

ABOUT THIS BOOK.

'A Resource for Traveller': but *which* Traveller?

The Eperdish Campaign Setting is a detailed background source within the Traveller Role Playing Game universe. While conceived as complimentary part of the *Milieu0* environment, the error-ridden T4 rules-set proved both unsuitable and somewhat confusing. Thus the authors drew heavily upon Megatraveller for detail. With the reprinting of the Classic Traveller canon, and the new T⁵ rules-set, the issues have been further complicated!

The *Eperdish Campaign Setting* will provide information specific to the different rules supported in an Appendix. Material for Classic Traveller and Megatraveller is practically interchangeable. Traveller: The New Era will not be supported, nor will GURPS Traveller. There is no intention at present to support T4 beyond the provision of character generation material. As regards T5... we're all waiting.

It should be noted that *The Eperdish Campaign Setting* diverges in a number of places from the canonical Traveller universe, and indeed is conceived at its fullest as a variant time-line. The information contained within this book is drawn from a wide variety of sources and materials, and there is no intention to challenge any copyrights entailed with these sources. Such sources include, but are not limited to, Classic Traveller (Far Future Enterprises), The Megatraveller Rules Set, Megatraveller Rebellion Sourcebook, & Megatraveller Referees Companion, Traveller: The New Era & World Tamers' Handbook (all GDW), Megatraveller World Builders' Handbook and Solomani & Aslan (DG), GURPS Traveller (SJG), and Marc Miller's Traveller (T4), volumes 1-6, 8 & B.

Beyond Traveller it could conceivably be used with any RPG system.

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THE EPERDISH CAMPAIGN SETTING.

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The Empty Quarter.

In the standard Traveller universe The Empty Quarter has remained a quiet backwater throughout much of recorded history. Split in half by the Antares Rift it has been a border region that has existed almost entirely without comment, and never even being incorporated into any of the Domains of the Imperium established by Emperor Artemsus in 4596 (76 Imperial).

The Eperdish Campaign setting starts in the Eperdish subsector (Empty Quarter M) and deals with subsectors I, J, K, M, N & O of The Empty Quarter, and subsectors L & P of the Antares Sector to Spinward. The UPP data for the systems in the Eperdish and Wurenish subsectors circa 4520 AD (0 Imperial) can be found in the main body of this book, while the appendix details the worlds in the region as generated by the History of the Imperium Working Group, c.1100 Imperial. The data for Antares is taken (?with amendments) from the T4 *First Survey* product.

REGIONAL MAP.

Mukusi (Antares-L)	Tripitaka (Empty Quarter-I)	Tschudia (Empty Quarter-J)	Hebrin (Empty Quarter-K)
Marikaad (Antares-P)	Eperdish (Empty Quarter-M)	Wurenish (Empty Quarter-N)	Chalcis (Empty Quarter-O)

OUTLINE CHRONOLOGY OF THE EPERDISH SUBSECTOR.

Dates given are in the format of the old Terran standard of AD, followed in parenthesis by dates according to the Imperial Calendar and, after the foundation of the Dishani Combine, Dishani Post Combination dating. All planetary locations are within the Eperdish subsector unless stated otherwise.

AD	IMPERIAL	EVENTS
2299	-2219	Nth Interstellar War ends. Collapse of the Ziru Sirka.
2314	-2204	Start of the Rule of Man (the Second Imperium).
2353	-2370	Terran colonists native to Northwest Europe (Netherlands & France) settle Heuvel (0605) and Augarien (0706)
2561		Colonisation of Duusgakhar by Solomani settlers.
2744	-1776	Collapse of the Rule of Man as an interstellar state.
2776	-1744	Hyamic Sect settle Hyam's Hope (0407).
2810	-1710	Terran regional governorship on Irbicht (0108) liquidates. The Dishanirash Declaration brings the Temporary Governorship (TempGov) into being.
2812	-1708	Slagging of Irbicht (0108). NBC war results in massive loss of life and collapse of organised government and culture.
2862	-1658	Large scale Evacuations of Miibureshi (0302) natives to worlds of the Eufraties Main.
2871	-1649	The Declaration of Assumption incorporates formerly private interests into the TempGov structure.
2974	-1546	Regular communication between Dishani Main and Eufraties Main suspended.
2976-3511	-1544 to -1009	Darkest years: Dishanirash (0703) maintains TL9 and keeps only irregular trade links with Shegasha (0702).
3000	-1520	Collapse of known Miibureshi (0302) civilisation.
3019-3057	-1501 to -1463	Rout of Gashiimud (0201); bulk of population attempt to settle Ka (0102) or flee to Eufraties (0202)
3042	-1478	First Vargr refugees arrive and settle on Cadbury (0501).
3150	-1370	No human settlement remains on Gashiimud (0201).
3189	-1331	Disaster on Mughamkhiram (0401).
3210	-1310	Majority of population of Lamirgu (0103) enter cryogenic suspension. Planet becomes known as Mordachus.
3511	-1009	Re-contact with Vortigern Prime settlement, Skelter.
3564	-956	Re-contact with Agde (0602).
3543	-977	Dishani missions to Skelter (0803) enclaves establish effective control over the system.
3599-3615	-921 to -905	High Marshall Sashaaluske Durshaambimukar transforms TempGov structures.
3619	-901	First use of phrase 'Dishani Hegemony'.
3632	-888	Foundation of the Irkhash Kiimupan sect (The Path of Revelation) on Dishanirash.
3776	-744	Eufratian scouts re-contact Miibureshi enclave (0302).
3781	-739	First return of 'The Dispossessed' to Miibureshi.
3800	-720	Disastrous Skeltian mission to settle Sami (0704).
3941	-579	Eufratian colonisation mission to Miiburesh (0302).
3942	-578	Grand Duchy squadron attacks Eperdish (0310)
3967	-553	Eperdish re-achieves J1 capacity.
3966	-554	Dishani re-contact with Pharoah (0504) which had dropped to low TL5.
3973	-547	Eperdish re-contact Imperdagak.
3980	-540	Eperdish re-contact Gekarkagushaam.
3990	-530	Second Grand Duchies attack on Eperdish.
4015	-505	Dishani re-achieve TL10.
4040	-480	Official contact re-established between Eufraties Command & Dishani Hegemony.
4045	-475	Susa Concordat signed. Eufraties Command recognises Dishani Hegemony and is granted near-total autonomy.
4062	-458	Irregular trade between Hegemony, Rakamdarmim (0403) and Pharoah (0504).
4097	-423	Rakamdarmim (0403) at TL4 upon re-contact accepts Dishani Hegemony.
4111	-409	Pharoah accepts Dishani Hegemony.
4136	-384	Dishani Resource Scouts contact Augarien (0706).
4164	-356	Full Diplomatic links established between Augarien & Dishani Hegemony.
4209	-311	Augarien & Heuvel (0605) come under Dishani Hegemony.
4222	-298	Dishani regain TL11
4257	-263	Formal establishment of Dishani Combine (year 1 of unofficial timing system, that dated PC - Post Combination.)
4304	-216	Dishani Combine mission settles Sami.
4364	-156	Concerned by the growth of the Dishani Combine, Karaganda (0409) and Gekarkagushaam (0508) ally to form the Lameshid Confederacy.
4399	-121	Creation of the Eufratian Protectorate.
4426	-94	Eufratian/Dishani expedition discover that Ka (0102) is inhabited by an aggressively

		carnivorous sentient race.
4431	-89	Last pulse of Vagr settlers arrives on Vaekodhsu.
4453	-67	Threatened by the perceived expansionistic overtures of the Dishani Combine, (Operation 'Purple Flower') Mangaashi (0509) joins the Lameshid Confederacy.
4468	-52	Dishanirash regains TL12.
4482	-38	Accession of the Euphrates Protectorate to the Dishani Combine.
4504	-16	Eperdish (0310) joins the Lameshid Confederacy.
4521	0	Cleon Zhunastu proclaims establishment of the Third Imperium, centred upon Sylea (CORE, 0201).

Note amendment: Year 0 is 4521, not 4520, amend later dates accordingly

BACKGROUND HISTORY.

Unlike the Spinward Marches, the classic Traveller setting, parts of the Empty Quarter were not only known to the Vilani, but incorporated within the Ziru Sirka, the Grand Empire of Stars.

There were two distinct phases of Vilani occupation in the region. For millennia the Vilani people travelled between the stars in vessels that were only capable of Jump-1, and this hindered their expansion. Those worlds accessible via the Mains (J-1 routes) were explored, exploited and settled, or at least exposed to the beginning of this process by c.1500BC. While there was a general leakage of technology beyond the Vilani boundaries, the Vilani people themselves did not expand to their greatest extent until the discovery of Jump-2 gave them unquestioned mastery and enabled them to embark upon the 600-year long Consolidation Wars. These wars enabled them to expand, conquer and absorb the worlds that had been beyond their reach, and resulted in the Ziru Sirka, the Grand Empire of Stars, which was founded in 476AD. Even so colonisation and physical expansion formally ended in 521AD. The Eperdish subsector was split by that boundary of expansion. The worlds now known (somewhat ironically) in the Dishani Combine as the New Extents (along with Setu, Nulinad, Irbicht and Largidkush) were known to, settled and exploited by, the early Vilani in the years prior to the discovery of Jump-2. Records exist concerning a system known as Shupraakhaar, probably Eufraties, as early as 1700BC, and there are reliable records detailing the strip mining of Mughamkhiram from 1400B.C. These worlds, and many like them, marked a frontier, which, apart from the occasional, and uncharacteristically bold, venture, remained stable until c.1000AD.

At the height of Vilani influence, about -3500 (1018AD), the Empty Quarter in general and the Eperdish subsector in particular, marked the trailing border of an ailing state, a stagnant periphery, bent down under the weight of years. There were Vilani settlements and outposts, especially upon the classically Vilani named worlds, foremost of which was Eperdish (0310). It was, however, a backwater, and while the thrusting Solomani in the years of the Rule of Man (-2204 TO -1776) (? TO 2744AD) brought a limited amount of 'new blood' into the region the subsector nevertheless remained something of a dead-end. Indeed the border remained unchanged for over seventeen centuries. There was, after all, an area of low stellar density no more than 20 parsecs trailing, and no real need for expansion, especially after the violently xenophobic (but non-expansive) alien pocket empire in the adjacent subsector obtained suitable weaponry in the last years of the Rule of Man.

The nearest body to a central government during the Rule of Man was the Governorship based on Irbicht, a high population world that had been an early site of Vilani settlement, and was therefore well developed. As the Interregnum drew on leadership, however, faltered, resulting in bloody internecine power struggles more concerned with theoretical power over distant planets than the well being of the local population. This culminated in the Slagging of Irbicht, the deployment of biological, chemical and nuclear weapons in a fratricidal war among the various factions. As a result the population of Irbicht was all but wiped out and the wider mantle of responsibility was assumed by the senior military command structure in The Quarter, located at a mid-sized naval border installation on the air-less world of Dishanirash. In point of fact the Slagging merely formalised a state of affairs that had existed for several decades.

The Combine (and its forerunners) never originally saw itself as a successor to the wider, collapsing Rule of Man, nor laid claim to a future role as a permanent interstellar government. The primary goal was the survival of order and life in the subsector, and as a military junta may take control for the duration of an emergency (and genuinely mean it) so did the body that resulted from the Dishanirash Declaration of 2810AD (-1710). The Temporary Governorship (TempGov) was formed from the co-operation of three major (and several minor) bodies; the Imperial Naval Directorate at Dishani based around the (Solomani) Imperial Naval Research and Development Facility in the system, the local Vilani corporation, Kagekaashaam (with interests in high-tech environmental support systems) and

the Solomani Vortigern Prime Consortium (a prospecting and resource development group based in the Skelter system). The melding of these three led to the development of the original ruling Directorate on Dishani. Originally each was represented in the Triumvirate, with the Bureau of Transport being headed by a Naval Officer and the two divisions of the Resource Bureau being represented by executives/delegates from Kagekaashaam and Vortigern Prime (Power and Support & Resource Exploitation respectively).

Initially the control of the TempGov Directorate was relatively benign and non-interventionist, but worsening conditions, typified by the Evacuations of Miibureshi in 2862AD (-1658) indicated the need for a more centralised regime. Inevitably in a situation of growing desperation and depression, stability was the result of the primarily military oversight and control of policy and government, and the Declaration of Assumption in 2871AD (-1649) was largely expected. Confronted with a much greater need for internal co-operation for survival (and the ability to employ coercion against other systems and organisations to secure vital resources if necessary) most worlds of the Eufraties Main and the Anlanshik Cluster submitted without undue complaint to the authority of the Dishanirash High Marshall and his deputies who constituted the Directorate. Most of the groups that had formerly co-operated with the TempGov were willingly incorporated into its structure but there were a number who were less willing. Smaller (or unluckier) organisations simply had their assets seized 'for the greater interest of the wider interstellar community in the subsector', while others were won over by persuasion. Ultimately few corporations had the resources to survive alone, although the largest dissenter, Sytaëf ApK withdrew as much of its assets as possible to Eperdish (0310) well away from the reach of the TempGov.

As the situation worsened and trade and transport faltered provision was made for the survival of the worlds of the Eufraties Main. The TempGov dedicated a sizeable force to the Eufraties system (0202), which proved essential after the capacity to maintain reliable Jump-2 connections was lost. The Eufraties Command ensured some measure of support to the failing worlds during the Darkest Years, although regular communication with the Dishani Main was suspended c.2974 (-1546), while Cadbury (0501), an equable world requiring little in the way of external assistance to survive was left to its own devices even earlier. When Vargr refugees, fleeing the troubles and race wars to coreward, arrived from 3042 (-1478) they were welcomed as bearers of technology and were integrated into Cadbarian society with remarkable ease.

The other Eufratian worlds were less lucky, and lacking the capacity to evacuate on the same scale as the Miiburesh system, suffered various fates. The majority of the population of Mughamkhiram (0401) was lost in 3189AD after the catastrophic failure of the main life-support complex, when the backups had been cannibalised for spare parts. Many natives of Gashiimud (0201) attempted to settle Ka (0102) in a series of ill-equipped and ill-prepared expeditions between 3019AD and 3057AD, while others fled as refugees to Eufraties. All life was extinct on Gashiimud by 3150AD. With the assistance of the Eufraties Command, in an attempt to preserve the resources of the main system, many of the inhabitants of Mordachus (0103) chose to enter cold sleep against the chance of revival at a more opportune time, supervised by a skeleton maintenance crew (popularly known as The Graveyard Shift).

The TempGov remained the official title for government in the subsector and the surrounding region until the formal establishment of the Dishani Combine in 4257AD, but in common parlance at least the term TempGov (or TG) was replaced by the phrase 'Dishani Hegemony' from about 3619AD onwards.

EUFRATIAN HISTORY DURING THE DARKEST YEARS.

At the outset the TempGov delegated as many resources as it judged safe to provide a survival capacity in the Eufraties Main, under the auspices of the Eufraties Command. Even then these resources would have been stretched thin. The Evacuations of Miiburesh, in which millions were removed to Eufraties, sorely stretched the resources, and the panicky rout that ensued from Gashiimud did little to encourage stability or hope among the

population of the Eufraties Main. Cadbury, for better or worse, had already been left to look after itself, although with the benefit of hindsight many more refugees could have found safe haven there, despite the toll such a passage would inflict upon the hardware of the Eufratian Command.

The tragedy of the disaster on Mughamkhiram in 3189AD (-1331) cannot be understated. When the main life-support complex catastrophically failed, the population of the central settlement, in the order of a million men, women and children was doomed to death within twenty-four hours. Two thousand children and teenagers were later revived from the emergency cryogenic suspension berths of Mughamkhiram City, and a further seven thousand individuals evacuated, mainly under steerage conditions, in any space-worthy craft that could be found. Even after the rescue of those in outlying settlements less than ten thousand Mughamkhirami were eventually resettled, out of a population of over a million. When the planet was later resettled Dishani Combine military personnel briefly reconnoitred the former city site before the deep cave complex was not sealed, but destroyed.

It is ironic that in the long run the Disaster at Mughamkhiram helped many to survive through the ravages of the darkest years in the Interregnum, since vital ships and equipment were able to remain concentrated on the rest of the concerns of the Eufratian Command.

The Real Version.

The relations between the RoM naval service on the Eufraties Main and the Anlanshik Cluster had never been particularly good. The Eufraties Command was not so much given resources and autonomy as refused to accept the authority of the Dishanirash facility. Even as the infrastructure around them was crumbling the two parties were contesting for supremacy, both overtly and covertly, separated as they were by the Gidurmu Lamirgu, the neutral zone running between them.

The suspension of regular communications in 2974AD between the Dishani Command (styling itself the TempGov) and the Eufraties Command effectively marked Dishanirash's recognition that it had lost the power struggle. Indeed the largest of the Eufraties Command vessels, the Seraphim class frontier cruisers, were the most powerful ships in the region and surpassed Dishanirash's capabilities. Through the years referred to as the Interregnum (by both sides) neither side forgot about the presence, abilities and attitude of the other. The official re-contact in 4040 AD followed a number of years of covert incursions, and the Susa Concordats, although portrayed as a diplomatic victory for the Dishani Combine were in fact a recognition of the impossibility of a military victory at that time.

The reason that Cadbury/Vaekodhsu was left pretty much to itself was its outspoken preference for following the example provided by Dishanirash. The Eufraties Command could in no way subdue the world, so it ignored it instead.

It was not until the 4380s that the Eufraties Command recognised that it would be better to work within the Combine, and the creation of the Protectorate marked the victory of the Combine. This information, is of course, strictly classified.

The Dishani Combine.

