data was examined for evidence of psionic activity by wiring human psions into the loop.

Although there was little unambiguous evidence of psionic signals being received this way, the research was continued as a great number of useful data was being generated. (This included the creation of baseline data on how typical EMS signals are perceived by psionic perception which had many useful applications in signals processing technology, the establishment of data protocols that would allow the electronic storage of telepathic or teleperceptive visions for later observation by other psions, and, entirely by accident, the discovery of the amounts of electronic information that could be pushed through a human brain without burning portions of it out.)

Longbow observations in the last years before the disintegration of the Imperium showed what appeared to be space combat along the core axis, headed toward the Zhodani Consulate. Regency intelligence agencies believe that this was connected to the observation of unusual Zhodani naval activity in 1119 (see Survival Margin, pages 22-23). These events presumably prompted the hasty core expedition of 1149 which ended in failure, and is in turn connected to the current upheavals behind the Exodus.

However, the final dramatic Longbow observation was actually connected to the Imperium's disintegration, as it was the reason for Strephon's absence from Capital on

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the day Dulinor assassinated one of his doubles (Survival Margin, pages 7-9). It was one of the few unambiguous examples of the reception of psionic signals across interstellar distances, and was dramatic enough and connected to enough other events that it required the emperor's personal attention.

The signal was carried by a normal EMS wavefront emanating from the core, although of great strength and coherence. It was perceived by psions as a human female, dressed in black, standing before a city skyline. Also in the background was a scene of a desert with two astronomical bodies hanging above the horizon.

This vision was projected into Strepthon's mind by psion Jonathan Crocker, the psionic relay on duty at the Longbow focal point during Strepthon's visit. Both Crocker and Strepthon agreed that the vision was not a "still picture," but a motion picture of a pregnant moment, waiting for an event or a message to be delivered, in Crocker's words, "one of those moments when the birds suddenly stop singing for no reason." Whether this was their joint perception of a real phenomenon or simply Strepthon responding to Crocker's impression embedded in the projection is not known.

The woman was holding a staff which may have been technological in function, and had a bearing of great, even regal, dignity which was enhanced by the perceived timelessness of the image. Strepthon immediately began thinking of the woman as an empress.

As an EMS phenomenon it was advancing toward the galactic rim at the speed of light, and projection of its propagation indicated that its arrival was associated with several Longbow stations having inexplicably gone silent. This implied a danger of some kind and required Strepthon's attention. Future projection of the wave established that it would reach the Imperial border in 1205 at Meridian 78 along the Prime Radial (Survival Margin, page 7), using the standard Imperial coordinate system (page 19, MegaTraveller Imperial Encyclopedia, SA). This designates the point 78 parsecs to coreward of Reference (0140 Core) on the line running directly from Reference to the galactic core. This corresponds to the then coreward border of the Third Imperium in subsector A of Lishun Sector.

The gravity of this information, combined with uncertainty of the security of the important Longbow headquarters prevented Strepthon from accurately referring to this journey (Survival Margin page 13, TD 15), but many of the key Longbow personnel were eventually able to make to Usdiki where they helped Strepthon's government in exile formulate responses to this crisis. This included the eventual creation of Avery (see "Avery Aledon/Alkhaliki," below). Raw data from the Longbow II program was removed from Depot/Lishun for transport to Usdiki, but was lost *en route*. Its fate remains unknown.

These details have been kept from the public for the simple reason that, until more information is available, there is no point in having the public believing the Millennium is arriving in 1205, making everything that they do pointless.

Psionics

The Imperial armed forces had a number of highly secret psionic programs in hand for many years, in the Marches as well as elsewhere in the Imperium. However, the Domain of Deneb possessed the highest density of these programs, including operations at Wypoc (2011 Spinward Marches), Regina (1910 Spinward Marches), Vanejen (3119 Spinward Marches), and HRD (1623 Deneb), among others. These programs were quickly expanded (secretly from 1116 on, and publicly from 1133 on) to create the broader capabilities available to the Regency today.

Artificial Psionics: Advances in the understanding of the electrochemical processes in the human brain allowed the Imperium to experiment with what became known as "artificial psionics," although it is more accurately referred to as broadcast electrochemical-electrical synaptic replication, or BECESR (pronounced "beezzer").

The goal behind BECESR is the creation of a psionic-type capability which would still function in a degraded psionic environment (see psionic countermeasures below). Thus while natural psionics would be incapable of functioning, artificial psions would be capable of replicating some of their useful functions.

BECESR technology is still in the experimental and field test stage, with certain elite (and naturally secret) groups of military personnel evaluating the equipment. Subjects fitted with BECESR technology are known informally as "wireheads," although this technology is almost never externally visible.

Natural Psionics and Supranormal Theory: Because BECESR technology functions within normal physical limitations, such as the speed of light limiting the broadcast of electrical transmission, this technology is considered to be inherently limited when compared to true "supranormal" phenomena.

Psionic researchers believe that certain psionic manifestations are truly instantaneous (i.e., the receipt of telepathic information has nothing to do with the speed at which light travels the distance between data and observer) because they represent the intrusion of a higher reality into the physical world. This theory posits that this higher reality exists everywhere simultaneously and is "adjacent" to all points in the physical world. Thus if

telepath A reads person B's mind he is not actually perceiving energy emanating from B. Rather he is directly accessing the higher reality, specifically that part of the higher reality which is manifested in the physical world as person B's "spirit." This would mean that such readings would be instantaneous rather than being limited by the speed of light. This theory has not yet been adequately tested in the Imperium or Regency, as psionics is a young, imprecise, and often quite subjective science. Furthermore, the ranges at which telepathy and teleperception can reliably be achieved are not great enough to demonstrate a measurable light-speed delay.

This concept links the science of psionics to the science of jump space, and many researchers in this area group both disciplines within the larger category of phenomena called the "supranormal."

Psionic Countermeasures Research: Psionic Countermeasures, or PCM, has long been a major area of research by the Imperial armed forces. The psionic shield helmet (TNE page 344) is the best-known example of these efforts, and has been in common public use within the Spinward Marches for many years.

Most PCM thought uses the analogy of ECM and ECCM in the electronic spectrum. PCM would attempt to "jam" psionic activity by interfering with either the quality of information at the target (as the shield helmet does) or the ability of psions to exercise their talents.

However, in reality (or "suprareality" as the researchers like to point out), the principles of line-of-sight between psion and the object of influence are not clear, and may not pass entirely through the physical world as it is commonly experienced (see supranormal theory above), and therefore may not be targetable. Nonetheless, the impinging of psionic influences into the world of "normal" physics argues that these normal principles can be turned back against psionic processes.

Military psionic researchers in the Regency have been split into two main groups, those working on psionic countermeasures and those working for psionic superiority. The countermeasures school reasons that the Regency can not overcome the Zhodani headstart in psionic applications, and finite resources are best spent to "cut the psionic leg" from under Zhodani standard operational procedures, thereby throwing them into chaos which Regency forces can take advantage of.

The superiority school does not deny the Zhodani lead, but believes that psionics are sufficiently powerful that their effective use, even in the face of an enemy capability, is more effective than denying both sides the use of the "psionic spectrum." These researchers maintain that creative research can discover immature applications that the Regency can rapidly exploit into narrow but specific "bandwidths of spectrum superiority."

The two groups, which bitterly compete for finite funding, have been united recently under the concept of "escalation dominance" which attempts to synergize the strengths of both approaches. In escalation dominance Regency forces would be able to set the conditions under which psionics were used, and retain the initiative at each level. Under conditions in which enemy psionic activity represents only a minor threat to friendly operations, PCM efforts would be minimal, allowing friendly psionic activities to be undertaken without interference.

At intermediate levels, PCM would be increased, but with gaps in coverage—"windows" where friendly psionic capabilities could be exercised. Thus friendly superiority in certain psionic capabilities ("bandwidths") would be combined with PCM against areas in which the enemy held the upper hand.

At the highest level Regency forces would be able to simply take the entire psionic arena out of play, thus blowing all psionics, friendly and enemy alike, "off the air."

Regency Psionics: Naturally there are psionics in the Regency who are criminals and who disregard their vows, but their numbers are actually very small, because Regency psions maintain a strict policy of internal monitoring via telepathic and teleperceptive skills. In other words, they do not grant the rights of privacy to each other that they grant to the non-psionic public at large. As with the monitoring, punishment is usually administered internally within the psionic community.

Minor and first-time infractions are dealt with by education, correction, and moral suasion, but serious crimes can be punished by psionic assault or drugs. Capital offenses are turned over to the Regency Ministry of Psionics, which maintains psionic courts and correctional facilities for just such purposes.

All publicly-known psionic schools are ethical (i.e., they practice internal monitoring and correction of their members). However, there are underground psionic schools which exist to encourage antisocial psionic development. Most of these have front operations of some sort, but these are never psionic schools and none are actively connected to a legitimate school.

Project Jumpstart

The Library Data is correct, but does not contain in-depth knowledge of the function of these caches that is not available to the general public.

Except in rare cases of accidents where individuals are trapped or sneak into the sealed

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chambers, Jumpstart caches are unmanned and fully automated. Because they are unmanned, many Jumpstart caches are passive resources, requiring individuals to know of their existence and location in order to use them. Some Jumpstart caches are accompanied by subtle clues planted in their surroundings to assist inhabitants of a shattered society to find them. The fact that these caches are often sited beneath museums, libraries, universities, etc., is an example of this, because the location is one associated in the local mentality with information and knowledge. However, on some worlds the clues are quite sophisticated, being associated with local mythologies and folkways that would be expected to survive a civilization-destroying catastrophe.

Some Jumpstart caches have sophisticated sensor systems that determine whether local society has collapsed. The simplest of these is an electronic dead man's switch, an indicator that the imperial facility above has ceased functioning. Others have passive EMS sensors emplaced on the surface which could determine, for example, the sudden absence of any broadcast transmissions on a high-tech world. The continued absence of these transmissions might activate clues to the location of the cache for self-selecting individuals. For example, surface dispensers could release written instructions that would only be comprehensible to literate, Anglic-speaking populations. These notes could lead explorers to mechanical, electronic, or holographic terminals that would screen individuals for pre-selected characteristics and grant them entry to the facility.

These could be as simple as electronic "toys" which would select for intelligent and technologically sophisticated individuals (see the novel *To Dream of Chaos* for an example of this, although it does not specifically involve a Jumpstart cache), or as complex as simulated reality persons or situations which would require explorers to demonstrate certain levels of knowledge or education, or certain cultural assumptions. (For example, Jumpstart archives would be programmed to not admit simple Vargr corsairs, for example.)

All Jumpstart caches include an entrance hall where a moving slideway carries the visitors past impressive holographic displays of the glorious accomplishments of the Third Imperium, accompanied by a recorded message from Emperor Strephon on the value of the Imperium and the importance of its preservation (see *Survival Margin*, page 3 for text).