A BRIEF HISTORY OF THE COMBINE.

to be written

DISHANI COMBINE GOVERNMENTAL STRUCTURE.

An Introduction to the Combine.

The Combine is a much older institution than its neighbour, the Lameshid Confederacy, and has a much greater influence on the day to day life of the citizens of its member worlds. Each of these subscribes to a number of common treaties or concordats with Dishanirash. Common Dishani standards and institutions apply through all those under its authority. The Combine does not prescribe what forms of government and representation are appropriate to its members, although it does control military issues and advise governments in the pursuit of foreign affairs. Member states are responsible for raising ground, aerospace and system defence forces, with interstellar naval functions being the responsibility of the Naval Bureau. Diplomatic and foreign policy advice is provided through the offices of the Combine Corps of Legates, which are to be found in many major cities.

Citizens of these worlds, known as Combinards, all pay at least some degree of tax to the central Dishani authorities (the Combine Profit Tax) and are answerable to the minimum standards of the Combine's Uniform Justice Code, which covers major crimes such as piracy, kidnapping, treason and murder. On each world the Combine law enforcement agency, the maroon-uniformed Ridshumshur (Security Provosts), operate alongside indigenous police forces, while the midnight-blue formal dress uniform of the Combine Legation officers is a common sight in planetary capitals. Member world military forces regularly exercise with ships of the Naval Bureau, while troops of the elite Resource Security Cohort can sometimes be seen guarding important resource and processing facilities. All combinards receive the broadcasts of the Bureaux Communications Channels of the Dishani Worlds' Service, which provides news, education, information and entertainment, free of charge, in addition to local state and private services.

Origin

The Combine's formal origins date from 4257AD (-263) and represent the formalisation of the interstellar hegemony of predominantly Dishanirashi interests over the worlds of the Cluster, with significant input from Skelter system. The hegemony itself was the prime successor of the TempGov established after the collapse of the Regional Governorship on Irbicht in <date>.

Just as the history of the Dishani Combine is in large part reflected by the history of the subsector in its interaction with the Dishani Hegemony, so do much of the government structure and attitudes stem from these roots, which addressed the difficulties of meeting the daily needs of a technological society in a hostile environment.

Governmental Structure.

Member worlds' interests are addressed on Dishanirash itself by a number of representatives in proportion to their population and contribution to the Combine, while the major faith groups also have representation, sitting together in the lower assembly of the Combine government, the Conclave of Members. This body has the power to propose laws and offer policy recommendations to the higher tiers of government. Delegates from areas with Protectorate status also sit in the lower assembly, but only with observer status. The Conclave meets four times per year, and a representative's term of office must not exceed 5 years without re-approval.

The upper assembly, the Conclave of Interests, is composed of a number of delegates from the lower, as well as senior staff of the various bureaux. In addition, in recognition of

important historical factors, the Ecumenical Patriarch of Dishanirash (the head of the United Slavonic Rite Orthodox Church) or his assigned representative, also holds a seat. This assembly has the same powers as the Conclave of Members, in addition to the power to formulate policy. The upper assembly meets monthly, and there is no theoretical upper limit to a member's term of office.

Both Conclaves are served by a number of specialist committees drawn from Combine bureaucracies and member worlds' administrations, aided by special interest groups and external experts.

Above the Conclaves is the Triumvirate, an executive council composed of two Marshalls, who assist the High Marshall, the supreme head of the Dishani Combine. All three are usually senior members of the Conclave of Interests, one of whom has often held the top rank in a major bureau. While it is traditional for the Marshalls to submit themselves to the Conclaves for re-approval every 7 years it is not a legal requirement. Constitutionally a Marshall or High Marshall may be censured or removed by sanction of the Conclaves, although this has never been done. Most High Marshalls have remained in power for twenty years or more.

The current High Marshall is Helyot Azolt.

The Bureaux.

There are six major bureaux which comprise government of the Dishani Combine, and several minor ones.

The Resource Bureau.

Historically the most important Bureau was that in charge of Resources, their management and provision; from the daily supply of life support, power, food and the like. The direct descendent is the Dishani Combine Resource Bureau, of which there are four major Divisions.

The Provisioning Division.

Charged with the responsibility of the supply of food stuffs.

The Utilities Division.

Ensuring adequate power, light, water and waste disposal. Sub-divisions also involved with resource re-cycling and reclamation.

The Resource Exploitation Division.

In charge of the extraction and processing of non-edible raw materials.

The Resource Security Cohort.

The most-feared arm of the Resource Bureau is its Security division, which is not only responsible for the day to day inspection of sites and resources, but also their acquisition and protection. It is *the* elite military unit of the Combine (q.v. Imperial Marines), since for a society with few basic resources the procurement of new material has historically been a matter of life and death. To this end the RSC is entirely self-contained and possesses its own interplanetary and interstellar capacity. The mere threat of RSC involvement is usually enough to open resources to exploitation.

The former Dishanirash Bureau of Transport has spawned two bureaux of the Combine. During the Interregnum and the years of hegemony all transport off the planet's surface was under direct naval control.

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The Naval Bureau.

Charged with both offensive and defensive military actions, but especially the defence of Combine worlds the Naval Bureau models itself primarily upon the former Solomani Naval forces, dating from the Rule of Man, and maintains a formidable array of vessels. This is in part due to the restrictions the Combine places on member worlds, allowing them only ground, aerospace and system defence forces, but not independent planetary navies.

The Bureau of Trade and Industry.

The BTI is among the newest of the major bureaux, but has a role of major importance after the (historically) recent liberalisation of trade and transport in 4476AD. It not only supervises the newly independent and civilian-based Merchant service, and the ever-increasing number of free traders, but also oversees the licensing and creation of new private enterprises, such as the recently reformed Vortigern Prime.

The Bureau of Reconnaissance.

This bureau is responsible for exploration, scouting survey and communication activities, and as such parallels the Scout Service of the Imperium in standard Traveller. Its communications roles are not confined merely to the transmission of data and information, but also for broadcast. There is a tradition of rivalry with the Resource Bureau over the tendency of the latter to attempt to be first to locate processable and tradable resources. Although better equipped for the task Reconnaissance tends to lose in power struggles, since it is still perceived as being of lesser importance.

The Bureau of Colonisation.

Colonisation plays an important part within the population management of the Combine, as the opening up of new spheres for settlement and expansion provides a safety valve against excessive population growth. It is less concerned with 'return' for the Combine, realising that all worlds profit from larger markets, and reduced home population pressure.

These two most junior among the major bureaux may reasonably be termed the most progressive arm of the Dishani Combine, and contained a higher proportion of non-Dishanirashi combinards than many other bureaux.

The Bureau of Internal Affairs.

This is probably the most mistrusted of all the instruments of the Combine. The Bureau of Internal Affairs is responsible for the control of much of the day-to-day administration of the Combine and its subjects. The BIA holds a position comparable to that of the Home Office in the United Kingdom (or the State Department in the US?) in being ultimately responsible for much of the structure and management of Dishanirash and Dishanirashi interests. It also holds responsibility for the final say with regards to citizenship and nearly all other internal policies, as well as controlling the Ridshumshur. While the sub-director of the BIA sits openly among the Conclave of Members the Director reports directly to the Triumvirate, that is, of course, when the Director is not himself one of the members.

CONSTITUENT MEMBERS

Tripitaka Subsector

Name	Location	Contribution
Bhoddoshivata	0210	
Kobe	0610	

Eperdish Subsector

Name	Location	Contribution
Mordachus	(0103),	
Gashiimud	(0201),	

Eufraties	(0202),	
Miiburesh	(0302),	
Shiinukaagi	(0304),	Raw materials, penal colony
Mughamkhiram	(0401),	
Rakamdarmim	(0403),	Raw materials, luxury agricultural goods.
Vaekodhsu	(0501),	
Pharoah	(0504),	Financial capital, unskilled labour
Duusgakhar	(0505),	
Agde	(0602),	Raw pharmaceuticals
Murkhabir	(0603),	
Heuvel	(0605),	Agricultural goods, military training ground
Shegasha	(0702),	Agricultural goods, agricultural labourers
Dishanirash	(0703),	High tech, military resources, ships, trade
Sami	(0704),	Raw materials, crystals, ores, furs
Augarien	(0706),	Skilled and unskilled labour, esp. colonists
Skelter	(0803).	High tech, ships, resources.

Accorded Protectorate status.

Ka	(0102)	Research facility
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Wurenish Subsector

Name	Location	Contribution
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Girmargemsabush	0102	
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Wurenish	0103	
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Further ideas: just how does the Combine work? How does Dishanirash retain a large measure of control?

Each world subscribes to a number of treaties or concordats which are generally favourable to Dishanirash, and agrees to submit its laws and customs to a number of common measures, in particular the Combine's *Uniform Justice Code*. At present this only covers major crimes such as piracy, kidnapping, treason and murder. The first two are fairly straightforward; treason is a sticky issue because it relates to treason against the Combine, and as such can generally be applied only to Dishanirash natives and those holding Dishanirash Citizenship. Other offenders fall under the legal codes of their own worlds, although often, thanks to the BIA they might not survive to see trial. Murder cases cause a good degree of confusion, since any appeal or bargaining which reduces the crime to manslaughter or the equivalent can be tried under local, rather than Dishani, law.

The most 'convenient' forms of government for the Combine to deal with are bureaucratic, closely followed by dictatorial states, whose leaders can be persuaded (or manipulated) into seeing the 'advantages' of Combine membership. The most difficult cases are the democratic states, where a good deal of propaganda is required now that the interstellar economy is taking off. On most worlds there will be a *Combine Legation Office*, which represents, effectively the seat of control of the Combine and the appointed Senior Administrator, who will in many cases represent the 'power behind the throne'.

Factions within the Combine:

Legitimists (who hold that the Dishani Combine is the only legitimate successor to the Second Imperium)

Expansionists (who are pushing for expansion, even if only as a way of holding the Combine together as a Hegemony)

Cohabitationists (who do not regard the Lameshid Confederacy as an enemy to be overcome, but who neither wish for substantial changes among the Combine itself).

Synthesists (who hold that the way forward lies in joining with the surrounding states, even the Confederacy). Few, however, known as the Radical Synthesists, would advocate

the incorporation of the Combine into the growing 'Third Imperium'.

An alternative model splits the factions into the Conservatives and the Reformists. Legitimists and Expansionists tend to be Conservative, although some Expansionists are also allied to the Cohabitationist cause. There is an Ultra-Conservative group who look back to the days of the Dishani Hegemony and wish for tighter control over the other Combine Member states.

Cohabitationists and Synthesists tend to be termed among the Reforming group, usually in favour of a relaxation of the control of Dishanirash. Not surprisingly most of these are not natives of Dishanirash, although a sizeable minority are.. The most radical of the Radical Synthesists are the Abolitionists, who advocate the immediate abolition of the Combine, arguing that there is no longer any need for the continuation of the state, now that economic openness has been restored.

The Combine has always been predominantly Non-Expansive, and latterly Cohabitationist. The incorporation of the Euphrates Main, properly seen through Dishani eyes was not Expansionist at all, but benign re-integration.

The Combine opinion of Operation "Purple Flower". Officially there never was such an operation. However, given the power struggles within the Combine, and the number of bureaux intelligence agencies, who knows?

The problem now is that the Combine stands at a cross-roads. Many recognise that it has fulfilled its original aims, but do not clearly see the way ahead. The Combine, if they were to admit it, must evolve. But the real question is over what it becomes. There is a great deal of common history which stands in the way of Abolition or Radical Synthesis, and a large dose of fear of the future among the rest of the Synthesists. The Cohabitationist Faction holds sway at the present, just, but Conservative forces are growing, especially at the heart of the Combine, Dishanirash itself..

Intelligence and Security Agencies in the Dishani Combine (a selection).

The Bureaux.

Each bureau has a number of intelligence and Security services, of which the following may, or may not, be a representative sample:

Resource Bureau.

The Field Protection Service operates in the provision of overt and covert policing roles, and has been known to co-operate with the Resource Security Cohort under certain circumstances.

Naval Bureau.

While most information regarding the Naval Bureau is classified the existence of at least two agencies is known, CNI, the Combine Naval Intelligence and NSB, the Naval Security Branch, responsible for counter-intelligence. The Naval Constabulary exists to provide police functions.

Bureau of Trade and Industry.

Within the Revenue Protection Division, which has responsibility for customs controls and excise duty, Section 5: The Special Circumstances Unit exists for various covert duties.

Bureau of Reconnaissance.

While the Bureau denies the existence of any specific agencies some would argue that since its entire existence is aimed at intelligence gathering it *is* an Intelligence Agency. Police operations are usually carried out by the Naval Constabulary, or the CBP (see below).

Bureau of Colonisation.

The Bureau maintains its own police force, the CBP (Colonisation Bureau Police), which is known to co-operate with the Resource Security Cohort on occasion.

The Bureau of Internal Affairs.

Among in its many functions the BIA provides the umbrella under which the Dishani Combine intelligence services operate, as such it controls much of the security apparatus, both overt and covert. This is most obvious through the BIA's control of the law enforcement corps, the Ridshumshur.

The BIA has more specialist resources under its aegis, in the form of the Dishani Combine Intelligence Services, which are comprised three divisions, the Office of Data Acquisition (ODA), the Division of Information Analysis (DIA) and the Office of Counter-Intelligence and Security (OCIS). The commonly used acronym DCI is used to refer to all three in the popular media.

ODA is primarily concerned with espionage and active information gathering.

OCIS is tasked with defeating the attempts of interests and organisations perceived as hostile to the interests of the Combine (such as ConfedInt, and sometimes Sysec and other corporate information gathering networks).

DIA not only forms a bridge between the other two divisions but also functions as an information gathering body in its own right, primarily through passive data acquisition, for example intercepting and decoding communications traffic.

The Dishani Internal Constabulary.

The most feared of all Combine bodies is the elite DIC, the agency that watches the watchers. It is spoken of only in whispers, and does not feature in popular culture at all. If it should be mentioned in the media its existence is denied, shown to be a hoax etc. It's existence cannot be proven, but it is answerable directly to the Triumvirate, and composed of staff drawn from all bureaux, and in many cases still operating covertly within those bureaux. Players should never knowingly come into contact with the DIC, it could be fatal...

THE FUTURE OF THE COMBINE.

Paranoid Expansionism.

In the default background at the time when the Imperium was growing the Combine was showing signs of fatigue and stagnation, with an increasingly elderly leadership displaying the traits of conservatism, bordering on reactionary attitudes. Indeed the political commentary Ventari noted that *“although the Combine had faced the prospect of evolving and re-inventing itself several times in the past, the leadership of the High Marshall... had all the hallmarks of a regime that had forgotten its origins. Power and control had become the end, rather than the means.”*

An increasingly paranoid leadership, at exactly the moment when open trading and further economic growth was most preferable, turned to a twin policy of protectionism and expansionism. By 4589AD(69), the newly aggressive Dishani Combine, acting out of irrational fear, held sway over Setu, Nulinad, Largidkush, Dashlaar, Forniss and Ugigiinaar, while not possessing the means to exploit them effectively, or to reform itself into the wider and more open form of government and society that was necessary for the time. An attempt to annexe Hyams by force brought the superior forces of the Imperium into action, resulting in what many historians have described as a rehearsal for the Pacification Campaigns under the Emperor Artemsus. In 4592AD(72), in the face of mounting losses and severe shortages among the populace, many of whom were forcibly drafted in the service of the state, a cabal of junior-ranking military and naval officers seized control of the Dishanirash Naval base. The High Marshall, Ingushlilii Dakinlu, and several of his inner circle died during the upheaval. On 196-72 the new leadership announced an armistice. After intense diplomatic exchanges (and in the wake of major Imperial economic aid) the Combine dissolved in 4596AD(76), and joined the Imperium, initially as the Dishani Cultural Region in an acknowledgement of its long-standing identity as a former local power.

The Dishani Cultural Region was formally abolished in 4691AD(171) under Emperor Martin I.

Reform & Metamorphosis.

The changing economic climate, with the development of freer trade, typified by the co-operation between the reformed Vortigern Prime and Sytaëf ApK, was the tip of the iceberg when it came to the Combine economic development. A drive for political reform, paralleling the economic changes, and driven by the ideals and attitudes of the worlds of The New Extents, resulted in the appointment in 4573AD(53) of Alfonze-Emun Martch (a native of Eufraties) as the first non-Dishanirashi High Marshal. Internal reform of the Dishani Combine governmental structures, in conjunction with increased contact with other interstellar neighbour states, including the vanguard of Imperial corporations from 4589AD(69), resulted a radical shift of focus from the long-standing primacy of Dishanirash to a more liberal regime. The process of reform opened a new chapter of regional history in 4598AD(78) with the formal creation of The Anlanshik Union and the relocation of governmental functions to the previously unimportant, and therefore neutral Rakamdarmim.

Such a metamorphosis could easily allow rapprochement with the Lameshid Confederacy, whether in some form of alliance or even a political amalgamation in the face of Imperial overtures. One possible outcome could be an alliance between the two (see below) or a tighter unity.

The Combine-Confederacy alliance.

As undesirable as this might seem to many of the more conservative members of the Combine there are long-term possibilities for an alliance with the Confederacy. Conservative factions within the Combine are unlikely to favour such an arrangement while the Confederacy continues to rely on internal goodwill and external paranoia to hold itself together and to shape its identity. However, in the light of the growing influence of Eperdish within the Confederacy, and the increasing liberality of trading between the two power blocs, especially combined with the possibilities outlined above an alliance is a definite possibility.

Other Possibilities.

There are, of course, a number of further directions in which the Combine could develop. They include conflict with an increasingly assertive Confederacy, amalgamation into the Imperium, by amicable, covert or hostile means, or even common cause with Confederacy against Cincopoi expansionism (see also p.)

COMBINE WORLDS IN DETAIL.

Augarien.

Library data: (0706, A86698C-8). Settled by French Solomani during the early years of the Rule of Man the world survived the rigours of the Interregnum remarkably well, primarily due to the wide variety of edible native foodstuffs and relative lack of pathogens and predators. During the darkest years technology in certain spheres dropped to 4, but medical care and food provision never suffered too greatly. Government is traditionally based upon a meritocratic model, run by a professional civil service selected for ability, that has also ossified much of society into a strict caste system, obsessed by proper form and etiquette, so rigid as to be legally mandated. Many years prior to the foundation of the Combine the Dishani began limited interaction with the Augari. This relationship gave rise to two specific diplomatic castes, the Parlers and the Otleers. The former are true diplomats, charged with speaking on behalf of the government, the latter are dedicated to the task of guiding visitors and guests through the complex process of Augarien life, a role combining elements of tour operator and custodian.

Since the formation of the Dishani Combine there has been a large flux of Augari emigration to the surrounding worlds, where many emigrants, formal by local standards, but freed of their complex societal bonds, make their living as administrators, chefs (Augarien cuisine is highly valued) and as valued members of the Dishani Combine Bureau of Colonisation.

History

Like many societies the Augari still reflect attitudes which formed from the charter of the original settlement mission, which was overseen by a Commission of experts each with the responsibility for overseeing different aspects of life. Initially leadership was in the hands of an elected president and council, which reflected the concerns and population of the large numbers of local government units, the Departments. Two major factors have shaped the development of Augarien.

The Development of the System Echelon & the Impact of the Mortrouge.

The caste-based system reflects in part the unexpected success of the mission, which led to a population explosion. Under natural circumstances such a growth would have been countered by predators and food shortages, but the hospitable nature of the planet, and the lack of pathogens did little to slow the growth. Increasingly more and more Augari elected to choose life-styles of comfort among the management and less and less chose, or found themselves suited to the maintenance of the more basic needs. However, the growth began to strain the available resources and risk bringing the whole world to a position of perpetual shortages, disruption and eventually anarchy and war. The ultimate solution, settled in <date> was the creation of the caste system to ensure that all the occupations were suitably staffed. At the age of ten each child submits to the Ballot, a process carried out by computer which assigns the life role of each individual. through a combination of chance, the abilities of the individual and the needs of the world. Nevertheless society remained largely unchanged for many years, as there was no need to segregate the echelons and family life functioned as normal until <=> years after settlement Augarien was struck by a devastating plague, the Mortrouge. In response to its onslaught quarantine measures were introduced, resulting in communities of the same echelon living together for the years that it took the medics to control the disease. In the face of the inability of the President and Council to cope the Commission effectively assumed control. It has never relinquished it, and the office of President lapsed without much sorrow hundreds of years ago.

Government

Government is traditionally based upon a meritocratic model, run by a professional civil service selected for ability

Corporations

Religion

As befits a world whose entire cultural pattern is based upon one Solomani culture the religious profile of the system is almost totally monolithic. All Augari are technically members of the Reformed Catholic Church by birth, and a sizeable majority by upbringing, but few possess any real faith. Although there are several religious orders that draw from all the echelons, and from which come a number of priests exhibiting 'real' faith, there are still sizeable number of prêtres (echelon priests) within the church.

Crime.

Dishanirash.

Library data: (0703, A400A88-C) Unique among the worlds of the subsector Dishanirash never lost its interstellar capacity through the years of the Interregnum, maintaining the ability to manufacture drives to TL9 and repair higher technology ones. Indeed retention of interstellar capacity was essential to the survival of the population, since Dishanirash itself is devoid of planetary water and the system lacks any agricultural capacity beyond tailored fungi and algae. The system hosted a major Solomani naval base, which provided vital resources as the Second Empire collapsed. The survival of capacity is due in no small part to the blending of the Solomani government structure, based upon military ranks, efficiency and obedience with the corporate ethic of Vilani tradition. The resulting power structure is not unlike that of a major corporation, with the various ministries akin to corporate divisions. Only in 'recent years', however, have the competing factions of the Directorate agreed that the conditions are right for the expansion of Dishani affairs into the wider interstellar realm, beyond that simply required for survival.

To the casual observer of system statistics or history there is little which would prepare the reader for the role which Dishanirash has played in the region. Although the name is Vilani in origin there is little further evidence for any noteworthy Vilani occupation, coming as it did in the latter stages of Vilani expansion, possibly around 330AD. Given its situation in the middle of a cluster of far more pleasant worlds this is not a particular surprise. It formed a convenient location for a Solomani Naval Base, close enough to provide resources to watch the (quiet) border and far enough from the capital to serve as a Research and Development Facility. In the chaos which followed the collapse of the regional governorship on Irbicht it provided a core of expertise, authority, resources, and military strength to hold the region together.

Dishanirash's history, and the melding of cultures, is reflected in its societal make-up. Its law level of 8 reflects a society shaped by the need for strict enforcement of regulations on a world where life-support is absolutely essential, tempered somewhat by a degree of social conformity which makes harsher measures unnecessary.

History

Much of Dishanirash's recent history is the history of the Combine, due entirely to the dominant part played by Dishanirash.

Government

The similarities between the system government and the Combine government are entirely deliberate, since the latter was modelled largely upon the former. Supreme power is vested in the High Marshall, who is assisted by a number of deputies, the Marshalls. Tradition dictates that there should be two Marshalls, thus forming the Triumvirate. For most of the history of the Combine the Dishanirash ruling Triumvirate has also been the pinnacle of the Combine governmental structure. However, since <date> it has become increasingly common for a non-Dishanirashi (and indeed a non-citizen) to sit in the Triumvirate, necessitating the development of an alternative echelon for the supreme council of Dishanirash. This body, informally known as the Core, never numbers more than 10 and comprises the High Marshall and a number of fellow Marshalls, often drawn from the topmost ranks of the senior bureaux.

Below the Core are two further bodies. The most senior is the Dishanirash Council, a selected body drawing from the Bureaux, the Church and other faith groups, business interests and the nobility. Some members of the Council serve in the Dishani Combine's Conclave of Interests. The second body is the Citizens' Chamber. It is composed of Dishanirash citizens elected by the non-citizen (cadet) population of Dishanirash, with a near universal franchise.

Corporations

For much of its history Dishanirash has imposed strict controls on business and commerce, with the result that it has spawned few large corporations. As the circumstances have changed and the times have improved there has been an increase in corporate activity.

Most powerful of the corporations by far is an old name, Vortigern Prime. An umbrella for a number of smaller successful enterprises and thrusting new groups, the new holding company borrowed heavily from a number of financial institutions throughout the subsector to acquire the prestigious name when the Dishanirash Government sold the rights. VP offers a wide range of products and services, ranging from transport (from the well-established Hengist-Marcos Lines), through financial management (Aesc Aelle) to heavy construction (Horsa). VP has a presence on all worlds in the Combine, and on many worlds beyond the border. Its recent prestigious endeavour, the building of the new orbital starport at Ugigiinaar, jointly with the renowned non-aligned corporation, Sytaëf ApK, and the prospects of further co-operation, have sent its stock values to record heights on the Dishani Stock Exchange.

Religion

The United Slavonic Rite Orthodox Church is the predominant Terran-derived religious grouping in both the system and in the Combine at large. The Synod of London forms the highest consultative body in the subsector and beyond, with the Ecumenical Patriarch of Dishanirash being accounted as the most senior bishop. Indeed, with the exception of the Reformed Terran Catholic Church, there are virtually no other strands of the Christian faith to be found in-system. Indeed it is technically illegal not to be a member of the Orthodox Church.

The most widespread Vilani philosophical system is the Irkhu Mugriima, The Way of Action, although there is a large degree of syncretism. Peculiar to Dishanirash is the existence of the Irkhash Kiimupan (The Path of Revelation) sect. This offshoot of the Irkhu Mugriima, in addition to the common practice of regarding some Christian saints as Shaakamgagi, holds that High Marshall Sashaaluske Durshaambimukar (3599-3615AD) ranks as a sixth Gaakamga, or Paragon. The leadership of the mainline Irkhu Mugriima regards the members of the sect as disreputable at best, but it has such a following that it cannot be eradicated. The Irkhu Mugriima lacks the means to deal with it by force, and anyway the Irkhash Kiimupan are quietly encouraged by the Dishanirash authorities.

Crime

While petty crimes are common among the densely crowded subterranean cities of Dishanirash (mainly committed by juveniles as a form of rebellion and usually swiftly dealt with) violent crimes such as murder, kidnapping or terrorism are rare. The death penalty is a very real deterrent, combined with a high-level of self-regulatory vigilance from the populace. Advancement is, after all, achieved by actions which benefit the whole community, and preventing the expenditure of resources and loss of life that a shoot-out entails is not only a civic duty but a potential path to advancement. It is ironic, then, that the major criminal behaviour is found among upper-middle and senior echelons of the Bureaux. These are typically crimes of fraud, embezzlement, blackmail and other associated forms of corruption. These offences are handled not by the Ridshumshur (originally the Naval Security Police or Provosts) but on occasion by the elite, and shadowy, DIC (Dishani Internal Constabulary).

Duusgakhar.

(B 446534-9) No Library Data in existence as yet.

Initial Concepts.

Possibly designated as a Reserve World under the governance of the Ziru Sirka. This is presuming that Heuvel and Augarien are somehow more attractive, unless its just the way it was.

General Information.

Duusgakhar poses something of a conundrum in the fact that while it possesses primitive native life of its own the atmospheric taint is that of an airborne fungus apparently derived from a world much nearer to the core of the former Ziru Sirka.

The majority of the population is derived from a Solomani colonial mission which arrived in 2561AD, and confined to the continent of Mercia. However, in the intervening years many others have settled on Duusgakhar, either as immigrants joining the main population group, or as "Squatters". When eventually brought under the overall rule of the government the latter have even less influence than the original settlers or the later immigrants.

History

Reliable records of Duusgakhar are only available from 2561AD, when the planet was settled by a major colonisation mission drawn from Solomani of primarily English speaking stock. Indeed even today a local dialectal variant of British English (Anglesh), rather than Galanglic, is the official and most widespread language. These records indicate that the world was probably a reserve of some sort during the years of the First Imperium, but no certain information has yet been forthcoming as to the reason for this selection. The mission records describe the colonisation as a joint venture between a number of worlds in the Solomani Rim sector.

While much of the population, and the entire governmental structure, is derived from the original colonisation mission, there are still many on Duusgakhar who do not come from this root-stock.

The Mass approved membership of the Dishani Combine in <date>

The Combine Resources Bureau has the entire continent of Deira on long term lease, together with a sizeable force from the RSC. It is rumoured that Deira serves as a primary training posting.

Government

The government of Duusgakhar is derived from the structure of the original colonisation missions. The senior official is the Master, usually prefixed by a number, representing the authority of the captain of the original colonisation mission, aided by his deputy, the Echo. Below these posts there is an elite council known as The Mass (probably deriving from the Solomani term Mess, the meeting place of a ship's crew). The post of Master is hereditary, and primarily ceremonial, while the real power is concentrated in the Echo and the Mass. The Echo is elected from the Mass to serve a term, usually of five years, while the Mass is composed of 200 descendants from the colony ship's senior officers.

Government includes a degree of democracy, but the suffrage is by no means universal. Only the direct descendants of the eldest of the senior officers, traced through the eldest children of each generation are entitled to sit in the Mass (and are members whether they exercise the right or not). Any descendants of the original colonists, traced through either parent, have the right to lobby or appeal to the Mass, or to sit in any of its delegated structures.

Most of the later “squatter” settlements are known to the Mass, and are usually allowed to continue on their own until the population reaches around one thousand. Once such a threshold is reached they are encouraged to enter into a set of ‘licensing’ conditions, such as the acceptance of a Governor appointed by the Mass, the instalment of a limited garrison to ensure their protection against piracy and attack, and compliance with minimum atmospheric flight control regulations. In return the Squatters are encouraged to develop their own governmental structures and contribute to the economic growth of Duusgakhhar. In reality Squatter groups have little choice but to comply. Both parties gain by such an agreement: but if ever the group grows too independent there is always the possibility of force being used to integrate the population. This has been resorted to on a few occasions. Such groups only have recourse to the Mass for the discussion of global issues, through the office of the Governor.

By convention, but not through any statute, extra-system affairs are handled by the Combine Legation Office, which “advises” the Mass.

Corporations

Religion

Since most of the core population are of Terran extraction it is not surprising that Terran faiths and philosophies are dominant. In common with many structures on Duusgakhhar the Christian Church is under the ultimate authority of one individual, the Chaplain-General, descended in direct (spiritual) succession from the senior chaplain of the colonisation mission, and advised by the Join-Howse, comprised of appointed clergy and representative laity.

The Church of Duusgakhhar is not in official communion with the United Slavonic Rite Orthodox Church, but is recognised by the minority Reformed (Terran) Catholic Church, on the grounds that the first Chaplain-General was one of its bishops.

Crime.

Eufraties.

Eufraties. (A 48599A B)

A class starport: DC Naval Bureau facility. Trade Classifications: (industrial) and Hi pop.
Capital at Susa.
No Gas Giant.

Thick atmosphere.
Plentiful wildlife?
Plentiful water.

History
Government
Corporations: Especiacan S.A.
Religion
Crime

Former capital Eufraties Protectorate (Eufraties Command).

Miibureshi influx (pop value 6)	2862ff
Declaration of Assumption	2871
Suspension of contacts	2974
Total collapse of Miiburesh	3000
Rout of Gashiimud refugees.	3019-3057
Mughamkhiram Disaster	3189
<u><error correct></u> Eufratian re-contact with Miibureshi enclave	3776
First return of the Dispossessed to Miibureshi	3781
Official contact re-established E-D	4040
Susa Concordat signed, Eufratian Autonomy under Dishani Hegemony	4045
First Eufratian Colonisation Mission Colonisation	3941
Creation of the Eufratian Protectorate	4399
Accession to Combine	4482

History of democratic governance, declining into bureaucracy with increasing refugees.

Political connections with graveyard shift

Eufratian Lifeline vessels: *Seraphim*. Venerable, well-patched interstellar vessels.
Eufraties held the Eufraties Main together, most of the time not to Vaekodhsu. Some contact on Bhoddoshivata

Eufraties keeping tabs on Bhoddoshivata and Mordachus, constant refugee influxes for approximately a 300 year period.

Influx over 300 year + period
Another 700 years independent
c. 500 years from Autonomy to full Dishani Combine membership.

Early years: evidence of small numbers of Vilani, but not definite and not many.
Solomani era: Iranian/Persian, and Zoroastrian influences-> attracts many colonists: rulership under hereditary monarchy (constitutional): the Shah.
Second largest constituency: Latin American roots (culture)
Self-sufficient and later in support of neighbouring worlds (indigenous species edible). RoM

nexus. Prime world in local main, hence Eufraties Main.

On the collapse of the Irbicht government, there is a consensual transfer of obedience to Dishanirash, it was after the prime world with Naval Base. (Some perceptive commentators have noted that had Dishanirash not had the Depot resources in the system then Eufraties would have played an even greater role)

Historically supportive, and encouraged in this role by TempGov. Loose hand, and still allowing free enterprise.

one of the very few corporations not subsumed into the TG.
Ramm-Vantage Pty.

Continuance of the Shah through Darkest Years.

TempGov empowers bureaucracy, which rules quietly and relatively efficiently, co-opted into TempGov policy. Shah continues to rule. Only in refugee crises does the real power transfer to Bureaucracy.

Crisis response: maintenance policy, decline in ship construction ability.

Decline of Shah's importance, rise of The Bureaucracy ('el' Estados).

Refugee influx: cultural influx. Initial segregation of cultures, later integration of resources, keeping traditions alive from the 'Lost Worlds' and a loss of Eufratian Cultural Identity (hence the importance of the Shah, and 'Your troubles are my troubles, my food is your food') 'multi-cultural pluralism'. The question: who is a real Eufratian, now?

Library Culture typified by the Alexandria Project.

The Miiburesh Experiment: cultural fusion derived from the Library.... The policy of re-settlement, cultural development is officially a major success, and nobody on Eufraties would say otherwise. Problems may arise with "independent" analysis... For Eufratian self-image THIS HAD to be a success.

Eufraties doesn't buy in to the Dishani Hegemony in as much depth. They didn't need the Dishanirash Big Brother. They accept into fellowship, but do not remake refugees and those they assist in their own cultural image. At the end of the day Dishanirash is milking the other worlds to ensure it survival, and its supremacy.

Progressiveness:

Attitude: Conservative

Action: Advancing

Aggressiveness:

Attitude: Unaggressive

Action: Peaceable

Extensiveness:

Global: Harmonious (as they see themselves), but *Fragmented* (as others see them)

Interstellar: Friendly

Government Related.

Representative Authority: Several Councils. (Executive & Legislative)

Other Authority: Single Ruler: the Shah as the highest point of appeal. (with 'viziére de kampa').

Uniformity of Law: "Territorial" in that each individual has the right to be tried under the laws of his own culture. This is the guarantee that the Shah extends to all those who accept his hospitality. Hence a Library as a place of judicial dispensation rather than a more normal court.

Legal development: early judgements, combined with founding statutes formed the incomplete 'Old Eufrotian Statutes'. These remain as a discretionary tool for the judiciary, but continued case law evolution, combined with the Eufrotian tradition of guaranteed justice according to community standards, has rendered much of this unused. The Dishani Combine's Uniform Justice Code is incorporated into the OES as an addendum, and is little used.