Avery Aledon/Alkhalikoi

Although assumed by many to be a clone of the last emperor, Strephon Alkhalikoi, Avery was in fact the biological son of Strephon and the dead Empress Iolanthe. Avery was conceived *in vitro*, using frozen ova that had been removed from Iolanthe in her youth. However, Avery was geneered (see *Library Data*, "Geneering") for psionic capabilities of the type Strephon witnessed on his visit to the Longbow focal point in 1116 (thereby missing his "assassination" by Dulinor, see *Survival Margin* page 7). The name Avery means "spirit ruler."

The Regent Consort was not killed in 1149 as announced. Instead, he departed on a mission to the galactic core, in command of a force of natural psionics, artificial psionics, and ships controlled by a specially bred strain of domesticated Virus. His mission, for which his father Strephon geneered, trained, psychologically conditioned, and raised him, was to follow up on the Longbow data and determine its relationship to the Zhodani core expeditions and its threat to the Imperium. At the time of his departure the "Empress Wavefront" was 17 parsecs to coreward of the Regency Frontier, in the Vargr splinters.

Rape of Trin

The battleship *Kishkii* was originally built at the Trin shipyards as *ISS Golden Redemption* in 1080. She was assigned to one of the Corridor reserve fleets which retreated into Vland following the loss of Corridor to the Vargr invasions. There she was added to the growing forces defending Vland. With the restoration of the Vilani Empire (Ziru Sirkaa), *Golden Redemption* was renamed *Kishkii*. Because she destroyed herself in her dive onto Trin, her original identity as *Golden Redemption* is unknown to Regency authorities.

Regency Quarantine Service

Deceit and corruption are antithetical to the Regency's principles and the fact that compartmentalized secrecy increases the risk of Virus infestation. However, people are people. (So why should it be, that we should—oh, never mind.)

By 1202 there is a small but well-established ring of corruption within the RQS ranks. The ring is essentially a Wilds import business catering to the wealthy, often members of the terminal or disenfranchised nobility.

None of the members of the import ring intend any harm to the Regency, nor any *real* violation of the Quarantine. All would claim that they are utterly loyal to the safety of the Regency and its people, and there is truth in that. Many of them have selflessly risked their lives in the performance of their duty many times, and most of them would unhesitatingly give up their lives to defend against a vampire invasion.

All they are doing is allowing a small number of harmless items into the Regency that would otherwise be uselessly piled up in impoundment areas, waiting for their turn with inspectors who carry inspection backlogs measured in years. And after all, if they make some extra money on the side, that's only fair compensation for all of their years of sacrifice on the Quarantine line, risking their lives to stop virus, right?

There is truth in that as well. That is the beauty of any form of corruption. It starts out innocuously: small irregularities that are not against the true spirit of the rules, just against little technicalities that don't apply in this case. A victimless crime. And boundaries erode until the point, completely unanticipated by the individual, that they have been unwittingly crossed. (For an excellent study of this phenomenon see the 1981 film "Prince of the City.")

It began when wealthy refugees begged RQS personnel for the opportunity to revisit their old homes to recover important items. Although RQS personnel initially refused these requests, knowing that any exceptions would breed more exceptions and an eventual breach of the Quarantine, eventually some gave in. After all, what would it hurt if the items weren't electronic systems that could harbor virus?

In the Wilds adjacent to the Regency, as everywhere in the collapsed Imperium, there lives a small but determined population of stateless Free Traders who dodge innumerable dangers in the pursuit of their age-old profession. These brave individuals were willing and able to undertake these missions, and why shouldn't they be allowed to make a living? They've got it tougher than any Regency citizen, and so long as the Regency's security isn't breached, what would it hurt this once?

These arrangements grew to allow the sale of priceless, unique pieces of imperial art or items of historical interest, recovered from an abandoned museum, government office, or noble's estate somewhere in the Wilds. As the black market in these items quietly grew, its patrons began making wish lists of items they would like to see recovered.

Inevitably, someone threatened to blow the whistle on the operation. The first life that was taken to ensure silence was probably an accident, but then even that accident had to be concealed. RQS duty is dangerous, involving operations on the Frontier where its members are subject to the many normal mishaps of interstellar travel, not to mention the chance of encountering Virus, Vargr corsairs, etc., so operational losses are an unfortunate, though not unexpected fact of life.

RQS Secret Files: It is a well-kept secret that there were a great many close calls in the period 1132 to 1170 that could have rivalled or even surpassed the carnage of the Rape of Trin. Although a certain amount of publicity on the danger of vampire penetration was deemed by Regency leaders to be useful in ensuring public compliance with anti-viral measures, it was feared that too much fear would only undermine the stability of Regency society. For example, if it were to become commonly known that major worlds such as Deneb, Aramis, Rhyllanor, and Regina had been seriously threatened by vampire incursions, a massive exodus from the Regency rims could have resulted. Such an exodus could have crippled economically crucial worlds such as Deneb and dealt a serious blow to the Regency's ability to continue to defend itself.

Was the risk of massive slaughter for these unwarned populations worth the chance to keep crucial Regency shipyards and factories running? This was the judgement of High Regent Avery Aledon and his adoptive father First Regent Norris.

Deneb alone was threatened by a "Class 1" threat on no fewer than six occasions in 40 years. Many such threats were destroyed at the last minute in deep system engagements in their target systems. In one particularly dramatic case, a vampire ship had worked its way across the Regency by masquerading as a merchant vessel, and had arrived in orbit around Rhyllanor, its target. However, when it attempted to open fire, its otherwise competent circuitry discovered that its missile magazines were empty. The ship was dealt with rapidly by Rhyllanor system defense, but the incident was not made public.

Other examples include the fact that many of the reports of suspicious ships following the passage of the *Kishkii* vampire fleet (see *Library Data*, "Rape of Trin") were in fact accurate reports of vampires. In the event, these "slave" ships turned out to be harmless without the presence of *Kishkii* to control them, and they were taken over by RASAC for study. Consistent with the policy of keeping controversial RASAC initiatives secret, the significance of these suspicious sightings were covered up by RQS authorities, with the knowledge and approval of higher levels, including High Regent Avery and the First Regent.

THE DARRIANS The Star Trigger

Through much of their recent history, the fabled Darrian star trigger was only a bluff. The Maghiz event of -924 was the result of Darrian activities, but the Darrians were unable to reproduce this event. By keeping this fact a secret, the Darrians were able to use the purported star trigger as a powerful deterrent weapon.

However, in the late 1110s, the Special Branch was able finally to isolate the true chain

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of events that caused the catastrophic flaring of Tarnis (see Alien Module 8, Darrians, SA), and by the late 1120s were able to produce a functional Star Trigger weapon.

The actual Star Trigger consists of three parts: two meson communicators and a probe which penetrates deep into the star. It is equipped with a cooling system that vents vaporized tungsten into the star as it descends. This creates a column of tungsten within the star that extends behind the probe. When the two meson beams are deployed so that their beams intersect at the proper angle within the tungsten column, intense solar flares result in about 10 hours. (The bluff Star Trigger consisted only of the probe, but without the tungsten emission and the interference of the meson beams, was unable to accomplish anything except scare people.)

Thus the star trigger requires three platforms: one each for the meson communicators and the probe itself. The meson communicators must be deployed so that they intersect at a very obtuse angle, requiring that they be many thousands of kilometers apart, on nearly opposite sides of the sun and far enough away to be able to directly communicate with each other outside of the stellar interference. The system can be deployed from one starship which carries one meson communicator and deploys the other communicator and the probe aboard drones. More often, however, two ships would be used, each with a meson communicator and one or both launching probes.

In theory, a star which already possesses high metallic concentrations could be triggered by the meson communicators alone, but research in this area has been understandably difficult to carry out.

Darrian Tech Level 16 Navy

Sad as this might sound, it turns out that the much-respected Darrian TL-16 fleet is something of a fraud as well. Although the Imperium derived substantial advantage from their single tech level advantage over the Zhodani, this was because the TL-14 to 15 gap offered many significant advantages, not least of which was the three-fold increase in power:mass density in nuclear power production.

The TL-14 to 15 gap is also accompanied by increases in efficiency in many electronic systems, plus the appearance of a crucial brand-new technology, the force field, better known as the "black globe generator."

However, the TL-15 to 16 gap's improvements are mostly of the incremental variety, and these incremental improvements are not as dramatic as the TL-14 to 15 nuclear power efficiencies. Because of the Regency's new mastery of TL-16 starship systems, gained over the past 70 years, the nature of this additional bluff is now common knowledge to any Regency citizen who cares to think about the subject.

Likewise, any TNE player can deduce from examining Fire, Fusion, & Steel, that these improvements are primarily incremental in nature as follows.

No Change: Armor, Jump drive, Control systems, laser, maser, and radio communicators, solar collector panels, Contra-grav, Beam pointers, Master fire directors, Laser gravitic focusing.

Increased Efficiency: Power production, Avionics, Computers, Meson communicators, Active EMS and jammers, Ladar, Densitometers, Neutrino sensors, Neural activity sensors, Passive EMS, Area jammers, Nuclear dampers, Meson screens, Sandcasters, Force fields, Fuel purification, Fuel cells, Nuclear power plants, Batteries, Homopolar generators, Explosive power generation, Solar sails, Particle accelerators, Meson guns, Laser focal array volume.

Combat Advantages vs. TL-15: Advantage for jamming TL-15 radio, *no advantage* for TL-16 weapons firing against TL-15 sandcasters.

New Capability: Repulsors and Manipulators.

Darrian Patrol Cruisers: One little known fact (because it is carefully concealed by both Regency and Darrian sources) is that all of the TL-16 "Darrian" Patrol Cruisers are in fact manufactured in the Regency. The design of these vessels and their subsystems are based on Darrian examples, but these were used as templates to guide the Regency's developing TL-16 industrial base to avoid developmental blind alleys before finally hitting on workable configurations.

There are TL-16 yards on Daryen, but these are engaged in pushing forward the frontiers of advanced starship design (again, using relic Darrian examples), allowing the vast Regency yards to concentrate on quantity.

Darrian Secret Base

This, at least, is not a bluff. The Darrians have for centuries maintain a secret base, used by its high-technology mobile deterrent fleets and Special Branch star trigger detachments. The base is a large (200 kilometer diameter) ice ball which provides starship refuelling. Over the years a vast infrastructure including repair, logistical, medical, and rest and recreation facilities have been built into and around the body. It is therefore in all respects comparable to the most sophisticated of the Regency Calibration Points.

The base is at all times guarded by a defensive squadron of SDBs to prevent its use by unauthorized agents. It is located in grid 0423, 2 parsecs to rimward of Zamine.

THE ZHODANI

The interior of the Zhodani Consulate, one or two sectors to coreward of the Regency, is wracked by open warfare and breakdown of social cohesion as Zhodani fight Zhodani for reasons that are as yet not understood. Zhodani society has been the most stable human civilization ever created, and Imperial sour grapes to the contrary, was never known to harbor any deep-seated, simmering dissatisfactions or internal contradictions.

Regency authorities believe that the Zhodani breakdown is related to the "Empress Wave" which has been passing through the Consulate for the past few decades, centered as it is an average of 40 parsecs farther to coreward than the Regency. The same way that Longbow outposts were observed to go off the air after having been reached by the Empress Wave, the Zhodani appear to be the victims of whatever phenomena follows the arrival of the wave. Because it appears to have a clear psionic component, it is reasoned that Zhodani society, with its social structure based on psionic powers, is uniquely vulnerable to the effects of the wave.