Much of this is Case Law, although a written code exists to which judiciary have discretion to apply (the old Eufrotian Statutes). How much of this is the Combine aware of..?

As the far as the Combine is concerned govt type is 9, (impersonal bureaucracy), as far as the population are concerned it's A, a Charismatic Dictator. The line of the Shahs is unbroken.

Miiburesh.

(Current ideas.)

History

Quite when Miiburesh was first settled is unknown, other than sometime at the height of the influence and power of the Ziru Sirka. In common with many worlds in the Eperdish subsector it received an influx of Solomani settlers, and with them, a new name: Gossamer. However with the collapse of the interstellar infrastructure of the Interregnum a large proportion of the population was evacuated in 2862AD, primarily to Eufraties, and by \leq all human life was thought to be extinct. As it happened, during the Interregnum a population of some 8,000 managed to survive in a TL5 enclave based upon the former starport and startown complex. Nearly a millennium of isolation from other influences led to particularly interesting cultural and language developments, and the descendants of this society remain fiercely independent and autonomous to this day, still operating the old Gossamer Down facility as a class D starport.

As the economy and conditions of the subsector improved a sizeable number of the descendants of expatriate Miibureshi were 'encouraged' to return the planet from c., 3941AD. The returns and colonisations of the end of the fourth millennium have greatly increased the population.

Government.

The Miibureshi population vote once every 3 local years to determine the Barldarmin, the representatives who sit in the Elite Council which fulfils the function of executive and legislature. All who have lived on Miiburesh for more than a year are eligible to vote in the ward in which they first registered. Criminals and Miibureshi off-world may not vote.

Corporations

Religion.

(RELIGIOUS PROFILE: BB74D0-7)

A wide variety of faiths and philosophies are found on Miiburesh, The original expert systems encouraged the pursuit of philosophy and religion as necessary to the healthy development of the individual mind and the wider community. What they could not do was decide *which* was the best faith or philosophy. This resulted in an official policy of agnosticism coupled with a legal requirement for all template-Miibureshi to receive religious and philosophical instruction. Such meetings are held semi-monthly and follow a planned course of study, with discussion and speculation encouraged. Many template-Miibureshi take such investigation and discussion very seriously, and will espouse the merits of such a course of study to any who will listen. Dishani humorists have coined the phrase "as certain as a Miibureshi missionary", meaning anyone indecisive.

Outside of these official circles all major and many minor faiths and philosophies are represented, although none have any legal precedence over the others, and few are particularly successful in attracting converts.

Crime and Punishment.

(LEGAL PROFILE: 5-45366)

Legal matters can be very confusing to non-residents, as the law is applied on both a territorial and a personal basis, that is, what is a criminal or civil offence varies dependent upon who the individual is, against whom the crime was committed and where the crime was committed (and sometimes also where the parties live and where they are registered to vote..) Lawyers do good business on the world, while the overall judiciary is run by a number of councils, most with overlapping areas of jurisdiction. Any clear-cut crimes are solved speedily, but if there are any grounds for conflict cases can drag on for months. Consequently there is a well-developed bail and parole system.

Miibureshi culture was in a very real sense invented with the first colonial missions. With the exception of the citizens of the Autonomous Regions, Miibureshi follow the cultural template created by the psycho-sociological expert systems employed during the Re-conquest. This was made possible by the populating of the world from germ banks and embryo cultures. The Miibureshi-template citizens form something in the region of 90% of the population.

spidersilk tree and other trailing vegetation, contributing allergenic pollen, which can prove a nuisance if it gets into the residential zones. Quite varied native life given the thinness of atmosphere and 30% hydrographics.

Effects of solar wind, some degree of shielding required at times, also causes mutations in native life. Causes problems with radio communication, much use of fixed laser communication relays.

Progressiveness.

Attitude: Progressive

Action: Indifferent

Aggressiveness.

Attitude: Competitive

Action: Peaceable

Extensiveness.

Global: Harmonious

Interstellar: Friendly.

Capital: Miiburesh City, population 60,000,000 with B class starport and highport in synchronous orbit.

Second prime city is Irmashlu Khira, with population of 20,000,000.

The Autonomous Regions.

The citizens of the Autonomous Regions, are, simply put, those who do not fit the mould: cryogenic survivors of the Interregnum, adult immigrants from other systems either from worlds of the Combine or beyond, the Dispossessed (as the descendants of the Evacuations are known) and the distinctive group known as the Gozzamese, those descended from the survivors of the Gozzamuh Redoubt. The Gozzamese form the core population of the G.A.R. – the Gozzamuh Autonomous Region, which has its capital at NuhGozzamuh (pop: c.500,000) as well as the still inhabited site of the enclave of the Interregnum, the old Gossamer Down starport, which still operates as a class D starport.

As a general rule the Autonomous Regions operate under difficult laws relating to social and cultural issues, although the G.A.R in particular exerts a considerable degree of independence in many issues, stemming from the historical situation as the Redoubt formed the continuing government of Miiburesh through the Interregnum.

Mordachus.

Mordachus (0103 B 525543-A, characteristically pronounced by its inhabitants as mordAchus, though the received pronunciation puts the stress on the first syllable), was originally named Lamirgu by the Vilani scouts of the First Imperium, and retained this name for most of its life. It was not settled by the Vilani at all, as there were more hospitable surrounding worlds. In the Rule of Man, however, when the Eufратies Main as a whole became a site for colonisation, Lamirgu was settled. The initial settlement was very small-scale. The world was effectively granted to General Julian Alexander, in recognition of his services during the last Interstellar War, and the General and his family settled there, with many other retired officers. The General, of North American origin, was a devotee of classical culture, and the colony he established was modelled on ancient Greek and Roman models. The colony called itself the Alexandrine Republic, and was effectively ruled by an aristocracy made up of the families of senior officers. Lamirgu attracted many other colonists from very varied backgrounds, and slowly developed a pseudo-Greco-Roman culture. The aristocracy was made up of The Fifteen, descendants of the original rulers, who were educated in the Academy, an institution run on Platonic lines. The population grew, supported by trade links with Eufратies particularly, and by the mid 2700s numbered in the millions.

The collapse of interstellar government hit Lamirgu hard. The high population levels had been made possible largely through support from other planets of the Eufратies Main, and significant hardship began to occur. The very thin atmosphere of the planet required the importation of parts to maintain the atmospheric integrity of the sealed cities. These supplies had never before been threatened, and the designs of the cities had reflected aesthetic rather than utilitarian concerns – faults occurred relatively frequently due to the large number of airlocks and viewports. Slowly outer areas of cities, and eventually entire cities were abandoned. The population took up residence in what had previously been the basements and storage areas in the depths of their cities, coming out to the surface only when absolutely necessary. Eufратies Command maintained supplies through their ageing fleet of vessels during the darkest years, but eventually The Fifteen came to the realisation that the position of the population was simply not tenable. The Seraphim could not resupply Lamirgu as frequently as was necessary, and large-scale evacuation was unfeasible. In consultation with the Eufратies Command, the Council decided their best option was to put the population into cold sleep. The risks involved were considerable, and a certain proportion of the population would have to volunteer to remain, maintaining the cryogenic units, but overall this seemed the best option. In 3210, this plan was put into effect. A number of Lamirgui decided to emigrate to Eufратies instead, but the majority went into cold sleep. The Lamirgui who were to maintain the cryogenic units, the “Custodians of the Hopeful” as they were called, swore an oath binding them and their descendants to keep the units going until the present crisis was over.

The “present crisis” lasted longer than anyone had anticipated. Eufратies managed to maintain links irregularly with the Lamirgu through the Seraphim starships until the late 4000’s, when the Susa Accord reunited the Eufратies Command with the descendant of Temp Gov., and Dishanirash was able to aid in the rebuilding of Lamirgu. By then, over 800 years after the majority of the population had gone into cold sleep, the planet had become known as Mordachus – the planet of the dead. Vast cultural change occurred over this period. Technologically, Mordachus did not decline as far as many systems, keeping its knowledge alive through rote-learning and ritualistic science. The necessity of maintaining the cryogenic units meant that high levels of Computer, Communication, Environment, Medical, and Energy technology had to be maintained (though military and transportation technology dropped to TL5, and astronomical and space-science knowledge virtually disappeared). However, the general cultural outlook changed (drawing initially on classical roots) to a highly mystical one.

The going into cold sleep had initially been portrayed (by the Council, hoping to encourage the population to follow their example) as a statement of hope in the future. The Sleepers, as

they were called, were adventurous time-travellers. They would leap blindly into the arms of the future, demonstrating their hope that they would awake to a new life of peace and well-being. This formed a powerful mythology during the few couple of centuries. The Custodians grew old and died, but those they watched over never aged, but remained eternally young. The Sleepers slowly became almost semi-divine beings in the minds of the Custodians. The Custodians, bound by oath to these beings, were to spend their lives enabling the Sleepers to stride through eternity. The conviction that in some sense the physical bodies of the Sleepers were simply representations of their actual spiritual selves – who were travelling astrally towards the realm of blessedness – grew stronger. Gradually the earlier Lamirgui culture was forgotten, as the new rhythm of life and the mythology surrounding the Sleepers shaped the society of the Custodians. Families of Custodians would devote themselves to particular groups of Sleepers, and memorise their biographies and vital signs. This became an almost religious ritual. The eldest male of the family was the only one who could exercise the high-priestly role of actually maintaining the cryogenic units, though other members of the family could observe the readings, and all were expected to memorise what the correct readings should be.

The mystical, but fairly positive, view of the Sleepers endured throughout the first few centuries, but slowly a more negative feeling began to surface. Partly this was due to the small but slowly mounting numbers of deaths amongst the Sleepers. Sleepers who had been lovingly watched over by generations would die, sometimes due to a technical failure, but sometimes for no apparent reason. The fact was, no-one had ever used cryogenic suspension over such incredibly long periods before, even at the height of the Second Imperium, and it emerged that a small percentage of human bodies simply switch off after a century or so of hibernation. Every disinterred body cremated by the Custodians was a hammer-blow to the view of the Sleepers as divine beings. As time went on, the feeling started to grow that the Custodians were not privileged priests tending angelic beings, but watchers over the dying. The oath, once seen as a gift to the Custodians by the beneficent Fifteen, came to be seen as a curse damning the Custodians to an aeons-long vigil over the slowly dying Sleepers in the underworld of a dead world. The Custodians slowly came to refer to themselves as the Graveyard Shift (or simply the Damned), their planet as Mordachus, and the Sleepers as the Dying. Instead of celebrating the lives of the Dying, the Damned now conducted services praying for the swift release of those even less fortunate than themselves, who were doomed to die imperceptibly over centuries. This negative mood was highlighted by another unforeseen side-effect of long-term cryogenic suspension. As amongst all human populations, a small percentage of the population of Lamirgu had psionic ability, even if unexploited. The dreaming minds of these Sleepers would occasionally unconsciously project thoughts and images into the minds of Custodians nearby. Thus occasionally, a Custodian would find himself “seeing” someone long-since dead, or a view from a city now long abandoned, or a haunting piece of music would come into his mind. More disturbingly, sometimes a Custodian might hear a voice instructing him to do something, feel someone touch him, “remember” committing some violent act, or be plunged into a terrible nightmare. These things heightened the tendency of the Graveyard Shift to consider themselves damned.

By the late fourth millennium, the two views had thoroughly intermingled, bound together by the controlling theme of the oath to the Fifteen. The Graveyard Shift were bound to tend to the Sleepers, were blessed with the damnation of watching over the Dying. They could be released from their obligation only by the arrival of the realm of blessedness (which would vindicate the Fifteen’s choice of the slow death and the acceptance of the oath by their ancestors), or by the eventual death of all the Sleepers (at which point most believed that Mordachus itself would die). When re-contact between Eufraties and the Combine made rebuilding a possibility, the Graveyard Shift found it hard to know how to respond. Many refused to accept that this was the arrival of the realm of blessedness (which had become a thoroughly spiritualised concept by now), and cautiously approved of rebuilding as long as it did not interfere with the continued need to maintain the Sleepers. Eufratian envoys (who had by and large been impressed by the selfless devotion of the Graveyard Shift to its

charge over the centuries, even if they found their peculiar mystical beliefs hard to follow) were baffled by this refusal to awaken the Sleepers. A long period of negotiation between Eufatian Lamirgui (who now had very little in common with the Graveyard Shift) and the Custodians resulted in the beginning of the re-awakening, with initially a few thousand Sleepers awakened to help rebuilding the planet. The effects of this re-awakening were far-reaching. What few people had appreciated was exactly what difficulties the re-awakening process would cause. Around a quarter of the Sleepers died when an attempt was made to revive them. About another quarter had long-term damage of some kind from their period in cold sleep, whether physical or mental. All those who survived cold sleep had vast difficulties adjusting to the changed circumstances in which they found themselves. Some claimed to have memories of time in stasis, years and years worth of blank nothingness. A significant proportion committed suicide. Those who were not in any of these categories, however, were overwhelming in their gratitude towards the Custodians, and willingly took part in rebuilding the planet. Significantly, one of the Fifteen, Gaius Philip Newstreet, was amongst these. The Custodians took this as an official release from their oath, and began the process of re-awakening all the Sleepers. Having learnt from initial mistakes, they determined that only a small number would be awakened at a time, and these would be assisted in adjusting to their changed situations by their family of Custodians. Every year, 2000 are chosen for re-awakening.

Society on Mordachus has taken another turn over the last 500 years. Initially, the largest section of the population was the Custodians. Gradually, however, they are being overtaken by the Awakened and their descendants. By long tradition, Custodians have small families (so as not to be a drain on resources), and have not increased much in numbers over the last 1300 years. The Awakened have no such customs, however, and are increasing in numbers both through procreation and as more leave cold sleep. About a million cryogenic units have been opened, with about 500,000 Sleepers successfully revived without any complications. Eufatian Lamirgui who have returned are very much a minority group. Interbreeding between the different groups has occurred, but rarely. The Custodians, from once being the ruling class of the planet, have become a respected priestly caste, spending their time re-integrating the Awakened into society and caring for those mentally or physically damaged by cold sleep. They are largely unknown to offworlders, who consider the Awakened to be the Mordachi.

The planet has largely recovered from the darkest years now, and is more self-sufficient than it ever was before. The sealed cities with their views over the Mordachus plains have been restored to their neo-classical splendour. Only the Custodians now dwell underground. The Mordachi are sober, practical, and hardworking. Honour and obligation are vital aspects of their society, and all revere the Custodians for their selfless service.

Government

Mordachus is ruled by a body known as the Forum, which meets in the old Academy building. Elected representatives make up a government and opposition from amongst their own number. The leader of the government is the Consul of the Awakened. Technically speaking, the Forum does not have any authority over the Custodians, who have their own hierarchy. The head of each family is known as The Custodian, and the oldest of these is the High Custodian of the Hopeful. The High Custodian is acknowledged as the supreme authority on Mordachus, but never intervenes in matters of politics.

Corporations

There are a number of corporations on Mordachus, taking advantage of the Combine's recent liberalisation. Most important of these is Republican Enterprises, which controls the planet's starport and operates passenger and freight transport. Bearers of the Oath ought to be mentioned as well. A charitable organisation, Bearers of the Oath is run by the Custodians (though largely administrated by the Awakened) to support them in their work. Almost all inhabitants of the planet give to it, it is exempt from taxes, and as a consequence,

is incredibly wealthy. It is also largely unsupervised. Rumours of scandals associated with it have circulated, but few wish to believe them.

Religion

Although not an official religion, the Custodians of the Hopeful essentially function as a priesthood for the culture of the Awakened. Around 1.5 million Sleepers still remain unawakened, and the Damned (now used confusingly as a positive term) still maintain their charge. The major elements of their doctrines are outlined above. The major modifications have been to the doctrine of the curtailment of the oath and the coming of the realm of blessedness. The oath is believed to still be in force, and to include the responsibility to re-integrate the Sleepers into society and to care for those damaged by cold sleep. The majority view on the coming of the realm of blessedness is now that the Awakened will bring the realm of blessedness into being. Some groups, however, believe the realm of blessedness has already come, or that it cannot be brought by human effort. There is a minority group who believe the re-awakenings to be a mistake, and to be endangering the coming of the realm of blessedness which can only be brought about by the astral travel of the Sleepers.

The Vilani faiths never made much of an impact on Mordachus, but several of the Solomani religious faiths are represented here. Forms of Christianity and Islam which pick up the sense of the Awakened working to bring the realm of blessedness are flourishing.

Crime

Mordachus is a fairly peaceful and civilised planet except for the areas of its cities that have not been restored for one reason or another (the population has not yet reached its previous level, and all cities have uninhabited, decayed areas in them). The inhabited zones of cities are generally pleasant by day, but by night gangs roam the streets. The Tribunes, as the local law enforcers are known, have a fairly high presence on the streets. The carrying of weapons is acceptable for self-defence, but needless to say any use of weapons has to be justified legally. The Tribunes themselves have the right to use lethal force if it is necessary to prevent an offence being committed.

Skelter

Skelter(0803, A000972-C)

The Skelter Belt is a massive, resource-rich belt that encircles the system's star inside the orbit of Big Red, the <insert qualifier> gas giant. The resources of the asteroid belt attracted settlers to the system from the time of its discovery by Vilani scouts. Mining of the Skelter Belt helped the settlement of the neighbouring Dishanirash system. The nature of prospecting, however, meant that initially settlements (generally within the mixed belt), were populated only until surrounding areas of the belt had been exploited, and would then be abandoned. Abandoned Early Vilani prospector settlements are found scattered throughout the Belt, many now completely uncharted. Some are now re-used as the shifting of asteroids has redistributed resources in that area of the Belt.