Based on data received with Avery, Longbow did not have information on the nature of the psionic signals on the other side of the Empress Wavefront, which by itself appears to be innocuous. It is likely that it is a phenomenon behind the wavefront observed by Longbow that is the actual cause of the Zhodani problems.

Without further data on the relation between the wavefront and the Zhodani breakdown it is impossible to project how the Regency will be affected beginning in 1205 when the wave breaks on its borders. This was the purpose of Avery's mission which departed in 1149, which would also examine the wave's effect on the Vargr to see how this compared with the Zhodani experience.

Evidence of the Zhodani breakdown was seen as early as 1119 in the form of starship movements which implied warfare within the Consulate. At this point the wavefront was approximately halfway across the Consulate, on a radius 26 parsecs to coreward of the Regency's coreward borders. However, it is not actually known if the strife is caused by a delayed effect at some point after the wave's leading edge has passed over or whether the Zhodani could have directly infected themselves with some related phenomenon through their traffic coming down the core axis (see Library Data).

The "intimations of doom" described by Zhodani refugees are a response to received psionic impressions of the unravelling of their bedrock-solid society as well as to the wavefront itself.

By the Way: The phenomena alluded to above are not related to past draft ideas about the "Primordials," "Sparklers," or "Baddies from the Core," although there are certain similarities, at least of origin. So you need not bone up on the old rumors.

THE ASLAN

Regency intelligence services have observed evidence of several virus outbreaks in Aslan territory in the Riftspan Reaches. These are connected to Aslan efforts to reunite the spinward Hierate with its main body across the Great Rift, or at least to allow trailing Aslan to emigrate to the still-intact societies to spinward.

During the Collapse a great many Aslan began migrating across the Rift to safety, so that all of the circa 1130 Tlaukhu clans are today represented in the transrift territories, in at least small numbers. Due to the strength of Aslan familial ties, these small clan groups cannot resist the desire to reach out to their surviving brethren in the Wilds to bring them to safety as well. This sentiment, although laudable, increases opportunities for Virus infection. For this reason RQS inspections of Aslan immigrating to the Regency fait accompli worlds are increasing in thoroughness.

Aslan leaders both in and outside of the Regency interpret this development as anti-Aslan prejudice, intended to limit Aslan immigration into the Regency. The Regency is reluctant to explicitly present its reasons, for fear that this would be taken as either an attempt to interfere with Aslan internal affairs or as criticism of Aslan culture. Either way, the likely response is easily imagined.

THE VARGR

The Vargr Pack is not an example of organized crime in the Mafia style so much as it is a nationalist movement, operating covertly within the territory of another nation.

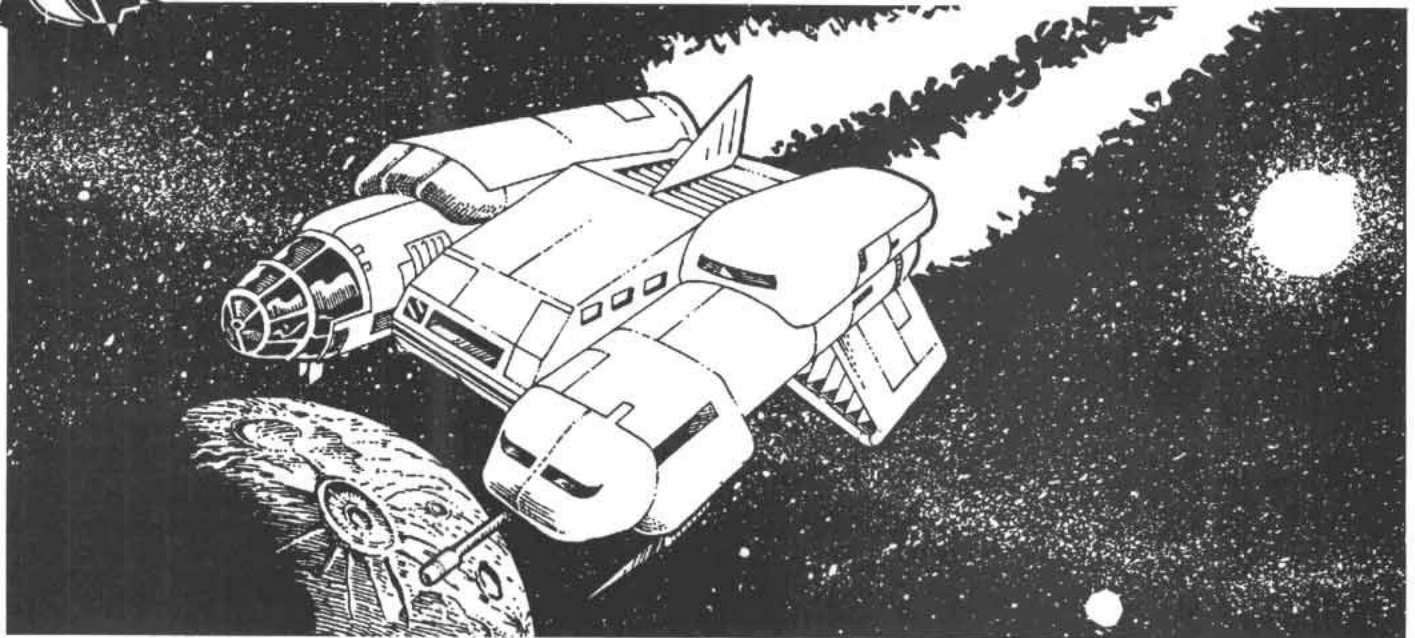
The Pack exists to funnel support out to Vargr groups in the Wilds, to support their efforts at rebuilding. While trade with the Vargr splinters along the spinward portion of the Vargr frontier is allowed, trade with the Wilds is illegal, as is any attempt to organize contact with the Wilds. Since the organization's core purpose is illegal, its methods and operations have been forced outside of the law as well.

Although the majority of Vargr in the Regency are not directly involved with the Pack, the nature of Vargr society and racial pride are such that most Vargr are eventually pulled into it one way or another, at least to the extent of paying Pack extortion or protection money, or providing their businesses as covers for Pack operations.

The Pack's leader is unknown, but this must be a quite charismatic Vargr to exert so much control over such distances, and anonymously at that.



Empress Marava-Class Far Trader



General Data

Displacement: 200 tons Hull Armor: 10
 Length: 42.5 meters Volume: 2800m³
 Price: MCr62.06 (72.84 armed) Target Size: 5
 Configuration: Wedge SL Tech Level: 15
 Mass (Loaded/Empty): 1556.45/670.45 unarmed
 1682.47/796.47 armed (see notes)

Engineering Data

Power Plant: 165 MW Fusion Power Plant (165 MW/hit), 1 year duration (11.585 MW excess, 1.475 MW excess when armed)
 Jump Performance: 2 (420m³ fuel for Jump-2, 210m³ for J-1)
 G-Rating: 1G (100 MW/G), Contra-Grav lifters (20 MW)
 G-Turns: 48 (64.8 with Jump-1 fuel reserve, 81.6 using all jump fuel), 12.5 m³ each
 Fuel Tankage: 1020m³ (72.86 tons) plus 16.5m³ (1.18 tons) reserved for power plant
 Maint: 61 (67 armed)

Electronics

Computer: 3xTL-15 Model St (0.55 MW ea.)
 Commo: 300,000 km radio (10 hexes, 10 MW), 1000 AU maser (0.6 MW)
 Avionics: TL-10+ Avionics
 Sensors: Passive EMS fixed array 30,000km (1 hex, 0.02 MW), Active EMS 3000 km (0 hexes; use long range for task difficulty in same hex; 5 MW)
 Controls: Flight deck with 5xWorkstation (only 3 used when unarmed) plus 1 other workstation.

Armament

2 turret hardpoint sockets fitted (Locs: 8,9; Arcs: 1,2,3). When weapons package is fitted, characteristics are as follows:
 Offensive: 2xTL-15 150-Mj Laser Turrets (Locs: 8, 9; Arcs: 1, 2, 3; 4.2 MW; 1 crew ea.)
 Fire Control Systems: 1xTL-15 Dual-purpose beam/missile MFD (6 Diff Mods; Msl 10 hexes; 10 hexes; 1.71 MW; 1 crew)

Accommodations

Life Support: Extended (0.56 MW), Grav Compensators (6G; 14 MW)
 Crew (Unarmed): 5 (2xManeuver, 1xElectronics, 1xEngineering, 1xSteward)

Crew (Armed): 7-9 (2xManeuver, 1xElectronics, 1xEngineer, 0-2xGunners, 1xMFD Gunner, 1xCommand, 1xSteward)
 Crew Accommodations: 1xLarge Stateroom (0.001 MW), 4xSmall Stateroom (0.0005 MW ea.)
 Passenger Accommodations: 10xSmall Stateroom (0.0005 MW ea.)
 Cargo: 805.2 m³ (57.51 tons), 3 large cargo hatches
 Small Craft and Launch Facilities: Air raft with internal hangar (Minimal), 1 launch port
 Air Locks: 2

Notes

Off of the Spinward Main (page 42) where jump-1 free traders hold an economic advantage, the far trader in its many variants is the most common privately-owned merchant vessel in the Regency.

The far trader has space reserved for a weapons package as detailed above. The two turret gunners can be dispensed with and the turrets fired directly from the MFD, making a crew of only 7, but the unmanned turrets cannot be fired under local control should the need arise. Its sensor suite is optimized for low cost, not combat. Owners who bother to add the weapons package are well-advised to upgrade the ship's sensors as well.