This early stage of settlement gradually gave way to more settled communities, as beltlers brought their families and formed permanent settlements. The settlements had no unified system government, and tended to all be supported by different authorities (whether corporations, Planetary administrations within the subsector, or Naval contractors). Kamgagisha, still one of the largest of Skelter's population centres, was founded at this point. The Rule of Man brought a new wave of beltlers to the system. The new settlers were of diverse origin, but the most significant group were largely Scandinavian in origin, who founded Vortigern Prime (now the largest settlement in the Skelter Belt). The Vortigern Prime Consortium swiftly became one of the major corporations within the system. It was by no means the only independent operator, however, as the Solomani beltlers were largely independent, unlike their Vilani predecessors, who tended to be employed by organisations outside the system. Gradually the tendency towards autonomy grew, however, and many settlements followed Vortigern Prime's example, becoming autonomous corporations, buying themselves out from outside control.

The collapse of the Second Imperium, and disintegration of subsector government at Irbicht was a great blow for the beltlers of Skelter. The system's settlements and wealth were reliant on the lucrative trade with other systems. They therefore started to feel the effects before many other systems. Those settlements that were owned by outside corporations and governments were threatened by breakdowns in communication. Wages were delayed by increasingly long periods. Some settlements found that their parent corporations, unable to effectively support them, washed their hands of them completely. Others simply disappeared from notice as their owning corporations collapsed. The awareness of the impending disaster caused by the collapse led Vortigern Prime to take a leading role in establishing the Temporary Governorship with the Dishanirash-based Kagekaashaam corporation, and the Imperial Naval Directorate who were one of their major markets. Several other Skelter-based corporations joined the emerging TempGov, especially those cut adrift from outside support. These corporations (whose produce was essential to the viability of settlement on Dishanirash itself), were effectively absorbed into the emerging bureaucracy of the emerging Military-Industrial powerbloc on Dishanirash. The Vortigern Prime Consortium itself was to form a major element of the bureaucracy with a voice in the Triumvirate, merging with Kagekaashaam to form the Resource Bureau, with particular responsibility for Resource Exploitation.

As many had feared, the collapse of interstellar trade led to a sharp decline in the system's economic health and technological ability. The Declaration of Assumption in 2871 effectively brought the remaining independent corporations under TempGov control. The TempGov, acting through the Resource Bureau office on Vortigern Prime, kept the settlements alive in return for the resources so urgently needed on Dishanirash. Gradually a reciprocal relationship emerged, which continued even after the Skelter settlements lost their own ability to maintain jump-capable craft. As Dishanirash's own interstellar capability declined, direct contact was maintained only with Vortigern Prime. During this period, the other settlements became self-governing, engaged in trade with TempGov on Vortigern Prime. As the darkest years went on, even this interstellar contact was lost. Skelter's own inter-

settlement trade continued, however, and saw the system through the period of isolation. Rather than increasing feelings of unity within the system, this period if anything increased the sense of identification with a particular settlement. Some settlements completely disappeared during this period (some are rumoured to have been destroyed and then pillaged by their neighbours). When Dishanirash re-established contact with Vortigern Prime in 3511 the settlements were more ruggedly independent than ever. Initially a trade relationship similar to the old one was established, which was beneficial for both systems. The bureaucracy's own historic links to Skelter were less significant in this regard than the practical benefits of a reciprocal relationship. Under the influence of this trade relationship, Skelter began to show signs of recovery matching Dishanirash's own.

The period of freedom from TempGov control, however, meant that such a relationship could not easily be reasserted. Vortigern Prime had been treated almost as a TempGov settlement at the beginning of the Darkest Years. Centuries of independence had changed its character, and its population were no longer employees of the Resource Bureau, although they were proud of their heritage as former employees of the Vortigern Prime Consortium. The settlements demanded recognition as equal and independent trading partners. This was initially conceded, as the Bureau lacked the strength to enforce its control over the settlements. For a period of a few decades, the Bureau's beltlers, individual prospecting crews, small companies, and whole settlements traded with each other and the Bureau, forming a vibrant local economy. The Bureau's needs were always more than the Bureau's own prospecting teams could provide for, and it needed to buy or barter for minerals from the independent beltlers. The rather cut-throat nature of the market had unfortunate side-effects however. Piracy and stealing of cargoes became quite common, as the Bureau would buy without asking questions. The threat that this piracy posed to the Bureau's supplies was the excuse that it needed to extend its authority over the entire Skelter Belt. In 3543 TempGov offered its protection to all the settlements, and Skelter was effectively brought into what would be called the Dishani Hegemony. Elements of the Navy and Resource Security Cohort crushed the pirates, and all the settlements came under TempGov authority (although they were allowed to retain their self-governing status). There have been persistent reports of a small number of minor settlements who refused to accept TempGov control, and were among the "pirate bases" assaulted and pillaged by the RSC, but this has always been denied by the Bureau.

As a key member of the Dishani Hegemony, Skelter if anything grew in significance. The Bureau increasingly found it more economic to base manufacturing within Skelter than to transport raw materials to Dishanirash, and in time a good proportion of Hegemony (and later Combine) shipping was constructed at the shipyards of New Oslo. A Bureau of Reconnaissance facility was built on Vortigern Prime, which retained its place as the most significant starport of the Belt. The most significant development in the recent history of the system has been the re-establishment of the Vortigern Prime Consortium by the Combine. Although now a largely Dishanirash-based corporation, VPC has been given back its old premises on Vortigern Prime itself, seemingly for sentimental reasons. This almost unprecedented move – the Resource Bureau actually handing key resources over to an independent company – has baffled many observers. The recent role of the reformed corporation in co-operating with Sytaëf ApK in its construction work on Ugigiinaar has perhaps suggested that the intention is to allow the Combine a way of engaging in projects it cannot politically be associated with directly. Many have questioned exactly how free the corporation is from Bureau control, but there has been nothing to suggest that it is not.

The Skelter Beltlers, as some of the most long-standing non-Dishanirashi members of the Combine, and with historic links to its establishment, identify with the Combine to a great extent. However, their identity is closely tied to their individual settlements. In economic and population terms, Skelter is a very significant presence within the Combine, but there is no united political body to represent all of Skelter, and it retains a semi-provincial feel. The continuing vital role of Beltlers within the system and the high level of mobility that this requires amongst significant levels of the workforce lends Skelter as a whole a unique feel.

Skelter is something of a contradiction. One of the wealthiest, and most advanced systems within the subsector (indeed within all human space), it retains a provincial or frontier feel to it. It lacks the stability and security of Dishanirash, or the cosmopolitan air of Eperdish. Skelter has an indefinable rough edge to it, and those born within the Belt tend to feel a little like the country cousins of the Dishanirashi.

Government

Although the entire Skelter system is part of the Combine, it has no unified system government. Technically, Skelter is not a member of the Combine, but every individual settlement in the Skelter Belt is. The apparent bureaucratic nightmare that this presents is seen by some as in actuality a shrewd policy of Dishanirash to keep Skelter controllable. Skelter, with its vast naval shipyards, is the only system within the Combine that could rival Dishanirash's own military might, should it ever seek independence as a united system. The most important settlements are listed below. All have populations in the millions.

Vortigern Prime

Once the headquarters of the TempGov Resource Bureau within the Belt, the planetoid is still governed by an appointee of the Bureau. By convention, the governor is also the settlement's Senior Administrator, and head of the Combine Legation Office. This unique state of affairs greatly benefits the Resources Bureau and is periodically challenged by the BIA. Much of the Bureau's activity within the system is administered from the offices here. A fairly sizeable proportion of the population are connected to the Bureau in some way or another, and the settlement is seen by many as effectively an outpost of Dishanirash. It certainly seems to be the case that Vortigern Primers are statistically more likely to be granted Dishanirash citizenship than citizens of any other settlement. The planetoid also contains the system headquarters of the newly constituted Vortigern Prime Consortium. Vortigern Prime is probably the most politically significant, if not most populous of the settlements. The current Governor, Lars Ustigagi, is a middle-aged career bureaucrat born in the settlement who is well-liked by the populace at large.

Kamgagisha

One of the oldest settlements, and possibly the most populous. The settlement is governed by a council of twenty known as the Hall of Speech (after the building in which they meet). The council is elected on a rotational basis, four members annually, with each member serving a five year term. The electorate is made up of those whose assets are valued at above a certain level (adjusted to keep in line with inflation). Kamgagisha has always been one of the most economically important settlements, and since the Combine's granting of licenses to independent corporations it has had many mining companies based within it. The policies of the Hall of Speech (not unnaturally) favour the wealthy and businesses. The settlement tends to attract entrepreneurs, small-time operators looking for a deal, and many who hope that in the shadow of the successful their own fortunes will blossom. At present the Hall of Speech is pursuing progressive policies, seeking to encourage new businesses and further stimulate the economy.

New Oslo

A relatively minor settlement for much of its history until the Bureau decided that it was well-positioned to become a manufacturing centre, and turned it into the largest naval shipyard in the system. Initially a Bureau-controlled settlement, its increasing strategic significance for the Navy, and the large civilian population attracted by the settlement's growth (which concerned the BIA) has meant that control over the settlement has been in dispute ever since. The settlement is officially governed by a Mayor, elected by the general populace. However, the Mayor has to take into account the views of various "advisors" appointed by the Bureaux with vested interests in New Oslo. The Senior Administrator is effectively the appointee of the BIA, the commander of the shipyard is the Naval Bureau representative, and the Resource Bureau appoint a Supply Co-ordinator. The various advisors rarely co-operate with each other (except to veto suggestions made by another advisor), and are generally highly suspicious of each other. The resulting lack of effective government has

created a situation in which social and political problems remain unaddressed, and the settlement is in long-term decline.

Corporations

The most significant single corporation in Skelter is indisputably the Vortigern Prime Consortium. However, the entire system is at present feeling the benefit of the Combine's recent progressive policies, and there are many new mining and transport companies competing with each other within the system. The system also produces high tech goods that are sold throughout Combine space. The nature of the settlements means that there is a large market for more exotic foodstuffs that cannot be produced in the hydroponics plants.

Religion

As might be expected, the system contains representatives of almost any faith found in human space. A few smaller settlements are highly religious, verging on the theocratic, in character. Freeca, for example, is a Rastafarian mining community.

Crime

Piracy and smuggling continue to be problems within the Belt, and policing them effectively is very difficult. The sheer number of settlements, and almost limitless potential hiding places make it a task it really takes an entire fleet to perform. In general, each settlement takes responsibility for policing the craft in its own port, and the Naval Bureau concentrates on policing the main transport routes. Arms smuggling is a particular concern, as weaponry of Combine line-standard is manufactured within the system. Finally, Skelter's potential as a flashpoint for dissent (a nightmare scenario for the Combine because of its high potential military capability) has been a long term concern for the BIA. Dissidents are few and far between (at least on the surface), but the high visibility of the BIA within the system is often counter-productive in this regard, producing resentment where previously there was none.

The Lameshid Confederacy.

A BRIEF HISTORY OF THE CONFEDERACY

The Confederacy was formed in 4364 with the signing of the Lameshid Accords between Gekarkagushaam and Karaganda. The Accords stated the intention of both worlds to encourage trade between their two systems and to engage in trade together with other systems, to follow a unified interstellar policy, and to establish a unified military command structure capable of acting to preserve the interests of both systems. The motivation for the Accords was, as was widely recognised, a fear of the growing power of the Dishani Combine within the subsector. The Gekarkagushaam Conclave feared that their world would be seen as a target for annexation. They likewise feared the effects of a trade embargo on their planetary economy (a continuing problem for the Conclave that remains unsolved), and sought to strengthen trade links outside the Combine. Karaganda, a world that values its independence above all else, realised that its lack of a star fleet of its own (again, a continuing weakness, as Karaganda is now dependent on Gekarkagushaam's navy) made it vulnerable and sought an ally. The two worlds make unlikely allies, their cultures and forms of government are wildly different. Karagandi tend to see Gekarkagushaami as weak, intrusive, and conspiratorial. Gekarkagushaami tend to see Karagandi as wayward, uncooperative, and stubborn. The divisions between the two remain, and the diplomacy necessary to reach any agreement within the Confederacy is legendary. However, as noted above, the reasons behind the formation of the Confederacy remain strong, and subsequent events, (such as the creation of the Eufriatian Protectorate in 4399, and its subsequent adsorption within the Combine in 4482, increasing the extent of the Dishani Combine to 23 systems), have only made them stronger.

More direct actions by the Combine have also played a part in the development of the Confederacy. Around 4450 Confederacy Intelligence uncovered the existence of a long-term DCI operation known as "Purple Flower". The aim of "Purple Flower" was to disrupt trade links between Karaganda and Gekarkagushaam by employing privateers based in the Mamgaashi system. "Purple Flower" was itself only one element of a larger-scale operation, not fully implemented, the objective of which was to annex Mamgaashi itself. This discovery precipitated the so-called "Mamgaashi Affair", whereby the Confederacy diplomatic corps, over the course of three years, achieved the impossible and persuaded the Mamgaashi Regional Governments to call a planetary Council, which decided to join the Confederacy in 4453. The Combine, predictably, denied the existence of "Purple Flower", and interpreted the Mamgaashi Affair as an example of Confederacy expansionism. (Very useful propaganda for its diplomatic overtures towards the independent worlds neighbouring the Confederacy).

The admission of Mamgaashi to the Confederacy did little to change its overall makeup. Mamgaashi had long been dominated by its more powerful neighbours, and its reasons for joining the Confederacy were identical to those that had inspired the Confederacy's foundation. The more recent admission of Eperdish to the Confederacy has had a more dramatic impact. Around 4500, Eperdish began to make overtures towards the Confederacy. Eperdish had long been the dominant world in the Rimward end of the subsector, and had played a significant role in the recovery of both Karaganda and Gekarkagushaam from the Long Wait. However, it had shown no previous interest in forming binding alliances with other worlds. None of the Confederacy worlds could afford to alienate Eperdish, but it was always obvious that if Eperdish joined the Confederacy it would significantly shift the balance of power. Eperdish wished to join the Confederacy because the Administration felt that the days when Eperdish could stand alone were numbered. It would soon be sandwiched between the expanding power blocs of the Combine, the Grand Duchies, the Third Imperium, and Antares. If it was to retain any freedom of action, it needed allies, it needed the Confederacy. After years of negotiation, Eperdish finally joined the Confederacy in 4504. Its membership has, even over the course of the sixteen years it has been part of the

Confederacy, changed the nature of the organisation. The most obvious result has been the recent move of the Confederacy Directorate of Interstellar Trade to Eperdish from Gekarkagushaam. This is, however, symbolic of a more subtle change. The Confederacy has historically been focused to Coreward, on the Combine. Its policies have been largely reactive, following developments within the Combine. Eperdish has brought a new focus, out of the subsector, Rimward towards the Grand Duchies, and Spinward towards the Third Imperium. The Combine is no longer seen as the only or ultimate threat to the Confederacy worlds. This is producing a change in policies to a more proactive stance.

THE CONFEDERACY ADMINISTRATION

Under the terms of the Lameshid Accords, modified in 4453 and 4504, the Confederacy functions as an interstellar governmental body with executive powers over member worlds in the area of interstellar affairs and trade only. All member worlds are to have a unified trading and interstellar policy. The military forces of each member world whilst remaining independent, work closely together in training, and have joint defensive strategies. In addition, the Confederacy council can initiate a state of military emergency under which the council assumes full executive powers over all member worlds, and the military forces of member worlds come under the direct control of the Confederacy First Space Marshal. These powers have never had to be fully exercised, (though Confederacy military actions under the control of the First Space Marshal have) and by and large the Confederacy has little direct impact on the lives of citizens of member worlds unless they are involved in travel or trade to worlds outside the Confederacy. Member worlds have their own planetary governments and domestic policies, and their own legal and judicial systems.

The Confederacy has three administrative bodies: The Directorate of Interstellar Trade, The Directorate of Interstellar Affairs, and The Directorate of Military Affairs and an Executive Council. The bulk of the Confederacy bureaucracy has always been made up of Gekarkagushaami, as throughout most of the history of the Confederacy all of the administrative bodies have been based on that planet. The reasons for this are largely practical: the harsh conditions on Karaganda make it an unhelpful place to base the administration, and Mamgaashi has always been a junior member. However, there have always been Karagandi and Mamgaashites working within the Directorates (the Directorate of Military Affairs in particular has always had a fairly even representation), and the last sixteen years have seen an influx of Eperdish administrators. However, the corporate culture of the Confederacy administration has tended to resemble that of the Conclave, with all its strengths and weaknesses.

The Executive Council is the ruling body of the Confederacy, which meets in Confederation Hall in Derkesh on Gekarkagushaam. It is made up of one Chief Executive from each member world. The precise method of selection for these individuals varies, but they are all appointed for seven year terms. The Karagandi CE is elected, the Gekarkagushaami and Eperdish CEs are appointed by their planetary governments, and the Mamgaashi CE is a representative of one of the RegGovs, in strict rotation. Other RegGovs may have observers at the Council, but may not speak for their planet. The presidency of the Council rotates yearly. The Council appoints the Directors, who report to it.

Chief Executive Vasilef Mohammed of Karaganda (President). CE Mohammed is a former party leader of the Veterans Alliance, never First Councillor, but a highly regarded career politician, known for his forthrightness, incorruptibility, and loyalty to his planet. He is a strong-minded individual who has tended to dominate the Council during his Presidency. He is wary of all the developing interstellar power-blocs, and determined to preserve the Confederacy worlds' independence. At 40, he is elderly by Karagandi standards, but living on Gekarkagushaam has increased his life expectancy.