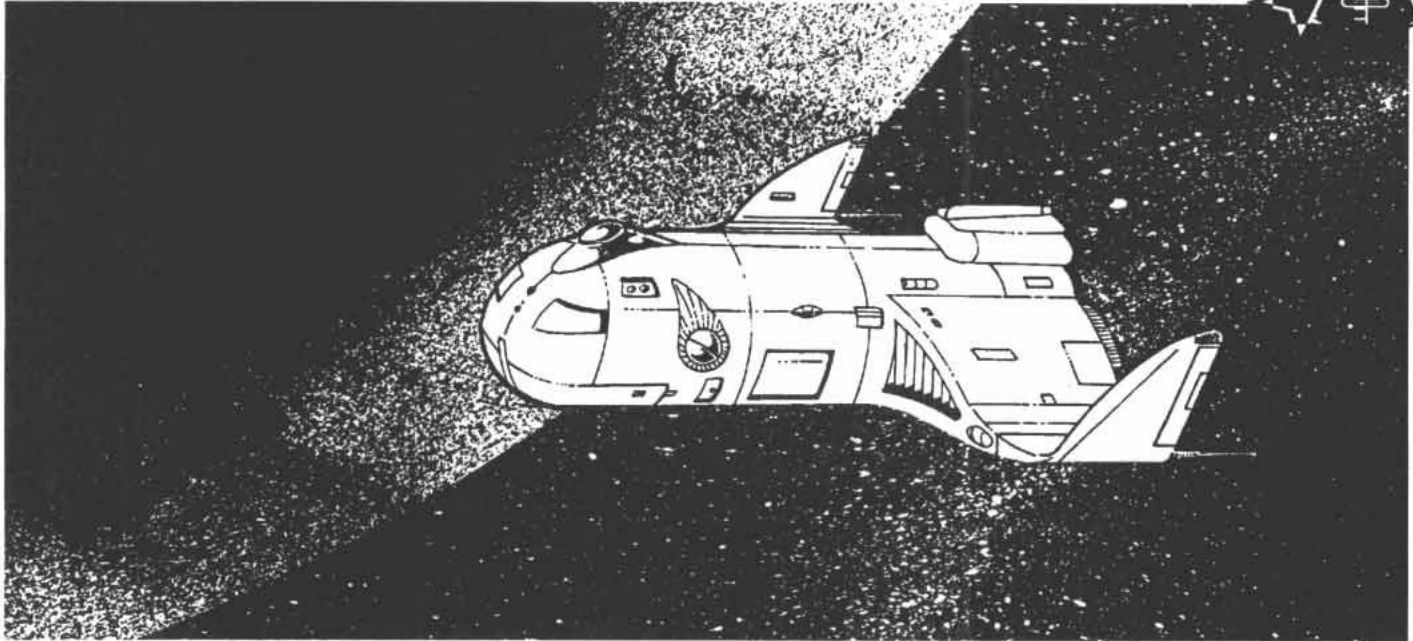
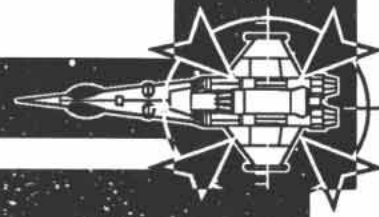
Unlike the sleek and attractive TL-12 *Jayhawk* variant, the TL-15 *Empress Marava* variant of the far trader is the victim of some passing artistic conceit, current when the class was first designed, but lost to all contemporary understanding. With its prominent glazed nose, the Maravas are more reminiscent of TL-5 propeller-driven atmospheric craft than starships. In fact, their appallingly baroque appearance has led to their nickname, in naval circles, of "Puking Dogs." Their defenders point out that, although they may be ugly, they are at least "ugly with an attitude," namely defiantly unapologetic.

Fuel purification machinery (1.275 MW), 24 hours to refine 1020m³ (9.9 hours to refine 420m³). Fuel scoops allow 560m³ of fuel to be skimmed per hour.

Area (1D20)		Surface Hits	DAMAGE TABLES	
			Internal Explosion	System
1		1-6: LCH, 7: AL	1: Elec, 2-20: Hold	JD-3H LS-1H
2, 4		1-8: Ant	1-5: Elec, 6-20: Qtrs	PP-1H ELS-1H
3, 5		1-8: Ant	Qtrs	MD-(2h) AG-1H
6-7			Hold	FPP-2H Hangar-1H
8-9		1-6: LCH	1-6: TS, 17-20: Hold	CG-1H MFD-(2h)
10			1-3: Qtrs, 4-19: Hold, 20: Eng	FPP-1H
11-15			Hold	LSR-1H
16-19			1-3: Eng, 4-20: Hold	SSR-(2h)
20			Eng	All Others (1h)



TL-15 Subsidized Merchant ("Fat Trader")



General Data

Displacement: 390/400 tons Hull Armor: 10
 Length: 43.6 meters Volume: 5460/5600 m³
 Price: MCr87.58 (98.35 armed) Target Size: 5
 Configuration: Cylinder AF Tech Level: 15
 Mass (Loaded/Empty): 3202.42/1175.72 unarmed
 3328.43/1301.73 armed (see notes)

Engineering Data

Power Plant: 301.2 MW Fusion Power Plant (301.2 MW/hit), 1 year duration (10.17 MW excess, 0.06 MW excess when armed)
 Jump Performance: 1 (560 m³ fuel)
 G-Rating: 1G (200 MW/G), Contra-Grav lifters (40 MW)
 G-Turns: 60 (82.4 using jump fuel), 25 m³ of fuel each
 Fuel Tankage: 2060 m³ (147.14 tons) plus 30.12 m³ (2.15 tons) reserved for power plant
 Maint: 125 (130 armed)

Electronics

Computer: 3xTL-15 Mod St Computer (0.55 MW ea.)
 Commo: 300,000km radio (10 hexes; 10MW), 1000 AU maser (≈ 0.6 MW)
 Avionics: TL-10+ Avionics
 Sensors: Passive EMS fixed array 90,000km (3 hexes; 0.06 MW), Active EMS 60,000km (2 hexes; 7 MW)
 Controls: Flight deck with 5xWorkstation (only 4 used when unarmed) plus 2 other workstations.

Armament

2 turret hardpoint sockets fitted (Locs: 4,5; Arcs: 1,2,3). With weapons package fitted, characteristics are as follows:
 Offensive: 2xTL-15 150-Mj Laser Turrets (Locs: 4, 5; Arcs: 1, 2, 3; 4.2 MW; 1 crew ea.)

Fire Control Systems: 1xTL-15 Dual-purpose beam/missile MFD (6 Diff Mods; Msl 10 hexes; 10 hexes; 1.71 MW; 1 crew)

	Short	Medium	Long	Extreme
TL-15 150-Mj Laser Turret	10:!/10-31	20:!/10-31	40:!/10-31	80:!/10-31

Accommodations

Life Support: Extended (1.092 MW), Gravitic Compensators (6G; 27.3 MW)
 Crew (Unarmed): 9 (2xManeuver, 1xElectronics, 2xEngineering, 1xSteward, 2x Small Craft Flight Crew, 1xCommand).
 Crew (Armed): 10-12 (2xManeuver, 1xElectronics, 2xEngineering, 1xMFD Gunner, 0-2xTurret Gunners, 1xSteward, 2x Small Craft Flight Crew, 1xCommand).
 Crew Accommodations: 1xSmall Stateroom (command; 0.0005 MW), 4xLarge Stateroom (double-occupancy; 0.001 MW ea.)
 Passenger Accommodations: 13xSmall Stateroom (0.0005 MW ea.), 13xLow Berth (0.001 MW ea.)
 Cargo: 1798.5 m³ (128.46 tons), six large cargo hatches
 Small Craft and Launch Facilities: 10-ton Launch in AF External Grapple
 Air Locks: 4

Notes

Because of its jump performance the subsidized merchant is encountered mostly along the Regency's "mains" (clusters of star systems linked by contiguous jump-1 routes), although with the use of auxiliary tanks it can cover two or more parsecs in consecutive jumps. However, this method is economically unviable, and is generally only used to move a ship from one main to another, usually resulting from a new owner or reassignment to a new market.

The "fat trader" has an efficient "drive-through" deckplan. With its rear cargo ramp and bow clamshell doors open its cargo deck is one continuous space.

The weapons package described above does not include a sensors upgrade. Crews who anticipate combat will want longer-ranged sensors to support the weapons. The two turret gunners can be dispensed with if the crew is content to fire the turrets solely from the MFD.

The ship itself displaces 390 tons; with its launch fitted to the grapple it displaces 400 tons. Jump, maneuver, and contra-grav drives are all configured to support the 400-ton figure.

Fuel purification machinery (2.8 MW), 22 hours to refine 2060m³ (6 hours to refine 560m³). Fuel scoops allow the skimming of 1092m³ of unrefined fuel per hour.

DAMAGE TABLES

Area (1D20)	Surface Hits	Internal Explosion	Systems
1	1-8: Ant	1-2: Elec, 3-11: Hold, 12-20: Qtrs	JD-4H
2-3	1-6: Ant	1-2: Elec, 3-20: Qtrs	PP-1H
4-5	1-4: LCH	1-3: TS, 4-20: Hold	MD-(4h)
6-7		1-11: Qtrs, 12-20: Hold	CG-1H
8-9	1-4: LCH	Hold	FPP-3H
10	1-13: Launch	Hold	Grapple-1H
11-15		Hold	LSR-1H
16-17	1-12: Launch	Hold	SSR-(2h)
18-19		1-15 Eng, 16-20: Hold	LS-1H
20	1-8: LCH	Hold	ELS-1H





RQS Modular Inspection Launch and Jump-Boat

General Data

Displacement: 70 tons
Length: 28 meters

Hull Armor: 60
Volume: 980 m³
Target Size: VS
Tech Level: 15

Price: MCr61.27

Configuration: Wedge/Box SL

Mass (Loaded/Empty): 929.43/783.07

Engineering Data

Power Plant: 267.84 MW Fusion Power Plant (see notes; 267.84MW/hit), 1 year duration (0.0675 MW excess power)

Jump Performance: None

G-Rating: 6 (35 MW/G), Contra-Grav lifters (7 MW)

G-Turns: 76.9, 4.375 m³ of fuel each

Fuel Tankage: 336.272m³ (24 tons) plus 27m³ for power plant
Maint: 25

Electronics

Computer: 2xTL-15 Mod Fb Computers (1.1 MW ea.)

Commo: 30,000km radio (1 hex; 1 MW), 300,000km radio (10 hexes; 10 MW), 1000 AU maser (∞; 0.6 MW)

Avionics: TL-10+ Avionics

Sensors: Passive EMS fixed array 120,000km (4 hexes; 0.1 MW), Active EMS 300,000km (10 hexes; 15 MW)

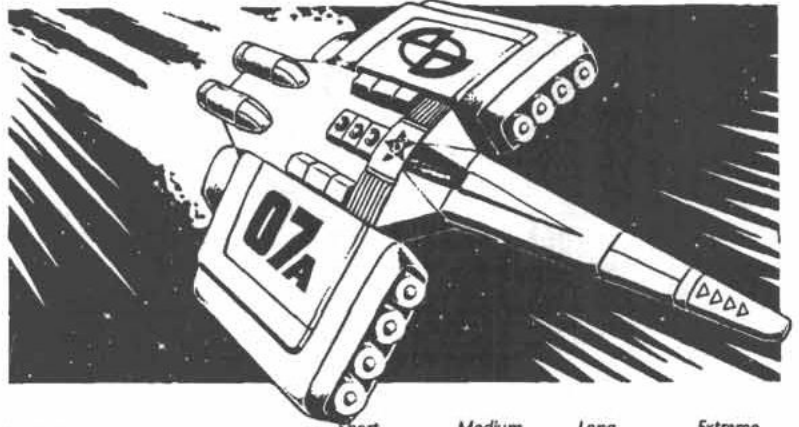
ECM/ECCM: EM Masking (0.98 MW)

Controls: Flight deck with 3xworkstations plus one other workstation

Armament

Offensive: 1xTL-15 144Mj Laser Lance (Loc: 1; Arcs: 1; 4 MW; Crew on Flight Deck), 1xTL-15 210Mj Laser Turret (Loc: 10; Arcs: 1-3; 5.83 MW; No crew), 2xMissile Pods (Loc: 13/15/17/19, 12/14/16/18; 8 ready MsIs ea.; 0 MW, crewed from MFD), total of 16 ready missiles

Fire Control Systems: 1xTL-15 Msl/Beam MFD (6 Diff Mod; Msl 10 hexes; 10 hexes; 1.71 MW; 1 crew)



	Short	Medium	Long	Extreme
TL-15 144-Mj Laser Lance	10: 1/10-30	20: 1/10-30	40: 1/5-15	80: 1/2-8
TL-15 210-Mj Laser Turret	10: 1/12-36	20: 1/12-36	40: 1/12-36	80: 1/12-36

Accommodations

Life Support: Extended (0.168 MW), Gravitic Compensators (6G; 4.9 MW)

Crew: 4 (1xCommander/Pilot, 1xEngineer, 1xGunner, 1xElectronics)

Crew/Passenger Accommodations: 3xSmall Staterooms (0.0005 MW ea.)