Chief Executive Honnecal Lin of Gekarkagushaam. CE Lin is a career bureaucrat, who worked his way through the ranks of the Bureau of Justice before being chosen by the Select Conclave to be the planet's member of the Council. He is a bitter rival of Zare

Naasha, who became BJ Secretary with Lin's promotion to the Executive Council. He has an abiding suspicion of the Combine, and will always oppose any moves towards rapprochement.

Chief Executive Alaisef Salenskovich of the Northstar Federation, Mamgaashi RegGov. CE Salenskovich is a former General in the Federation military. Perhaps inevitably, his major interest within the Council is ensuring that any policies (especially economic policies) affecting Mamgaashi do not favour the Plains Republic. Much of his time is spent on internal politics with the observers from other RegGovs. In truth he is very conscious of representing a fairly minor member of the Confederacy, and in policies with no immediate sectarian impact he tends to simply support the majority.

Chief Executive Renardo Kalisan of Eperdish. CE Kalisan is a career administrator from the Department of Planetary Economy. He has a keen interest in the economic impact of any policies, and is concerned to maximise the Confederacy's trade. Re-locating the CDIT to Eperdish has been his greatest achievement so far. He is renowned for his attention to detail, and ability to memorise the seemingly insignificant clauses of past policies. He is a devoted follower of the Hummingbird Venath, and his seemingly unpredictable changes of opinion and attitude often mystify other CEs.

The Directorate of Interstellar Trade regulates the interstellar trade of all member worlds. It sets the import and export rates on goods, resolves commercial disputes between member worlds, and works to further the interests of Confederacy traders and corporations. It has recently relocated to Eperdish, which is a far more significant trading centre than Gekarkagushaam.

Director Mattheus Kenochi is the first Eperdish to be a Director, appointed to ensure the transfer of the CDIT to Eperdish is unproblematic. A former member of Eperdish's Department of Planetary Economy, and appointed to the Directorate on the recommendation of CE Kalisan, Director Kenochi sees the move of the CDIT as his chance to demonstrate what Eperdish can bring to the Confederacy. He is determined to impress the Council. He is a follower of a fairly minor Venath, which often means even other Eperdish are taken by surprise by his changing Casaalha.

The Directorate of Interstellar Affairs has its administrative headquarters in Derkesh on Gekarkagushaam. It has two main divisions: the Diplomatic Corps, and Confederacy Intelligence.

Director Sen Aliessa has spent her entire career within the CDIA, initially as a member of the Diplomatic Corps, and then within the Directorate's senior administration. Her diplomatic experience has modified some of her otherwise Gekarkagushaami attitudes – she is surprisingly prone to acting on her own initiative.

The Diplomatic Corps is the visible face of the CDIA – the Confederacy's envoys in their bottle-green uniforms or ceremonial robes, who represent the Confederacy worlds throughout the subsector and beyond. The Confederacy maintains embassies or consulates on most major worlds within the subsector, and a number further down the Eperdish Main. These act as liaison between the Confederacy and other governments, and provide a limited degree of support to Confederacy citizens on those worlds. The Corps on occasion also work to resolve differences between member worlds. Diplomatic Corps agents also act as spokespeople and trouble-shooters for the Confederacy in crisis situations requiring a non-military solution.

Head of Diplomatic Corps – Father Basil Gregorianus. Father Basil is unique. The only member of the senior staff of the Confederacy to also be a serving member of a religious order, also the only Mamgaashite ever to have risen to his position. Father Basil is a priest and career diplomat from the Protectorate. Working initially within the foreign office of that RegGov, his work improving relations between the Protectorate and the Plains Republic lead

to an invitation to lecture at the CDIR academy on Gekarkagushaam. This led to a post within the Diplomatic Corps. Sheer ability has led to his appointment as head of the Corps.

Confederacy Intelligence (abbreviated either as ConfedInt or See Eye) is the invisible counterpart to the Diplomatic Corps. Intelligence operatives are mainly involved in information gathering, but of course ConfedInt maintains a capacity for more robust covert activity. Intelligence activities have historically tended to focus on the Combine, though more recently, with the accession of Eperdish (and the incorporation of its own intelligence service into ConfedInt) there has been a broadening of focus to include worlds to Rimward. ConfedInt has a counterintelligence section, but the Confederacy's lack of interest in the domestic policies of member worlds has meant its funding and operations are negligible compared to the BIA. Generally ConfedInt only involves itself in internal affairs if following a lead unearthed in investigation outside the Confederacy, or if asked to investigate something by planetary law enforcement.

Head of Confederacy Intelligence- General Yousef Ilmail. General Ilmail is in his mid-thirties, reaching the end of a distinguished career, mainly in military intelligence. His surprise appointment as head of ConfedInt three years ago was at least partially an attempt on the part of the Executive Council, backed by the CDIA Director to push ConfedInt into a more proactive role. General Ilmail was previously head of the operational intelligence division of the Karagandi military service.

The Directorate of Military Affairs has its administrative headquarters and central planning unit on Limdakhag, the inner moon of Gekarkagushaam. However, until and unless a state of military emergency is declared, it consists of little more than a Director and a small staff. The Director is First Space Marshal, nominally the highest-ranking military officer in the Confederacy, and the appointment is the highest honour a serving officer can hope for, but unless a war breaks out it is strictly a desk job. The supreme commanders of the military forces of the member worlds are the Confederacy Line Commanders for their systems, and fully integrated into the Confederacy military structure. However, although the Confederacy Space Fleet as a whole is not presently under the command of the First Space Marshal, there are a number of smaller specialist units that are permanently seconded to Confederacy control by member worlds: The Karagandi Ranger Commando, the First Republican Vactroops, and the Divine Wind. These are elite units, which tend to be deployed in a Spec Ops role.

First Space Marshal Akira Loi. First Space Marshal Loi is the most-decorated and renowned Gekarkagushaami naval officer, whose tactics are studied in naval academies in the Confederacy and the Combine. He would have been made Space Marshal of Gekarkagushaam if the Executive Council hadn't decided to make him First Space Marshal instead, leaving his protégé Yoshi Fa to take that position. Loi is an old man now, but still has a razor-sharp mind.

The Karagandi Ranger Commando is an elite element of the Planetary Rangers. These are troops trained in small unit tactics and able to operate completely without support for extended periods in almost any environment. As well as their initial training on Karaganda, the Commando train extensively on Mamgaashi and Gekarkagushaam.

The First Republican Vactroops are a Mamgaashite unit, from the Plains Republic. They are specialists in low and zero gravity operations, combat in a shipboard environment, and boarding actions. They train extensively with the Gekarkagushaami navy.

The Divine Wind are an elite Gekarkagushaami naval fighter/bomber unit. They tend to fly escort missions for valuable or sensitive cargoes, hunt-and-destroy missions for particularly elusive fugitives, or precision strike missions (i.e. from a carrier in orbit, diving down to strafe a particular room of a particular building and returning to orbit before the city defences have come on line).

CONFEDERACY AIMS AND OBJECTIVES.

As is obvious from the above, the Confederacy was formed with the simple aim of preserving the independence of member worlds from the growing power of the Combine. Other economic and political benefits deriving from their association were seen very much in a secondary light. In a paradoxical way, it is the need for independence and the fear of external control that has bound the Confederacy together. The commitment to independence, together with the practical insight that none of the worlds is strong enough to stand alone is the key to the Confederacy. A strong desire to manage their own affairs and a perceived common enemy forms possibly the only common ground between Gekarkagushaam and Karaganda, worlds that are complete opposites in almost every other respect. A number of factors have acted to modify or complicate these aims and their perception over the almost 150 years that the Confederacy has been in existence.

The first factor is the simple truth that the Combine is no longer the threat it was once perceived to be (if it ever was quite as much of a threat as was thought). When the Confederacy was first formed, the Combine was in a period of expansion. This period in many respects came to an end with the full integration of the New Extents into the Combine proper in 4482. The fears that motivated the formation of the Confederacy now seem to have been baseless, in that the Combine has never annexed any of the independent worlds of or near to the Eperdish Main. It is of course impossible to tell to what extent this is due to the existence of the Confederacy, and the chance that any action against independent worlds would simply push them into the arms of the Confederacy. Although the Combine has always had sufficient military force and resources to defeat the Confederacy, such a war would be costly. It would likely blast the Confederacy worlds back into very low TLs, perhaps rendering them uninhabitable, thus negating any gain the Combine would have had from the war. In addition, it has always been a central tenet of Confederacy military strategy that they cannot hope to win a defensive war, so in the event of hostilities they would be forced to directly attack Combine population centres hoping that the damage caused or the threat thereof would be sufficient to make the Combine back down. The two power-blocs were initially in a state of cold war, but this has thawed considerably over the decades. In the current political climate, the Confederacy worlds see the Combine as simply the nearest of a number of powerful interstellar power blocs, and in many ways one of the more friendly. Although some Confederacy citizens still see the Combine as “the enemy”, some are beginning to see it as a potential ally against other enemies, on the principle of “better the devil you know than the devil you don’t”.

The second factor is that the Confederacy has taken on a life of its own. An organisation seen initially purely in terms of a military alliance has become something more. The Confederacy has very rarely had to function as a unified military command except in exercises. It has been functioning as an interstellar government in the areas of trade and interstellar policy for almost a century and a half. The economic benefits to member worlds have been significant, but much more so has been the increased power and influence they have enjoyed within the subsector through their membership of the Confederacy. To be a Confederacy citizen, although not being the honour Dishanirash citizenship is, is still to have significance, and is automatically granted to all born in Confederacy space. Confederacy diplomats are frequently called to arbitrate disputes between independent worlds, Confederacy embassies within Combine space, as well as protecting the rights of their own citizens, also offer asylum to those seeking to escape Combine control. Citizens of Confederacy worlds will typically proudly identify themselves with such actions. This sense of identity as a citizen of the Confederacy, which is not seen in legal terms, as there is no unified Confederacy law code to base it in, is widespread and indicates that in popular imagination the Confederacy is more than it might appear to be on paper. It should not be forgotten that the policy makers of the Confederacy are equally affected by this sense that the Confederacy has an identity that goes beyond its origins, founding documents, and administration.

A final factor that has modified the Confederacy's aims and its self-perception is the recent admission of Eperdish. Eperdish, as a major world, has swiftly assumed a position of considerable influence within the Confederacy, and it is likely that the decades to come will only see this increase. The precise motivation behind Eperdish's decision to seek entry into the Confederacy is uncertain, perhaps even to the Eperdish themselves. Anxieties about Eperdish's place in the subsector grew in many Casaalhi, and the time seemed opportune for alliance. Eperdish's presence within the Confederacy certainly boosts its influence as an interstellar organisation. However, some within the Confederacy wonder if Eperdish is seeking to take over the Confederacy for its own ends. Whatever the reasons behind Eperdish's decision, it is certain that it did not join for the reason the other member worlds did: fear of annexation by the Combine. This in itself is significant, as it reflects the fact that the Confederacy is in fact no longer serving its original purpose. It is more likely that Eperdish joined from fear of either annexation by the Grand Duchies, Antares sector powers or the Sylean Imperium, or an inability to meet its commitments to independent worlds of the Eperdish Main. These motivations underlie the major change brought about by Eperdish's accession: a broadening of the Confederacy's horizons. For most of its history, the Confederacy has been concerned purely with subsector politics. Eperdish, by contrast, has long been aware of and affected by events and powers originating outside of the subsector. Through Eperdish, the Confederacy now has a number of treaties with independent worlds of the Main outside of the subsector. The Confederacy is really just waking up to its position as a fairly small interstellar alliance sandwiched between a number of advanced and expansive pocket empires amongst which the Combine is one of the more benevolent.

Where does this leave the aims and objectives of the Confederacy? The simplest answer is that at present they are being questioned as never before, and are in a state of uncertainty and flux. Certain interest groups within the Confederacy (of whom the current President would be an advocate) hold firmly to a historic perspective, seeing the Confederacy in minimalist terms as primarily a military alliance, having a focus on subsector politics, and seeing the Combine as "the enemy". Others argue that if the Confederacy is to have a future, and if the Confederacy worlds are to avoid being absorbed by whichever power bloc moves fast enough, drastic change is needed. Although many would hold this view there is no agreement as to the nature of such change. Some argue that the Confederacy must choose which power-bloc it will support and ally itself with them, while it is still able to make a choice. Some argue that the Confederacy must itself become a power-bloc able to stand on its own. It must actively seek new members amongst the independent worlds to increase its power base and reform its administration to become a genuine interstellar government. Needless to say, this widespread debate within the Confederacy (which is going on at many different levels as it has as much to do with the Confederacy's self-perception as anything else) is of considerable interest to neighbouring power-blocs, many of whom are actively attempting to push the Confederacy one way or another.

THE IMPERIAL CONNECTION.

The Library data and other sources give the impression (common in Combine space) that the Confederacy is already virtually a client state of the Third Imperium, who have various covert or overt facilities on Eperdish. This is the product of a campaign of misinformation by ConfedInt directed at both the Combine and the Grand Duchies, the aim of which is to give the impression that the Confederacy has powerful allies. It is hoped that this will discourage potential enemies. In fact, although there has been sporadic contact down the Eperdish Main with traders and scouts operating out of the Third Imperium, the Confederacy has had no direct contact with Imperial diplomats, and certainly has no form of alliance with them. It is by no means certain that the Confederacy would actually seek such an alliance if it had the chance.

THE FUTURE OF THE CONFEDERACY.

History is set against the Confederacy. It simply has no chance of long-term survival. It has only recently realised the realities of its situation, as a small fish in a big pond, and glimpsed

the shape of the future. At this point no action it could conceivably take will prevent it being absorbed by someone or other within the next century, and probably within the next half century. The only questions that remain open are how long it will remain independent, if it will go peacefully, and who will actually absorb it.

According to the default timeline agents of the expanding Third Imperium will make their presence felt within the subsector in about 20-30 years time. The Confederacy, still in much the same position, will realise it has nothing to lose and much to gain by joining the Imperium. In 4554 (34 years time) the Confederacy begins negotiations with the Imperium, and after initially acting as an Imperial client state and forward base for Imperial Naval vessels it is fully absorbed by the Imperium in 4578 (58 years time). Thus the attempt by the Combine to annex Hyams in 4589 (69 years time) occurred one jump from the Imperial border post on Gekarkagushaam, and could not easily be ignored. This incident, and the subsequent Imperial action lead to the collapse of the Combine and its eventual absorption within the Third Imperium.

There are several alternate histories that could occur. Some of the more probable are outlined below.

The Assertive Confederacy.

If, for whatever reason, the Confederacy actually reforms its administration, centralises, and becomes expansive, it will be in a very different position in 20-30 years time when the Imperium begins to become influential in the area. It may well have acquired new member worlds, Imperdagak and other worlds of the Main are likely to have joined, but Largidkush, Dashlaar and Arzareth, Ambwez, and maybe even Hyams could be members, if they sense the need to join a power-bloc or be absorbed and if the Confederacy structure retains its quite representative feel. Such a Confederacy might not be inclined to meekly seek to join the Imperium, and might even defy it. Such defiance would naturally be futile, and given the natural environmental hazards of a number of member worlds any war could be devastating. However, if the Imperium had to fight to gain the Confederacy, its expansion into the Empty Quarter would be delayed by decades. The effect of this delay on the eventual fate of the Combine could be considerable.

The Corporate Confederacy.

One of the greatest “powers behind the throne” within the Confederacy is Sytaëf ApK, which has a considerable degree of influence on each of its member worlds. It has considerable interest in the future of the Confederacy, and in particular in its relations with other power blocs. Its corporate memory is very long, and it has no desire to have its assets seized by one or both sides in any potential conflict within the subsector. If it appears that the Confederacy is likely to provoke a war, it may decide this is not in its interests and attempt to seize control. If successful, this may well mean that by the time the Imperium is making overtures towards the Confederacy, it is actually engaging in negotiations with Sytaëf ApK. The corporation might well be willing to accept Imperial authority in exchange for trading concessions within the Imperium. This would leave Sytaëf ApK as a major corporate player within the Imperium. The effects of this on the history of the Imperium as a whole, but also on the fate of the Eperdish subsector, as Sytaëf ApK’s home subsector, could be considerable.

The Combine-Confederacy alliance.

In the present climate, some within the Confederacy are beginning to think the unthinkable: that an alliance with the Combine might be the best way forward. At present this is unlikely to be accepted by the Confederacy as a whole. However, if the Combine reformed itself, and adopted a more representative structure within which the integrity and independence of member worlds could be recognised, the Combine just might be seen as the best potential ally for the Confederacy. This would, naturally, completely change the history of the subsector. By the time the Imperium reached the subsector it might be under a unified

interstellar government more democratic and popular than the Imperium's own, and at a comparable tech level. Any swift annexation would certainly be out of the question. The Combine might become expansive itself, attracting independent worlds in neighbouring subsectors. It might make common cause with Antares in the Julian Protectorate, and be awarded a permanent Cultural Region status. It might never be incorporated within the Imperium and remain an independent state.

The Cincopoi Option.