Cargo: 10.826 m³ (0.78 tons), one small cargo hatch

Air Locks: 3

Notes

The inspection launch is an RQS-subsidized design like the quarantine cutter (see page 19), but is built for in-system operations only. In between RQS duty its owners use it for high-speed in system and courier service, often operating between a world and bases on its moons or in asteroid belts. It is a modular design, with a 50-ton main hull and two 10-ton pods, to port and starboard.

The missile pods, 210-Mj laser turret, and MFD pallet are RQS property, and are only fitted when on official duty. The price above includes these items, so the actual price to the civilian owner with two cargo pods is only MCr51.20. Each pod carries 112m³ (8 tons) of cargo, and with the MFD and turret socket space used for cargo, carriage is increased to 285.8m³ (20.4 tons).

Fuel scoop (2800m³/hr, or full fuel tankage in 7.2 minutes) is fitted, but no purification machinery is required for reaction mass.

Area (1D20)	Surface Hits	Internal Explosion	Systems
1		1-11: LLance, 12-20: Elec	LS-2H CG-(3h)
2-5	1-15: Ant	1-7: Elec, 8-20: Qtrs	ELS-1H AC-(4h)
6-9		Hold	PP-1H SSR-(2h)
10	1-5: EMMR, 6-8: AL	1-17: LT, 18-20: Qtrs	MD-1H MFD-(2h)
11	1-10: LCH	1-4: Hold, 5-20: Eng	Msl Pod-1H EMM-(2h)
12-13, 16-17		1-11: Msl Pod, 12-20: Hold	LLance-1H
14-15, 18-19		1-12: Msl Pod, 13-20: Hold	LT-1H
20		Eng	All Others-(1h)

General Data

Displacement: 55 tons

Length: 38.35 meters

Price: MCr47.11

Configuration: Needle/Box SL

Mass (Loaded/Empty): 557.24/406.25

Hull Armor: 60

Volume: 770 m³

Target Size: VS

Tech Level: 15

Engineering Data

Power Plant: 120 MW Fusion Power Plant (120 MW/hit), 1 year duration (3.8685 MW power surplus)

Jump Performance: 3 (154m³ fuel for Jump-3, 102.7m³ for J-2, 51.3m³ for J-1)

G-Rating: 3 (27.5 MW/G), Contra-Grav lifters (5.5 MW)

G-Turns: 84 with Jump-3 fuel reserve (99 with J-2 reserve, 114 with J-1 reserve), 3.4375 m³ of fuel each

Fuel Tankage: 442.75m³ (31.6 tons) plus 12m³ for power plant
Maint: 19

Electronics

Computer: 4xTL-15 Mod St Computers (0.55 MW ea.)

Commo: 1000 AU maser (∞; 0.6 MW), 1000 AU laser (∞; 0.3 MW), 300,000km radio (10 hexes; 10 MW)

Avionics: TL-10+ Avionics

Sensors: Passive EMS fixed array 120,000km (4 hexes; 0.1 MW), Active EMS 150,000km (5 hexes; 10 MW)

Controls: Flight deck with 2xWorkstations

Accommodations

Life Support: Extended (0.154 MW), Gravitic Compensators (6G; 3.85 MW)

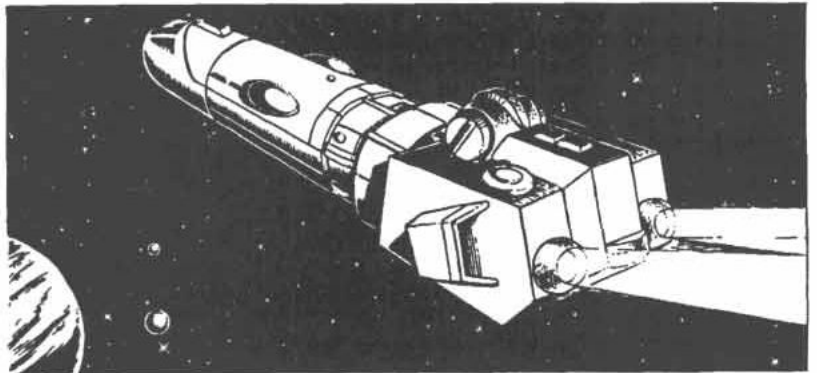
Crew: 2 (1xPilot/commander, 1xElectronics/Engineer)

Crew Accommodations: 1xSmall Stateroom (0.0005 MW)

Passenger Accommodations: (See notes)

Cargo: 120m³ (8.6 tons), one small cargo hatch

Air Locks: 2



the craft will receive starport maintenance at the end of each jump. The fuel purifier is intended for emergency use, or if pressed into service as a fleet courier, as XWeb operations do not call for frontier refuelling (fuel scoop skims 154m³ per hour).

The fourth computer is a dedicated data storage/retrieval unit. Its capacity is entirely given over to XWeb electronic message storage and cannot be used for any "normal" computer tasks. (For details on the XWeb, see page 21.)

The variant shown here is the pure data/cargo variant. Small staterooms can be fitted at the expense of 28m³ of cargo each. Pure courier variants are fitted with four additional small staterooms (total of five) and have no cargo space.

For self-defense in high-risk areas, the Jboat can be fitted with a laser lance (see details with Inspection Launch above) at the expense of 28.2m³ of cargo, and MCr0.5522. The power overage allows its use with only a small (0.1315 MW) power shortfall.

Notes

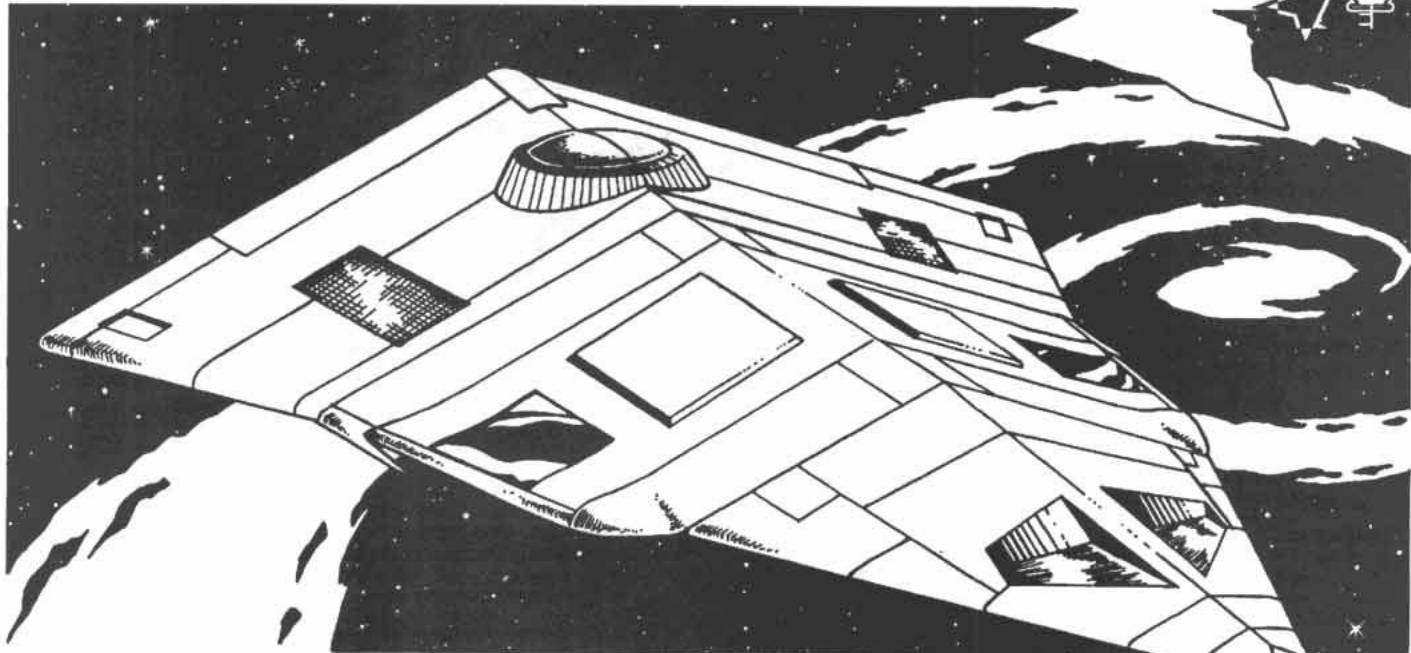
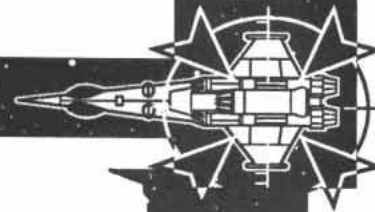
The "Jboat" is a modified TL-15 ship's boat used to supplement Xboats for short-haul runs on the XWeb. The Jboat makes maximum use of standard ship's boat systems, including identical power plants, main hulls, etc. (See page 11.)

The small crew is allowed by the use of pregenerated jump programs and the fact that

Area (1D20)	Surface Hits	Internal Explosion	Systems
1	1-18: Ant	Elec	LS-1H CG-(2h)
2-5	1-12: Ant	1: Elec, 2-9: Qtrs, 10-20: Hold	ELS-1H FPP-(4h)
6-8, 10-15		Hold	AG-(3h) SSR-(2h)
7	1-7: SCH, 8-9: AL	Hold	JD-1H All Others-(1h)
16-19		1-7: Eng, 8-20: Hold	PP-1H



Faith-Class Tier-4 RQS Quarantine Cutter



General Data

Displacement: 150 tons
 Length: 38.75 meters
 Price: MCr155.40 (144.17 unarmed)
 Configuration: Wedge SL
 Mass (Loaded/Empty): 1491.02/1017.65

Hull Armor: 40
 Volume: 2100m³
 Target Size: S
 Tech Level: 15+

Engineering Data

Power Plant: 318 MW Fusion Power Plant (318 MW/hit), 1 year duration (0.588 MW power surplus)
 Jump Performance: 3 (420m³ of fuel for Jump-3, 280m³ for J-2, 140m³ for J-1)
 G-Rating: 3G (75 MW/G), Contra-Grav lifters (15 MW)
 G-Turns: 60 with Jump-3 fuel reserve (75 with J-2 reserve, 90 with J-1 reserve, 104.8 using all jump fuel), 9.375 m³ fuel each
 Fuel Tankage: 982.5m³ (70.2 tons) plus 31.8m³ reserved for power plant
 Maint: 43

Electronics

Computer: 3xTL-15 Model Fb (1.1 MW ea.)
 Commo: 1000AU radio (∞; 20 MW), 1000AU maser (∞; 0.6 MW)
 Avionics: TL-10+ Avionics Sensors: Passive EMS fixed array 150,000km (5 hexes; 0.15 MW), Passive EMS folding array 210,000km (7 hexes; 0.25 MW), Active EMS 480,000km (16 hexes; 25 MW)
 ECM/ECCM: EM masking (2.1 MW)
 Controls: Flight deck with 6xnormal workstation plus two other workstations

Armament

2 turret hardpoint sockets fitted (Loc: 16/17, 18/19; Arcs: All).
 Offensives: 2xTL-15 210-Mj Laser Turrets (Loc: 16/17, 18/19; Arcs: All; 5.83 MW ea., No crew)
 Fire Control Systems: 1xTL-15 300,000km Dual-purpose Msl/Beam MFD (6 Diff Mods; Msl 10 hexes; 10 hexes; 1.71 MW; 1 crew)

	Short	Medium	Long	Extreme
TL-15 210-Mj Laser Turret	10: 1/12-36	20: 1/12-36	40: 1/12-36	80: 1/12-36

Accommodations

Life Support: Extended (0.42 MW), Gravitic Compensators (6G; 10.5 MW)
 Crew: 8 (2xManeuver, 2xElectronics, 2xEngineering, 1xGunnery, 1xCommand)
 Crew Accommodations: 4xLarge Stateroom (0.001 MW ea.)
 Passenger Accommodations: Whatever space is not used by crew
 Cargo: 196m³ (14 tons) armed, up to 307m³ (21.9 tons) unarmed, 1 large cargo hatch
 Small Craft and Launch Facilities: Minimal hangar with launch port for 3xMOLRASP sensor drones; minimal hangar with launch port for air raft
 Air Locks: 1

Notes

The Faith class is the standard RQS quarantine cutter. It was first created by adding a 50-ton "plug" to scout/courier hulls, but new-construction models are built from the keel up as cutters, with thicker hull plating and heavier internal structure. Faith-class cutters are designed for 3G performance; visually similar scout-based cutters which retain the scout's 2G performance are not members of this class. Faith-class cutters are well-equipped and expensive, but do offer the RQS subsidy for private owners.

Current versions (called "tiers") of the Faith class are equipped to take unmanned 210-Mj turrets in their sockets in place of the usual 150-Mj local-control turrets. Because they have no on-board gunner, they cannot be fired locally but are both fired as a battery by the MFD. Faith-class cutters also carry the 3-ton Maneuvering Off-board Long Range Active Sensor Platform, or MOLRASP, that is also used by the Regency's *Lauritson*-class picket ships (see table below for MOLRASP details and Challenge 76, page 36). These expensive drones are owned by the RQS and are issued to quarantine cutters only while on RQS active duty. The RQS likewise issues MFDs to those ships which do not have them, for the duration of active duty. When used for commercial trade the 18m³ hangar holds cargo, along with one or both turret sockets and the MFD space. Crews also hot-bunk to free up staterooms for paying passengers.

Early models of the class were not fitted with EMM suites and were not equipped for the 210-Mj remote turrets. These vessels are known as Tier-1 vessels. Tier-2 vessels added the EMM suite, and Tier-3 vessels were built to accept the 210-Mj unmanned turrets. Tier-3 is still the standard RQS cutter, with the Tier-4s, which add the 210,000km passive folding array, only available in limited numbers (note that the price of a Tier-3 is noticeably lower, at MCr120.40). Tier-1 vessels retrofitted with 210,000km passive arrays are known as Tier-1A, and carry 64 vice 60 G-turns without using jump fuel and four vice three MOLRASPs (cost is MCr144.26). Although the 150,000km fixed array seems redundant on cutters with the big array, its deletion saves very little cost, and is valuable not only as a backup to the folding array, but also for use while skimming fuel and in atmospheres, where its conformational configuration allows its use when the folding array is collapsed and stowed away.

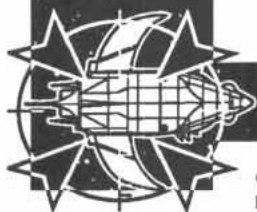
Class names include *Augustine, Luther, Wesley, Calvin, Zwingli, Loyola, Aquinas, Torquemada, Franciscan, Dominican, Gregorian, Jesuit, Melancthon, Tillich, Bultmann, Barth, Kierkegaard, Nestorius, Flavius, Pelagius, Nicea, Athanasius, Constantine, Albigenes, Waldenses, Arius, Gnostic, Manichaeon, Donatus, Origen, and Tertullian.*

Fuel scoops skim 840m³ of fuel per hour. Fuel purification machinery (1.05 MW) requires 12 hours to refine 420m³ (35m³ each hour).



Area (1D20)	DAMAGE TABLES			
	Surface Hits	Internal Explosion	Systems	
1	1-15: Ant	1-4: Elec, 5-14: Qtrs, 15-20: Hold	JD-2H	LS-2H
2-3	1-10: Ant	1-4: Elec, 5-14: Qtrs, 15-20: Hold	PP-1H	ELS-1H
4-5		1-4: Elec, 5-14: Qtrs, 15-20: Hold	MD-1H	AG-1H
6-7	1-10: Ant, 11-17: LP, 18-19: EMMR	Hold	MFD-(2h)	FPP-1H
8-9, 14-15		Hold	AEMS-(2h)	CG-1H
10	1-3: EMMR	1-4: Qtrs, 5-20: Hold	EMM-1H	LSR-1H
11	1-7: LCH	Hold	EMMR-(2h)	
12-13	1-10: Ant	Hold	Hangar 1-1H	
16-19		1-4: LT, 5-11: Eng, 12-20: Hold	Hangar 2-1H	
20	1: AL	Eng	210 PEMS Ant-1H	
			All Others-(1h)	

TL	Description	Vol	Mass	MCr	G-turns	Duration	Comm	Sensor	Sigs
14	MOLRASP Act/Pass	3	66.4	28	94/3	∞	∞M	16A, 5P(F), 8Lad	+3/+2/+3/+2/+1
14	Missile-Drone	0.5	8.845	4.01	48/1	∞	10L	5P(F)	+2/+2/+2/+2/+1



Cuspid-Type Gunboat & Fang-Type System Defense Boat

General Data

Displacement: 20 tons
Length: 14 meters

Hull Armor: 10/60
Volume: 280 m³
Target Size: VS
Tech Level: 15

Price: MCr50.81

Configuration: Cylinder SL

Mass (Loaded/Empty): 330.46/325.44

Engineering Data

Power Plant: 153.6 MW Fusion Power Plant (76.8 MW/hit), 1 month duration (0.2655 MW excess power)

Jump Performance: None

G-Rating: 1 (16.523 MW/G), Contra-Grav lifters (2 MW)

G-Turns: 14, 2.065375 m³ of fuel each

Fuel Tankage: 28.862m³ (2.06 tons) plus 0.755m³ for power plant

Maint: 9

Electronics

Computer: 2xTL-15 Mod Fb Computers (1.1 MW ea.)

Commo: 30,000km radio (1 hex; 1 MW), 300,000km radio (2 hexes; 10 MW), 2x1000 AU maser (∞; 0.6 MW ea.)

Avionics: TL-10+ Avionics Sensors: Passive EMS fixed array 90,000km (3 hexes; 0.06 MW), Active EMS 300,000km (10 hexes; 15 MW)

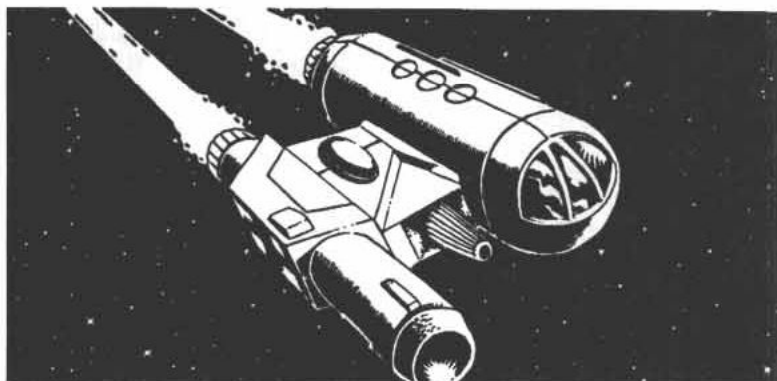
ECM/ECCM: EM Masking (0.28 MW)

Controls: Flight deck with 3xworkstations

Armament

Offensive: 1xTL-15 14m 196-Mj Particle Accelerator (Loc: 2/4/6/8/12/14/16/18; Arcs: 1; 109 MW [Powered to -3 Diff Mods]; 1 Crew), 74-Mj rapid-fire fusion gun (Loc: 10/11; Arcs: 1; 0 MW; crew on flight deck, also see notes)

Fire Control Systems: 1xTL-15 150,000km Single-purpose Beam MFD (6 Diff Mods; 5 hexes; 1.03 MW; 1 Crew)



	Short	Medium	Long	Extreme
TL-15 14m Part Accel (-3)	5:70	10:41	20:21	40:10
TL-14 74-Mj RFFG	1.3km:1-258	2.6km:1-258	5.2km:2-258	10.4km:10-258

Accommodations

Life Support: Basic (0.028 MW), Gravitic Compensators (6G; 1.4 MW)

Crew: 4 (1xCommander/Pilot, 1xMFD Gunner, 1xPA Gunner, 1xElectronics)

Crew Accommodations: 1xSmall stateroom (0.0005 MW)

Cargo: None

Air Locks: 2

Notes

The Cuspid gunboat is a particle accelerator pod mounted on a minimally-modified variant of the ubiquitous 10-ton utility craft, variously known as the launch, lifeboat, or skiff (TNE page 378, Brilliant Lances Technical Booklet, page 46). This use of existing production lines allowed the rapid production of system defense craft to meet the Regency's spacecraft shortage (page 11). The single PA pod (powered to -3 Diff Mods) is identical to those mounted on the Fang below, and is armored and stressed to withstand 6Gs. However, the Cuspid is limited to 1G by the main hull's structure and the high density of the assembled craft. The main hull's maneuver drives will allow it to carry a pod massing up to 494.5 tons (the PA pod masses 225 loaded) at 1G. The Cuspid is fitted with a "can-opener," a salvaged fusion gun taken from surplus TL-14 Trepida I grav tank turrets being refurbished as TL-15 Norris tanks (see Challenge 77 pages 76-79 and Striker II pages 97-99). Its range makes it useless in space combat, but it is a fearsome close-range weapon, able to slice open the belly of most any resisting starship. Given the Cuspid's short legs, it is mostly used for orbital security and law-enforcement (which allows it to get within "can-opener" range), based at orbital stations.

Cuspids have fuel scoops (28.862m³ in 15 minutes), but no purification machinery.