(Admittedly this isn't that probable, but it's just improbable enough to actually happen, and let's face it, it's a lot of fun). The Heklarr Dominions are not far distant from the worlds of the Confederacy, in neighbouring Wurenish subsector. The Cincopoi are at present limited to J1 capability and it is noted that for cultural reasons they are unlikely to attempt a war of interstellar conquest. However, if a rare period of cultural unity under a charismatic and aggressive leader coincided with a misjudged incursion into Dominion space by colonists, traders, or explorers from Ugigiinaar, it is entirely possible that the Cincopoi could decide to protect their borders by annexing Ugigiinaar and Forniss. Forniss, as well as being two jumps away from Confederacy space, is notable for having a small population, limited technical resources (and thus defensive capabilities), and a Combine Bureau of Reconnaissance Facility. On a world two jumps away from Combine space, this must have J2 craft stationed on it. This brings us to a situation where the xenophobic Cincopoi, united under an aggressive leader, suddenly acquire TL11 spacecraft. An attack on Forniss is likely to bring retaliation from the Combine, and start an interstellar war. Once they are involved in a war, the Cincopoi will be desperate for advanced technology and industrial capacity to give themselves a fighting chance. They may not have very accurate maps of Eperdish subsector, and may not understand or even care about the difference between Combine and Confederacy. For whatever reason, they may see Gekarkagushaam as a logical target. This brings Confederacy and Combine forces together in fighting against the Dominions. Where such an event might lead is beyond the scope of this prediction. Might it encourage an alliance? Might it weaken both Combine and Confederacy before the Imperium arrives? What would happen if this occurred just as the Imperium began to arrive in strength? What if the Cincopoi started winning?

CONFEDERACY WORLDS IN DETAIL.

Eperdish

Eperdish (0310, A 686996-B) was the first planet of the subsector to be settled, and has always been one of its most important worlds. A pleasant world with a hospitable ecosystem, it was one of the First Imperium's thriving colony worlds. The largest native life-form, the eight-winged Zhincoath (also known as a "Rainbow Dragon"), has been domesticated. Although the flying creature is not strong enough to function effectively as a beast of burden, and is positively slow compared to a grav-car, many Eperdish enjoy riding Zhincoathi, and wealthier citizens often maintain an aviary for this purpose. Air traffic control on Eperdish reserves a certain level for Zhincoathi riders (visitors are advised to programme an auto-correct facility in their grav-vehicles to prevent themselves accidentally transgressing this zone). Races are also popular events, as are dressage contests. Both have a slightly carnival air to them, with supporters wearing multi-coloured clothes imitating the plumage of the Zhincoath they favour. With the advent of the Rule of Man, Solomani colonists also came to Eperdish (which was re-named Sheppard). This had the overall effect of increasing the planet's rather cosmopolitan air. Palsh-Aith (temporarily re-named New Paris) acquired its well-known Golden Bridge at this point (an unnecessary extravagance in a culture which has the grav-vehicle as its major means of transport). Over the centuries any Solomani-Vilani tension has been long forgotten. Instead, the varied Solomani and Vilani cultures are viewed as a rich heritage shared by a population whose ancestry is thoroughly mixed. Eperdish culture is formed of a unique mix of the Solomani need for change and innovation, and the Vilani love of tradition and history.

Eperdish are famously curious, creative, and fickle. "As brief as a fashion on Eperdish" is a well-known aphorism. Eperdish, when they can afford it, change their "look" at least every year in accordance with whatever fashion they identify. "Fashions", although the closest Anglic equivalent, does not really describe the "Casaalhi" that are the driving force of Eperdish culture. A Casaalha embraces styles of dress, accessories and living environments, speech patterns and dialects, music and arts, philosophical ideas and attitudes in a single self-conscious cultural movement. However, despite the apparent creativity, Casaalhi are bound by strict rules – they cannot engage in any genuine innovation, only in combination of Vilani or Solomani cultures of the past. The exact focus of an emerging Casaalha is determined by a group of artists, designers, architects, philosophers, historians, linguists, musicians, and others who form the "Venath" or inspiring soul/muse/guide of a particular school of Casaalhi. The Venathi are treated by Eperdish society much as covens of mystics or oracles would be in less developed societies, the exact paths along which they guide the Casaalhi unguessable, as they interact with each other or rediscover a culture from the past. An individual Eperdish family will tend to follow the path of a particular Venath as much as they are able. Eperdish clothes and consumer goods are not designed to last, but to fit with a certain look that is not expected to last longer than a few years at the most. Eperdish buildings are largely constructed as solid frameworks whose exteriors and interiors can be changed regularly. Visitors to the planet should not be surprised to find it virtually unrecognisable when they return. For the Eperdish the Casaalhi are the most important aspect of life, guiding everything else. Society is actually incredibly stratified, organised on an almost caste system, where children follow the family craft or profession without question. However, the status of any job may vary wildly according to the current Casaalha, so a scientist might see himself as a dangerous eccentric under some Casaalhi, and as the guiding light of civilisation under another. Those who cannot afford to adopt the full lifestyle of a Casaalhi will still adopt its idioms and attitudes.

Following Casaalhi is the central focus of Eperdish life, so any off-worlder who makes an effort to follow the Casaalhi is counted as Eperdish, in this respect Eperdish culture is remarkably inclusive. Eperdish who must live off-world make a great effort to keep in close contact with the latest pronouncements of their Venath (and preferably with those of other Venathi too, as certain changes of Casaalhi are more comprehensible when put in context). Relations between different Casaalhi vary. Venathi always consciously define their position

in relation to each other, as well as in relation to their followers in every different social strata, so a shop assistant follower of a Ming dynasty/Victorian/Early Imperium Casaalha will know precisely how he should relate to a female customer following an Inuit/Haalikhi/Aztec Casaalha. Sometimes interaction is (indeed, must be) hostile, and this can lead to a formal duel (which is always to first blood only, and the winner pays the losers' medical bills), sometimes interaction is cordial, and at times Casaalhi have in fact merged (just as others have split, with members of the Venath feeling pulled in different directions).

There is little value in detailing all the many current Casaalhi, but a number of the more widely followed will be described. The "Hummingbird" Venath is currently espousing a Casaalha known as Pseudo-primitive. This borrows from Solomani African tribal imagery and music, a vaguely Stoic philosophical outlook, and the elaborate etiquette of the height of the First Imperium. The "Floating Pebble" Venath is espousing a Casaalha known as Neo-formalism. This borrows from a complex of rather fatalistic pseudo-Darwinian Vilani philosophies, Solomani classical music, and has a very minimalist imagery. A third Venath, which refuses to adopt a name of its own and is always known by the name of the Casaalha it espouses is the Colour-burst Venath. This borrows from colourful children's clothing, a hedonistic and self-consciously idealistic philosophy, and a particularly raucous traditional Vilani music-form.

History

Eperdish was settled in the First Empire, assuming a position of considerable importance in the subsector, at times it was regarded as the second world of the subsector after Irbicht, the seat of the subsector government. The Rule of Man brought a fresh wave of colonisation, during which the planet and several of its major cities were renamed. At the point when the government on Irbicht collapsed, Eperdish was one of the major systems of the sector, a hub of commerce, connected to the same main as Irbicht, on a par with if not more important than Eufraties and Dishanirash.

The Long Wait (as the Darkest Years tend to be known in the Rimward end of the sub sector) brought an end to interstellar trade, but no great hardship. Eperdish gradually dropped to a sustainable TL8 in most areas, though maintained a primitive Fusion plant capability and some primitive grav technology. Much of the theory of sub-light stellar travel was also maintained throughout the period, though was not much exploited. With the gradual falling off of contact from other worlds, Eperdish society became more and more static, stratified, and insular. The colonial office administration moved imperceptibly into a self-perpetuating impersonal bureaucracy, simply known as the Administration. During the Long Wait the Casaalhi assumed more and more importance in Eperdish culture, until they came to totally dominate it.

The Long Wait came to an end in 3942 when a squadron of Grand Duchies warships jumped into the system in an abortive attempt at conquest. The invaders were easily defeated, but their sudden appearance heralded a new era in Eperdish culture. The Casaalhi all reflected a need for urgent activity to recover lost technology and to re-establish interstellar capability. Careful examination of the captured craft, combined with the preserved theoretical knowledge enabled Eperdish to regain J1 capability in 3967. Re-contact was made with Imperdagak in 3973, and with Karaganda in 3980, but neither world had much to offer Eperdish. Slow progress was made in recovering technology and restoring interstellar trade until re-contact was made with Gekarkagushaam in 3987. A treaty with the Conclave, exchanging technology for major trading concessions allowed Gekarkagushaam's industrial capacity to boost Eperdish's own. By the time a second Grand Duchies force threatened the system in 3990, Eperdish was able to repel them with its own warships, based on the Grand Duchies' own designs. The threat of the Grand Duchies led to a defensive alliance (once again, in exchange for trading concessions) with Imperdagak and other worlds further along the Main, but the rather traditionalist tendencies of the Casaalhi has meant that Eperdish has always had its central focus on matters within the subsector, and has refused to engage in more permanent treaties with worlds to Rimward.

During the last five centuries Eperdish has been involved in a series of brush wars with the Grand Duchies, fulfilling its commitments to aid worlds of the Main, but always demanding a price for such aid. The Administration has continued to work to increase the planet's technology and its trade revenue, but its general policy of keeping Eperdish free from any binding alliance has started to appear mistaken. The rise of both the Combine, and, in response to it, the Confederacy, have changed the balance of power in the subsector dramatically. In addition, Eperdish has had some contact with envoys of the Third Imperium. Slowly but surely, interstellar power-blocs are forming against which Eperdish cannot stand alone. It was this that prompted Eperdish's surprise decision to join the Confederacy in 4504. Eperdish's swift move to dominance within the Confederacy, seen as inevitable by most commentators, has been demonstrated by the recent move of the CDIT offices to Eperdish.

Government

The Administration is a classic Vilani bureaucracy, sprawling, labyrinthine, and unaccountable. The fact that to all intents and purposes bureaucrat is a distinct caste in society only serves to further isolate the Administration from the experience of those it governs. All bureaucrats must be promoted on their own merits (though as some will have relatives in high places this is sometimes a formality), and individual bureaucrats may change department from that of their family, but the make up of the Administration is largely static. In all likelihood the Administration would have completely ossified into a reactionary obscurantism by now if it were not for the influence of the Casaalhi. Casaalhi shape the politics of Eperdish as much as they do anything else. The constant change of perspective and philosophy brought about by the cycle of Casaalhi gives the Administration an incredible dynamism and flexibility. It also gives the bureaucrats a point of connection with those they govern at the deepest level. The common citizen can see members of the Administration interpreting the ideas of the Casaalhi he shares at the highest level. The varied and often contradictory policies pursued by bureaucrats following different Casaalhi can at times be counterproductive, but not much more so than the disruptions caused by party politics in democratic governments, and on occasion the fusion of wildly opposed philosophies can seem inspired.

The Administration has eight departments and many more sub-departments. The eight department heads are known as Senior Administrators, and form the Standing Committee of the Administration, which meets weekly, but also on an ad hoc basis to discuss matters of inter-departmental import. The chairmanship of the Standing Committee rotates with each meeting, and all decisions must have majority support, the chair only voting if there is a deadlock. The views of the Senior Administrator may or may not influence the policies his department implements, depending on how much his Casaalha encourages a forceful presentation of views and how much the Casaalhi of his subordinates encourages them to acquiesce.

There is little point in detailing the personality and opinions of the various Senior Administrators, as these will simply reflect the Casaalhi they are following, and this may change completely within a year. The only constant factor of interest is the number of Senior Administrators following the same Venath, as this gives some indication of how unified a response the Standing Committee is likely to give to any situation. At present there is a fairly even spread, with two Senior Administrators following the Hummingbird Venath, two following the Floating Pebble, and the other four all following different ones.

Corporations

Eperdish, as a major trading centre, has no shortage of corporations. The most significant of the corporations based in the system are Sytaëf ApK, Sheppard Incorporated, and Humanicorp.

Sytaëf ApK, the most powerful (and oldest) interstellar corporation in the subsector, have their subsector headquarters in the Sistolesh Arcology, an enclosed city and trading centre built on an island owned by the corporation. Sytaëf ApK have long seen Eperdish as their

home following their re-location from Combine space when they resisted the Declaration of Assumption in the 2870s. The corporation has, since that time, made it a policy never to become involved in politics, and is believed to be re-assessing its position following Eperdish's decision to join the Confederacy.

Sheppard Incorporated, originally highly Solomani in outlook, as the name indicates, is now thoroughly Eperdish. The corporation is based on Eperdish, but now does business throughout the subsector, especially along the Eperdish Main. Sheppard Incorporated, as the second most powerful corporation in this part of the subsector, finds itself often in competition with Sytaëf ApK. The conflict between the two is generally restricted to a commercial rivalry, but both have clandestine operatives and both corporations practise industrial espionage.

Humanicorp is largely a recruitment and training agency, based on Eperdish, but working with businesses and workers throughout the subsector. The corporation does organise temporary short-term contracts for highly skilled workers, but the bulk of its profits come from longer-term, bulk contracts. It may recruit and train a small army of construction workers to hire out to a string of different corporations, for example. The corporation has been rumoured to engage in a number of dubious activities: it is notorious for being able to supply skilled workers in the less reputable end of the "entertainment" business. More seriously, it is rumoured to engage in biotech and genetic modification research with fetuses taken illegally from pregnant workers to create workers better adapted to certain tasks. Rumours that the corporation not only trains but also breeds workers have long circulated.

Religion

Almost all Vilani and Solomani religions are represented on Eperdish. None are particularly dominant. The change of Casaalhi does not really affect the degree of religious belief (though certain Casaalhi create a climate more in harmony with certain religions than others, and others (e.g. ones based on Medieval European culture or equivalent cultures) involve philosophical assumptions that presuppose certain religious beliefs) so much as the manner of religious observance and the theological systems used. Each Casaalha is concerned with cultural expression of spirituality and religious belief, rather than the belief in itself. Each Venath is likely to give some guidance as to the appropriate way for Zen Buddhists/Orthodox Christians/followers of the Irkhu Galasshu to express their Casaalha in a religious context. The stimulus the Casaalhi give to creative theological thinking is generally seen in a highly positive manner by religious leaders.

Crime

Although Eperdish has its fair share of drug-pushers, purse-snatchers and other petty criminals it is infamous for its smuggling. Eperdish is a major starport, and the sheer volume of trade passing through it makes an ideal cover for less legitimate cargoes. In the current confusion surrounding the relocation of the CDIT to Eperdish smuggling has if anything increased. A frequent dodge, used for a variety of reasons, is for a ship to enter a busy port under one name and leave under another. Once the CDIT has firmly established itself it is likely that there will be a crackdown, unless the officials have become as corrupt as those they are replacing in the meantime.

Eperdish's position as a trading centre, and home to a number of powerful corporations means it also suffers from high levels of corporate crime. Bombings of corporate offices or facilities sometimes occur, as do gun battles between clandestine operatives of corporations, or freelancers hired for the occasion. More common, however, is industrial espionage, usually involving data theft. Kidnappings or defections of key personnel have been known. The two major corporations involved in these corporate wars are Sytaëf ApK and Sheppard Incorporated (always through third parties and in a position to deny any responsibility), but other corporations also engage in such tactics, hoping to gain an advantage over their competitors.

Gekarkagushaam

Gekarkagushaam (0508 B 79699A-A) was first settled in the First Imperium, soon after Eperdish, being a pleasant world whose dense atmosphere, like Eperdish's, was not far from standard, and seeming perfect for colonisation. There were no exceptionally dangerous flora or fauna. The only aspect of its ecosystem that was potentially problematic was the plant the survey team named "yellowgrass". This plant thrives over the entire planetary surface, and is very resilient. During Spring and Summer it releases a pollen that, whilst only a mild irritant to certain native mammals (generally the ones who like to eat yellowgrass) creates an extremely intoxicating effect if inhaled by Vilani or Solomani. Brief exposure to yellowgrass pollen gives pleasurable hallucinations. More prolonged exposure leads to madness and brain-death. It is extremely addictive. Initially the colonists were slow to realise the dangers inherent in yellowgrass. Although its recreational usage was frowned upon by the authorities, many colonists used it. Once full analysis of the properties of yellowgrass became available, the colonial office moved swiftly to prevent its use. They were almost too late. Around half of the original colonists suffered either death or madness from their exposure, a defining moment in the history of the colony. Settlements continued to spread over the surface of the planet, but the wearing of filter-masks was rigorously enforced. As word of yellowgrass spread to other systems, illegal harvesting by drug-dealers became a major law-enforcement issue. It was swiftly discovered that yellowgrass itself could not be grown off-world except at the prohibitive expense involved in recreating Gekarkagushaam's exact environment. However, the pollen, if harvested, could be processed into a snuff-powder. As at any time the pollen will be floating in the air somewhere on the planet's surface, guarding against illegal harvesting posed a great problem. Many within the colonial office at the time called for the withdrawal of colonists and imposition of an enforced exclusion notice as the best way to stop a drug trade developing. In the end, the thriving colony (and the wisdom of maintaining some form of starport facility in the system) proved powerful counter-arguments. Instead, a comprehensive satellite monitoring system was put in place, with an interceptor squadron based on Limdakhag, the planet's inner moon providing a rapid-response capability to local law-enforcement.

If the presence of yellowgrass on the planet was one of the factors that defined its development, the growth of heavy industry on the planet during the Second Imperium was another, turning Gekarkagushaam from just another colony to a keystone of the economic superstructure of the subsector. It was during this period that there was an influx of Solomani colonists, almost all of Asian origin, industrial workers shipped in by the corporations involved in factory development.