Area (1D20)	Surface Hits	Internal Explosion	Systems
1, 3, 5	Ant	Elec	LS-1H SSR-(2h)
2, 4, 6, 8, 12, 14		PA	ELS-1H FG-(2h)
7, 9	1-14: Ant	1-16: Elec, 17-20: Qtrs	PP-1H
10	1-4: AL	1: Elec, 2-5: FG, 6-20: Hold	PA-1H
11	1-3: EMMR	1: Eng, 2-5: FG, 6-20: Hold	
13, 15		Qtrs	
16, 18		1-11: PA, 12-18: Eng, 19-20: Hold	
17, 19		1-9: Qtrs, 10-16: Eng, 17-20: Hold	
20		Eng	

General Data

Displacement: 50 tons

Length: 23 meters

Price: MCr73.65

Configuration: Box/Cylinder SL

Mass (Loaded/Empty): 743.62/729.59

Hull Armor: 60

Volume: 700 m³

Target Size: VS

Tech Level: 15

Engineering Data

Power Plant: 372 MW Fusion Power Plant (186 MW/hit), 1 year duration (1.6965 MW power surplus)

Jump Performance: None

G-Rating: 6 (25 MW/G), Contra-Grav lifters (5 MW)

G-Turns: 64, 3.125m³ of fuel each

Fuel Tankage: 200.4305m³ (14.3 tons) plus 25.65m³ for power plant

Maint: 13

Electronics

Computer: 2xTL-15 Mod Fb Computers (1.1 MW ea.)

Commo: 2x30,000km radio (1 hex; 1 MW ea.), 300,000km radio (10 hexes; 10 MW), 3x1000 AU maser (∞; 0.6 MW ea.)

Avionics: TL-10+ Avionics Sensors: Passive EMS fixed array 120,000km (4 hexes; 0.1 MW), Active EMS 300,000km (10 hexes; 15 MW)

ECM/ECCM: EM Masking (0.42 MW)

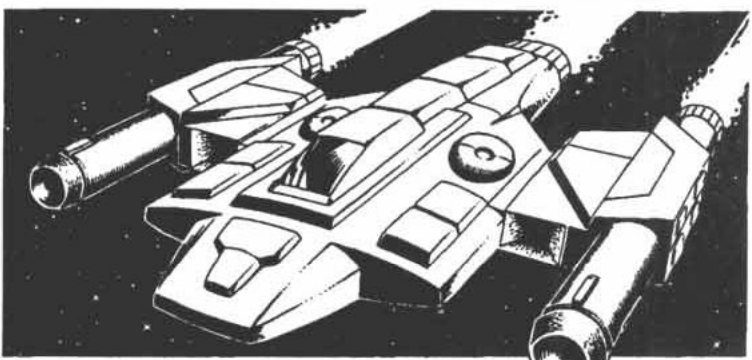
Controls: Flight deck with 3xnormal workstation plus one other workstation

Armament

TL-15 14m Part Accel (-3)	Short	Medium	Long	Extreme
	5:70	10:41	20:21	40:10

Offensive: 2xTL-15 14m 196-Mj Particle Accelerator (Locs: 6/8/12/14, 7/9/13/15; Arcs: 1; 109 MW [Powered to -3 Diff Mods] ea.; 1 Crew ea.)

Fire Control Systems: 1xTL-15 300,000km Dual-Purpose Beam/Msl MFD (6 Diff Mods; Msl 10 hexes; 10 hexes, 1.71 MW; 1 Crew)



size of a heavy fighter. Its long-endurance and habitability allow it to perform most traditional SDB missions, and its high-G performance allows it to handle with the best of the fighters in Charted Space.

Small-to-moderate-sized particle accelerators like those fitted to the Cuspid and Fang (they are only large in comparison to these small vessels) are known in naval circles as "vampire guns." They are able to rapidly inflict killing damage on small starships, and their EMP side-effects make short work of non-Fb computers. Contrary to popular entertainment programs, fighters are able to take on full-size warships only under the most unusual of circumstances. Fang SDBs are able to quickly strip away the "nuisance vessels" in a vampire force, allowing the large fleet units to quickly dispose of the major units.

The Fangs' dual purpose (missile/beam) MFDs allow them to trade their PA pods for the missile pods seen on the inspection launch. Performance with these pods falls to 4Gs with 64 G-turns (3.125m³ each), and crew complement falls to four.

Fuel scoops allow te skimming of 280m³/hr, or 43 minutes for full fuel load.

Accommodations

Life Support: Extended (0.14 MW), Gravitic Compensators (6G; 3.5 MW)

Crew: 6 (1xCommander/Pilot, 1xElectronics, 1xEngineering, 1xMFD Gunner, 2xPA Gunners)

Crew Accommodations: 2xSmall staterooms (0.0005 MW ea.)

Cargo: None Air Locks: 3

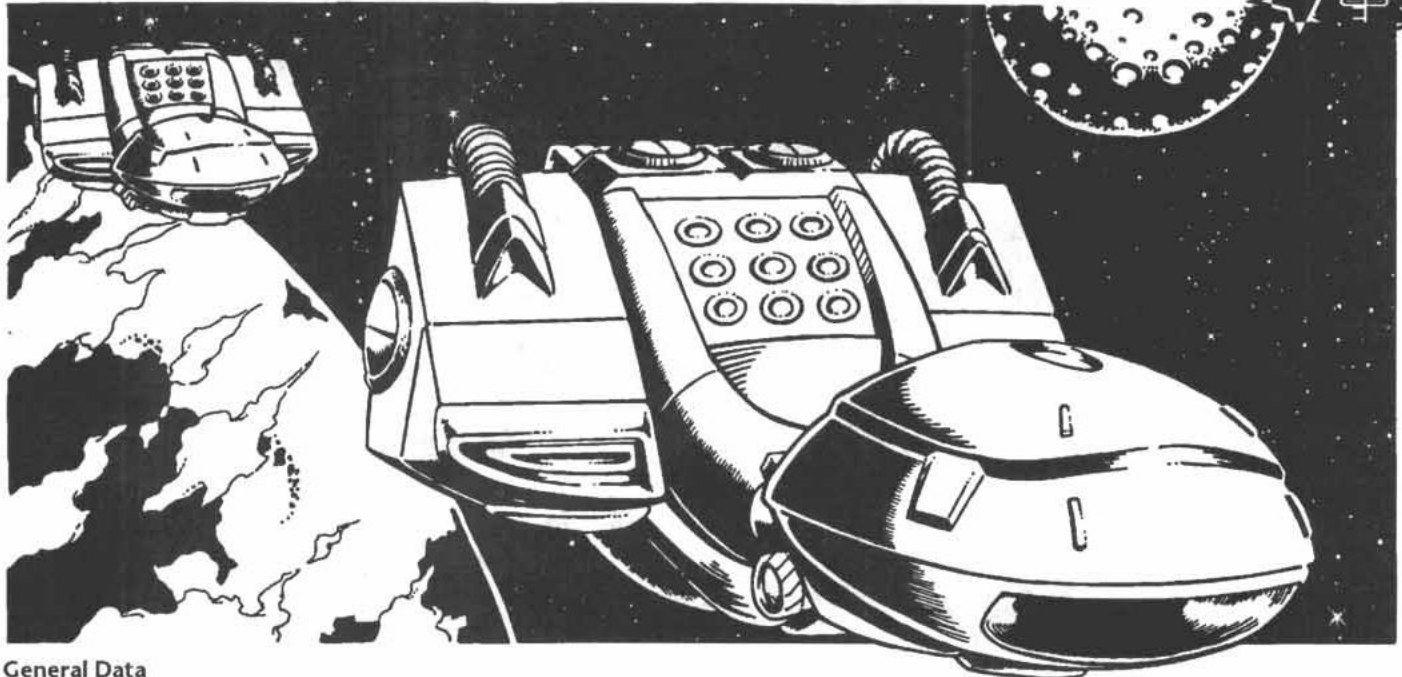
Notes

The Fang-type is the true SDB development of the initial Cuspid concept seen above, although it is only the

Area (1D20)	Surface Hits	Internal Explosion	Systems
1	Ant	Elec	LS-2H ELS-1H
2-5	1-17: Ant	1-7: Elec, 8-20: Qtrs	SSR-(2h)
6-9, 12-15		1-14: PA, 15-20: Hold	PP-2H
10	1-5: EMMR, 6-9: AL	1-4: Qtrs, 5-20: Hold	PA-1H
11		Hold	MD-(3h)
16-19		1-8: Eng, 9-20: Hold	CG-(2h)
20		Eng	All Others-(1h)



Trekhyair-Type RQS Quarantine Cutter



General Data

Displacement: 300 tons
 Length: 50 meters
 Price: MCr196.70
 Configuration: Wedge SL
 Mass (Loaded/Empty): 2862.14/2433.78

Hull Armor: 40
 Volume: 4200m³
 Target Size: S
 Tech Level: 14

Engineering Data

Power Plant: 584.7MW Fusion Power Plant (97.45 MW/hit), 1 year duration (0.031 MW power surplus)
 Jump Performance: 3 (840 m³ fuel for Jump-3, 280m³ for Jump-1)
 G-Rating: 3G (150 MW/G), Contra-Grav lifters (30 MW)
 G-Turns: 64.44 (109.2 using jump fuel), 18.75 m³ fuel each
 Fuel Tankage: 2048m³ (146.29 tons), plus 58.47m³ (4.18 tons) reserved for power plant
 Maint: 99

Electronics

Computer: 3xTL-14 Model Fb (1 MW ea.)
 Commo: 1000AU radio (∞; 20 MW), 1000AU maser (∞; 0.6 MW)
 Avionics: TL-10+ Avionics
 Sensors: Passive EMS fixed array 150,000km (5 hexes; 0.15 MW), Active EMS 480,000km (16 hexes; 25 MW)
 ECM/ECCM: EM Masking package (4.2MW)
 Controls: Bridge with 7xbridge workstations, plus 4 other workstations

Armament

2 barbette and 2 turret sockets fitted plus a dedicated 9-tube missile/drone launching cluster
 Offensive: 2xTL-14 300-Mj Laser Barbettes (Loc: 16/18, 17/19; Arcs: All; 8.3MW ea.; 1 crew ea.), 2xTL-14 Laser Turrets (16/17, 18/19; Arcs: All; 4.2MW ea.; 1 crew ea.), 9xMissile/drone launch tubes (Loc: 10; 1 ready Msl/drone ea.; 1 crew)
 Fire Control Systems: 1xTL-14 Missile/Beam MFD (5 Diff Mods; Msl 10 hexes; 10 hexes; 1.77MW ea.; 1 Crew ea.), 1x Missile/Drone control station (No Diff Mods; Msl 10 hexes; 0.15 MW; 1 Crew)

	Short	Medium	Long	Extreme
TL-14 150-Mj Laser Turret	2:1/10-31	4:1/10-31	8:1/10-31	16:1/10-31
TL-14 300-Mj Laser Barbette	10:1/1+43	20:1/1+43	40:1/1+26	80:1/1+13

Accommodations

Life Support: Extended (0.84 MW), Gravitic Compensators (5G; 21MW)
 Crew: 15 (2xManeuver, 2xElectronics[incl. missile/drone operator], 4xEngineering, 5xGunners, 2xCommand)
 Crew Accommodations: Up to 15xSmall Stateroom (0.0005 MW ea.)
 Passenger Accommodations: 1xSmall Stateroom (0.0005 MW ea.), plus any additional staterooms freed up from crew's multiple occupancy
 Cargo: 196 m³ (14 tons), 2 large cargo hatches
 Air Locks: 3

Notes

These distinctive RQS quarantine cutters are used almost exclusively by the RQS's Aslan personnel, still known as the *Trekhyair*, or "Land Protectors" (see page 27). They are built by Aslan shipyards on Aslan-ruled or -inhabited worlds of the Regency. Although they were built in response to the same requirements that resulted in the 150-ton Faith-class cutters (page 89), the Aslan stretched their 200-ton *Ktiyhu*-class courier (see *Solomani and Aslan*) by the same percentage and wound up with 300 tons. Their size and heavy armament makes these vessels highly sought after even by humans, but the differences in Aslan- and human-configured equipment means that human crews will operate the Aslan vessels at a uniform +1 Diff Mod for all tasks (see also *Allens of the Rim*, Volume 1: *Hivers and Ithklur*, page 86).

Unlike the smooth, aesthetic curves of pure Aslan designs, the *Trekhyair* cutters have the appearance of "lash-ups," which in fact they are, using standard human technology overlaid on Aslan design techniques to which they are not visually or even technically matched. Late-production *Trekhyair* cutters are easily distinguished from earlier models by the unsightly exterior ducting that runs over the top of the engineering housings. This ducting was required by the retrofitted human-standard EMM suite which would not fit within the Aslan-standard interior ducting channels.

Anti-Aslan circles are loudly opposed to the *Trekhyair* cutter, noting its very heavy armament for its size, comparable to that of the 400-ton *Gazelle*-class close escorts (TNE page 370 or *Brilliant Lances Technical Manual*, page 23). The thought of such seemingly offensive vessels in the hands of theoretically disloyal inhabitants of the Regency is of great concern to these people, especially the fact that the RQS is bankrolling an instant rebellious navy within its own borders, tantamount to allowing the Hierate to forward base invasion fleets within the Regency.

The *Trekhyair* cutters are quite well-armed, and actually have more firepower than the larger *Gazelles* with their dorsal "missile farm" in addition to two laser barbettes and two laser turrets. However, they share a shortcoming with the *Gazelles* to which they are so often compared: they are limited by having only one master fire director.

The missile/drone tubes may fire any standard 7m³ space-combat missile, or any drone of the same or smaller size. The standard TL-14 7m³ passive sensor drone is shown on the drone table on page 89 (as the "missile-drone"). The nine-tube missile farm is treated as a single missile bay for purposes of hits and damage, see the table at left.

Fuel scoops allow the cutter to skim 840m³ of fuel per hour. Fuel purification machinery (2.1 MW), 12 hours to refine 840m³ (or 420m³ each 6 hours).

DAMAGE TABLES

Area (1D20)	Surface Hits	Internal Explosion	Systems
1	1-16: Ant	1-9: Elec, 10-20: Qtrs	JD-4H LS-3H AEMS-(2h)
2-3	1-13: Ant	1-10: Elec, 11-20: Qtrs	PP-6H ELS-2H EMM-1H
4-5:	1-12: Ant, 13: AL	1-11: Qtrs, 12-20: Hold	MD-1H AG-1H EMMR-(4h)
6-9, 11-15		Hold	CG-1H SSR-(2h) Hangar-1H
10		1-12: Miss Bay, 13-20: Hold	FPP-2H MFD-(3h)
16-17	1-2: EMMR	1-4: LB, 5-8: LT, 9-20: Eng	LB-2H LT-1H
18-19	1-2: EMMR	1-4: LB, 5-20: Eng	Miss Bay-2H
20	1: EMMR	1: Eng, 19-20: Hold	All Others-(1h)



Barekdoldin-Class Darrian Patrol Cruiser (DPC)



General Data

Displacement: 500 tons
 Length: 48 meters
 Price: MCr400.47
 Configuration: Cylinder SL
 Mass (Loaded/Empty): 4467.07/3792.99

Hull Armor: 60
 Volume: 7000 m³
 Target Size: 5
 Tech Level: 16

Engineering Data

Power Plant: 1920.8 MW Fusion Power Plant (640.3 MW/hit), 1 year duration (0.173 MW surplus)
 Jump Performance: 4 (1750 m³ for Jump-4, 1312.5m³ for J-3, 875m³ for J-2, 437.5m³ for J-1)
 G-Rating: 6G (250 MW/G), Contra-Grav lifters (50 MW)
 G-Turns: 54 with Jump-4 fuel reserve (68 with Jump-3 reserve, 82 with J-2 reserve, 96 with J-1 reserve), 31.25 m³ of fuel each
 Fuel Tankage: 3437.5m³ (245.54 tons) plus 192.08m³ (13.72 tons) reserved for power plant
 Maint: 116

Electronics

Computer: 3xTL-16 Mod Fb Computers (1.2 MW ea.)
 Commo: 1000AU radio (∞; 20 MW), 2x300,000km radio (only one powered; 10 hexes; 10 MW), 1000 AU maser (∞; 0.6 MW), 2x300,000km maser (10 hexes, 0.3MW ea.)
 Avionics: TL-10+ Avionics
 Sensors: Passive EMS fixed array 150,000km (5 hexes; 0.1 MW), Passive EMS folding array 240,000km (8 hexes; 0.25 MW), Active EMS 480,000km (16 hexes; 13 MW)
 ECM/ECCM: EM Masking (7 MW)
 Controls: Bridge with 10xBridge Workstation, plus 9 other workstations

Armament

Offensive: 1x16.6m Particle Accelerator (Loc: Parallel/10; Arcs: 1; 71.1 MW [powered to -2 Diff Mod]; 1 Crew), 6xTL-16 207-Mj Laser Turret (Loc: 11, 11, 11, 11, 11; Arcs: 2,3,4; 28.75 MW [powered to -1 Diff Mod]; No crew ea., fired by MFD), 1xMissile Bay (Loc: 1; 27 ready MsIs; 0.45 MW; 1 crew), 1x1200-tonne Manipulator (Loc: 11; Arcs: 2, 3, 4; 24 MW; 1 crew)
 Fire Control Systems: 4xTL-16 Dual-purpose Msl/Beam MFDs (6 Diff Mod; Msl 10 hexes [laser and maser]; 10 hexes; 1.51 MW, 1 crew ea.)

	Short	Medium	Long	Extreme
16.6m 256 Mj PA (-2/-5)	10:80	20:42	40:21	80:10
207-Mj Laser Turret (-1)	10:1/12-36	20:1/12-36	40:1/12-36	80:1/11-35
1200-tonne Manipulator	1:40 tonnes	2:20 tonnes	4: 10 tonnes	8:5 tonnes

Accommodations

Life Support: Extended (1.4 MW), Gravitic Compensators (7 G; 35 MW)
 Crew: 22 (2xManeuver, 1xElectronics, 9xEngineer, 7xGunners, 3xCommand) plus 13 or more troops
 Crew Accommodations: 6xSmall Stateroom (single occupancy; 0.0005 MW ea.), 8xSmall Stateroom (double-occupancy; 0.0005 MW ea.)
 Cargo: 92.45 m³ (6.6 tons), one large cargo hatch
 Small Craft and Launch Facilities: 10-ton unpowered pod controlled by manipulator in internal hangar (Minimal), one launch port
 Air Locks: 5

Notes

Barekdoldin means "Lightning Wind" in the Darrian native language, *te-zlodh* (idiomatically, "Storm Wind," i.e., "the wind that brings the storm"). These ships are derived from old Darrian designs, but incorporate experimental fittings developed in conjunction with Regency engineers which are fitted for trials. A number of license-built *Barekdoldins* serve in the Regency Navy and RQS, where they are known as DPCs, for Darrian Patrol Cruiser. The design is highly thought of; it is considered to be well over twice as capable as the standard 400-ton TL-15 patrol cruiser (TNE page 372 or Brilliant Lances Technical Manual page 25) while it is only twice the price.

One example of this is the battery-boosted particle accelerator. Constant power from the ship's power plant is sufficient to power it at the -2 Diff Mod rate (ROF 200, see Fire, Fusion, & Steel page 115). However, it is connected to batteries which allow it to fire at the -5 Diff Mod rate (ROF 800) for three hours (six space combat turns). Alternatively, this battery may be used to provide 2G acceleration for three hours (12 G-turns).

The laser turrets are unmanned. They are fired as two three-gun batteries by two of the MFDs. TL-16 Darrian missiles are equivalent to the standard TL-15 space missiles but may be controlled by either laser or maser communicators. They are launched from a 25-ton three-tube missile bay at the bow of the ship. Each tube is served by an autoloader. Total magazine capacity is 24 missiles, any of which can be fed to any of the three tubes.

The DPC carries a small tractor/repulsor manipulator which can exert 1200 tonnes of thrust on targets within 1000km, well within one space combat range band/hex. The weapons table above shows the number of tonnes of acceleration applied by the manipulator at the listed space combat ranges. Each 10 tonnes of manipulator thrust exert 1G of acceleration per displacement ton of the target. Thus at a range of 1 hex the manipulator could exert 1G on a 4-ton target, 4Gs on a 1-ton target, or 8Gs on a half-ton target (note that standard space combat missiles displace one-half ton).

The unpowered manipulator pod masses 151.98 tonnes empty, and can be loaded with 124.65m³/tonnes of cargo or up to 35 personnel in adequate seats. Within 1000 km of the ship it can be accelerated by the manipulator up to 12Gs in any direction. The pod's structure is stressed to handle 12G maneuvers, but its inertial compensators only negate 7Gs.

Troops may be housed in bunks in the cargo area (up to 13) or by multiple occupancy of the staterooms (22 more).

Fuel purification machinery (4.375 MW), 6 hours to refine 875m³, 12 hours to refine 1750m³ (145.8m³ per hour). Fuel scoops skim 1750m³ per hour.

Area (1D20)	Surface Hits	DAMAGE TABLES Internal Explosion	Systems
1		Miss Bay	JD-7H FPP-3H
2-5	1-15: Ant	1-7: Elec, 8-17: Qtrs, 18-20 Hold	PP-3H SSR-(2h)
6-9, 12-14		Hold	CG-1H LT-1H
10	1: AL, 2: EMMR	1-18: PA, 19-20: Hold	LS-5H MBay-4H
11	1-3: Ant, 4: AL	1-2: LT1, 3-4: LT2, 5-6: LT3, 7-8: LT4, 9-10: LT5, 11-12: LT6, 13: Manipulator, 14-20: Hold	ELS-3H PA-6H
16-17	1-5: EMMR	Hold	AG-2H MFD-(2h)
18-19	1-2: EMMR	Eng	MD-2H Manip-(1h)
			EMM-1H
			EMMR-(7h)



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