These two factors have shaped Gekarkagushaami culture. In an environment where taking a breath of the air could produce hallucinations, vigilance, carefulness, and restrictions on individual rights to ensure the safety of all become a way of life. The necessities of life on Gekarkagushaam, together with a blending of Vilani and Solomani culture has produced a society that off-worlders sometimes describe as "stifling". The typical Gekarkagushaami seems on the surface to be fairly placid, content with his lot in life, unimaginative, and obsessively interested in everyone else's business, especially in their personal safety. They tend to have little time for individuality, making decisions collectively or deferring them to higher authority. Communal responsibility is a way of life, and no-one ever assumes that a task is someone else's responsibility. The placid contentment that is one of the outsiders' first impressions is actually only surface-deep. Gekarkagushaami are experts in passive aggression. It is very rare to see one lose his temper (considered very rude), but instead they find small deniable ways of claiming their revenge and making the life of others a misery. Custom is very important, and the necessity of following correct procedures is unquestioned. However, in cases where social breakdown has led to the abandonment of the rigid cultural constraints on behaviour, apparently placid and passive Gekarkagushaami have become ravaging murderous mobs in the blink of an eye, a cultural trait exacerbated by the tendency of rioters to tear off their filter-masks as an act of protest, producing the phenomenon called "pollen riots". These occurred on several occasions during The Long

Wait (The Conclave's term for the Darkest Years), and occasionally occur during emergencies or power cuts. Such riots are put down ruthlessly and efficiently by the military, and never reported or recorded. Everyone knows that they happen, but such things are never discussed with outsiders.

History

Gekarkagushaam steadily grew in population and importance during the First and Second Imperious, though without ever achieving the pre-eminence of systems like Eperdish or Irbicht. Its growth was one of the major factors leading to the settlement of Mamgaashi during the Second Imperium. With the end of the Second Imperium, in 2810 the colonial office in Kergu declared itself to be the planetary government, a state of affairs accepted by the populace at large, which simply went on with business as usual. As the Long Wait progressed, the planetary government merged with or absorbed all the independent corporations and agencies operating on the planet in the interests of the planet as a whole, thus forming the bureaucratic monstrosity known as The Conclave (more officially The Permanent Conclave of Planetary Administration). The planet actually suffered remarkably little from The Long Wait, slowly declining to a sustainable TL6, maintaining much of its industrial capacity, including its ability to process and cleanse native-grown foodstuffs for its population. It was able to maintain a Jump 1 interstellar capacity for a number of centuries, enabling continued contact with Mamgaashi, Karaganda, and Eperdish. However, with the general decline of interstellar trade, and the gradual loss of its more advanced industrial capacity, this was eventually lost. The planetary spy-satellite grid was gradually degraded into non-existence, as was the interceptor base, but decline in interstellar capacity meant that interstellar drug smuggling was no longer a serious threat.

The Long Wait finally came to an end with contact from Eperdish in 3987. The Conclave negotiated restoration of interstellar capacity in return for major trading concessions, an arrangement beneficial for both systems, and which played a major factor in Eperdish's quick recovery from the Darkest Years. These negotiations meant that the planet's return to interstellar trade was initially exclusively directed towards Eperdish, though the use of Jump 1 craft necessitated trade links also being swiftly re-established with Mamgaashi and Karaganda. Gekarkagushaam's early restoration of interstellar capability (before it had the capacity to adequately maintain such a capability, and long before it had regained an equivalent tech level in other areas) encouraged a fast recovery from the Darkest Years, though its growth was always eclipsed by that of Eperdish.

The century following Dishani recovery of Jump 2 capability, and the consequent restoration of contact between the Eperdish Main and the Dishani Cluster gave a great boost to economic and technological growth in the area, but especially to Gekarkagushaam, which could now engage in trade with Augarien, Heuvel, and Duusgakhhar. However, as more news of the expansionistic tendencies of the Dishani Combine spread throughout the Eperdish Main, the Conclave became increasingly concerned that Gekarkagushaam might itself be annexed. These fears lead in 4364 to the Lameshid Accords between Karaganda and Gekarkagushaam, forming the Lameshid Confederacy as a defensive alliance against the expansion of the Combine. The Confederacy has grown since, as other systems fearful of Combine expansion or wishing to secure trade links with Confederacy worlds have joined. As a founding member of the Confederacy, Gekarkagushaam has increased its own significance as a system, and is presently more influential than it has ever been before. Its economical and technological growth is continuing, and it is likely to soon reach TL11.

Government

The Conclave is an Impersonal Bureaucracy. However, this neat category fails to do it justice. The Permanent Conclave of Planetary Administration is a labyrinthine conglomeration of agencies, bureaux, departments, and services that cover every area of society. The Conclave proper (or the Select Conclave, as it is known) is a council of the ten Secretaries who head the most important branches of the Conclave, and meet in the ancient seat of the Planetary Government in Kergu. The Select Conclave has no head, and all

decisions are made collectively, but certain Secretaries are more influential than others because of the relative importance of their branch of the Conclave. In fact many decisions (even those of planetary significance) never get to Conclave level. There is no precise ruling on what needs Select Conclave authorisation and discussion and what does not. Generally a Secretary will present something to the Select Conclave if it is risky, and he wishes to have the Conclave as a whole accept responsibility for it. Communication between different branches of the Conclave is not always good, and it is entirely possible to find officials from three different branches working on the same problem entirely independently each thinking it falls within their area of responsibility. The Conclave tends to operate largely pragmatically, its guiding value being the good of the planet as perceived by the members of the Select Conclave. The Conclave is horrendously inefficient, often corrupt, and ultimately beyond the control of any individual part of it (even the Select Conclave). In fact, it is all but impossible for any one part of the Conclave to know what the Conclave as a whole is doing. It is also very slow in making any wide-ranging decisions, and suffers from a corporate lack of imagination. Having said this, it must also be said that the Conclave is actually remarkably effective in governing the planet. Conclave administrators have been ruling the planet for centuries, and the Conclave's preference for allowing routine matters to be dealt with at lower levels means that many decisions can be made very quickly by people who have a good knowledge of all the factors involved. The strengths of the Conclave are its thoroughness, its expertise, and its unflappability. Reliance on collective decision-making and its ability to rely on procedures and precedents stretching back over a millennia and a half, makes it unlikely to be hampered by the inexperience or panic of individual administrators in crisis situations.

The Bureau of Trade and Planetary Economy

One of the most influential branches of the Conclave, the BTPE effectively controls the planetary budget, and is based in Kergu. Secretary Yong Kalii is the senior member of the Select Conclave, and an outspoken anti-Combinist. He is seeking closer links with nearby Independent systems and with Sytaëf ApK to reduce Gekarkagushaam's dependence on trade with the Combine.

The Interstellar Affairs Agency

The IAA is little more than an office and a skeleton staff. With the formation of the Confederacy, the Conclaves' Interstellar Affairs Agency was transformed into the Confederacy's Directorate of Interstellar Affairs, moving its offices to Derkesh, and taking on some additional Karagandan staff. The Secretary of the IAA is therefore little more than a liaison between the Select Conclave and the CDIA. However, despite being unimportant in himself, the Secretary is effectively the representative of the Confederacy in the Conclave, which gives him considerable influence. Secretary Galle Min-ko is well known throughout the Confederacy for his distinguished career in the Confederacy Intelligence and Diplomatic Corps.

The Combined Planetary and Interplanetary Services

The CPIS is the Gekarkagushaam military service. The planet has long felt itself to be at risk from a surprise attack from the Combine, and has a considerable military capacity. The CPIS has its administrative base in Dunimshin (also the site of its foremost military academy), though the spacefleet is based on Limdakhag, the planet's inner moon. The CPIS is fully integrated into the Confederacy military structure, and Space Marshal Yoshi Fa is both Supreme Commander of Gekarkagushaam military forces and Line Commander of Confederacy military forces (Gekarkagushaam). She is an experienced officer, who has lately been masterminding a series of campaigns against smugglers and pirates who seem to be operating out of an uncharted base somewhere within one jump of the system.

The Bureau of Justice

The BJ is one of the more influential branches of the Conclave, at least partly because through the Agency Of Investigations it has more insight into the running of the Conclave than any other branch of it, and has the power to remove opponents on corruption charges. Secretary Zare Naasha is an ambitious man who believes he can rise to a position of

dominance within the Select Conclave. He is presently attempting to undermine Yong Kalii's position, and hopefully force his premature retirement.

The Department of Science and Technology
The Agency of Production and Processing
The Agency of Agriculture
The Transport Bureau
The Department of Environmental Affairs
The Bureau of Health and Safety

Corporations

There are no independent corporations based on Gekarkagushaam itself, as all such businesses have been absorbed into the Conclave. However, the Conclave itself has become increasingly dependent on various corporations, most notably Sytaëf ApK, for high technology goods, especially in military technology. The Conclave spares no expense in ensuring that its naval forces are at a technical level equivalent to, if not superior to, those that might be used by the Combine in any action against the Confederacy. The ultimate source of such goods is either the Combine itself or The Grand Duchies, and the Conclave finds it infinitely preferable to go through a corporate supplier than to negotiate directly with either power-bloc. These corporations have a certain degree of influence within the Conclave, and particularly within the departments concerned with supply, and projecting defence needs. Sytaëf ApK has offices in Kergu.

Religion

As a former Vilani colony-world, Gekarkagushaam has a well-established Irkhu Mugriima cult. The Five have temples in all major cities. In addition, the Irkhu Galasshu is very widespread, and has done much to shape the psyche of the planet's population. In accordance with Vilani tradition, starships are treated as households, with the [image/icon]s of designers and captains being featured in the ship's [ancestor-shrine]. This practice has led to the Irkhu Galasshu being almost universal amongst naval personnel. The influence of Solomani Asian culture has been felt strongly in the area of religion. Almost all Solomani religions can be found amongst the population, but the most significant religions are Hinduism and Buddhism. Both have certain at least superficial similarities to the Irkhu Galasshu. This has led to a certain fusion of Irkhu Galasshu, Hindu, and Buddhist beliefs and practices in popular devotion. (Even though each religion has an independent body of followers and there has been no official syncretism). Many [ancestor-shrine]s contain images of Krishna or Buddha.

Crime

Gekarkagushaam has an extreme law level. This is very much an outsider's perspective. Official intrusion into every area of life in the interests of public safety and planetary well-being is culturally expected, as is filling out forms in quadruplicate whenever seeking to do something out of the ordinary. In general, as long as any citizen simply goes about their ordinary business, and acts in a predictable fashion the BJ has no need to get involved (although legally it has every right to if it chooses to). Similarly, if off-worlders simply submit a detailed itinerary, and complete listings off all items being taken on and off planet before they arrive, their visit will be unremarkable as long as they stick to it. It is only when people act in unpredictable ways that the BJ tends to act in the obstructive, unhelpful, and downright coercive manner for which it is notorious. As a matter of course, sidearms are not permitted to be worn by off-worlders for the duration of their stay, due to the dangers of possible exposure to yellowgrass pollen (off-worlders unused to wearing filter-masks occasionally suffer hallucinations whilst in densely-populated areas).

As might be expected, yellowgrass smuggling is the major source of crime on Gekarkagushaam. The AOI is engaged in a full-time campaign to root out smugglers. Its sister-agency, the Agency OF Enforcement, maintains an interceptor squadron on Limdakhag specifically to apprehend or destroy smuggler-vessels. Thanks to the restored satellite warning network it is almost impossible to harvest pollen from a spacecraft using an

atmospheric scoop, but this is simply the crudest method of harvesting. Despite the BJ's most strenuous efforts, the revival of interstellar trade has brought about a revival of the trade in yellowgrass, which can be found as far afield as The Grand Duchies.

Karaganda

Karaganda (0409 B9A2944-A) was named by the Vilani scouts who first surveyed the system whilst exploring the Eperdish main. The name comes from ancient mythology: the place where corrupt souls dwell in eternal torment. It has a planetary gravity of a crushing 3 G, an atmosphere that can bring explosions from a spark, let alone a fire, and if breathed for too long will cause respiratory damage, and a summer to winter temperature change of around 70 degrees Celsius. At the latitudes most heavily settled this means a base temperature ranging from about -20C in Winter to about +40 C in Summer. The planet has a great deal of seismic activity, with several active volcanoes and fault-lines. Add to this the aggressive native life forms that have evolved to thrive in such an environment, and it is obvious why nine out of every ten of the first settlers arriving on the planet died within a year of arrival.

The difficulties of settlement were in fact so great that it was not settled at all during the First Imperium, despite being quite resource-rich and a single jump from the developing colony world of Eperdish. However, it was during the First Imperium that it began to be used as a prison planet, its name becoming ironically a self-fulfilling prophecy. Karaganda became one of the most notorious of the Empire's dumping-grounds for criminals and exiles. Convicts were dumped on the surface with a minimum of survival gear and left to fend for themselves. The authorities never set foot on the planet, but monitored convicts from orbit. The survival rate was incredibly low, but many desperate Vilani chose exile on Karaganda and a chance to build a life for themselves away from the Empire in exchange for the complete dropping of charges and clearing of the family name that such exile bought. A Karagandi was legally a non-entity, as soon as he was put on the planet all records relating to him were destroyed, it was as if he had never existed. Over time small settlements developed on the surface as survivors banded together, and these were tolerated by the authorities as long as no attempts were made to build spacecraft.

With the coming of the Rule of Man, Karaganda was settled by pioneers who saw its environment as a challenge to be met. These settlers were largely descended from the peoples of Siberia and Central Asia on Terra, for whom the climate of Karaganda at least did not seem too extreme. The high mortality rate amongst the Solomani settlers encouraged the development of close links with the Karagandi, who had learnt how to adapt to the planet. The two groups soon merged, forming a united Karagandi culture combining aspects of the Solomani settlers' culture with the unique survivor's culture that had developed amongst the Vilani exiles. Karaganda continued to be used as a prison planet, but with the coming of settlers a spaceport was now constructed on-planet in the city of Lameshid. Starships have to be specially modified with additional thrust to achieve escape velocity from the planet's gravity, making trade links difficult to maintain. It was during this period that the practice of facial tattooing (usually geometric shapes and patterns) began amongst the Karagandi, as in accordance with Imperial law no Karagandi could leave the planet, so they must be easily identifiable. Settlers were not required to stay on the planet, but over time the facial tattoo and vow never to leave became a mark of pride within Karagandi culture. By this point many Karagandi were of mixed convict-settler ancestry, and most were at least fourth or fifth generation Karagandi, physically adapted to their planet and little inclined to leave anyway.

Karagandi culture is built on the conviction that all true Karagandi (those born on the planet or who have survived on the planet for a period of at least ten years) are equals. It is irrelevant who or what you were before you became Karagandi, and it is considered the height of bad taste to ask about family history. The characteristic Karagandi is a rugged individualist, who considers himself superior to any non-Karagandi (a pre-supposition reinforced by the abject helplessness of any off-worlder who arrives on planet, and the over-developed musculature and lightning reflexes of all native Karagandi in comparison to off-worlders). This pseudo-supremacist attitude is made more acceptable by the fact that most Karagandi manifest it primarily by patronising, over-protective and paternalistic/maternalistic attitudes towards weak off-worlders rather than by boasting or arrogance. Karagandi do not

feel a need to assert their superiority to off-worlders when it is so obvious. All Karagandi must be able to survive on the planet by themselves or they will die. Increased urbanisation has meant that many Karagandi do not actually have to survive in the wilds of the planet, and are protected from the extremes of temperature, but the excessively heavy gravity affects everyone – a small slip can kill or cripple for life. Despite the strong emphasis on rugged individualism in Karagandi culture (no Karagandi can respect a Myshnik “one unable to stand up for themselves” (a phrase to be taken entirely literally on Karaganda)), there is also a strong emphasis on family and clan. “No man can fight the planet alone” is a Karagandi saying. Karaganda’s population is fairly dispersed between widespread cities that are the dwellings of particular clans.

Karagandi have a complex attitude towards Karaganda itself. As the above saying reveals there is a strong feeling that the planet is the enemy, to be struggled against and always treated with caution. However, perhaps even stronger is the feeling that Karaganda is a sort of “promised land”, a haven of freedom, a place of new beginnings, above all a homeland for those with no homeland. Karagandi, by the symbolic act of taking the tattoo and swearing the life-oath (now not taken quite so literally, and interpreted as a radical identification of oneself with the planet, and a vow to die or be buried on the planet), bind themselves to the planet just as surely as they bind themselves to each other.

The Solomani colonists were genetically modified to enable them to withstand the high G force of the planet (it is this that gives Karagandi their characteristic endomorph build, heavy musculature, and “puffy” eyelids), but even so all Karagandi must wear pressure suits next to their skin to operate at close to “normal” speeds on the planet. (Karagandi clothing tends to always be baggy or long and flowing in order to be able to cover a pressure suit). Karagandi homes have gravitic controls to allow interior gravity to be reduced to a tolerable 2G. Off-worlders who must visit the planet typically use a “grav-chair” (TL11, an import from Eperdish), a throne-like anti-grav unit. Karagandi and off-worlders alike wear breath masks. Although the planet’s air is breathable, lengthy exposure can cause long term respiratory health problems. Despite all the adaptations to the environment, Karagandi life expectancy is significantly lower than standard, meaning that those in positions of authority are often comparatively young.

The flora and fauna of the planet continue to pose major threats to the population. Amongst plants the “scattergun” family are particularly dangerous. These plants reproduce by shooting out a barrage of hard seeds at high velocity (the force involved has to be considerable to make any headway against this gravity) when they sense an animal passing by. The seeds can then burrow down through the dead carcass into the ground, ensuring that the soil has rich nutrients. Amongst the fauna two predators are particularly feared: the Volkhini and the Raagi or “tree-worms”. The Volkhini are aggressive pack animals, four-legged, powerfully built mammals with a “puffy” skin that give them a superficial and deceptive resemblance to a fat Terran swine (the “wild boar”). They average about a metre and a half from snout to tail, stand about half a metre off the ground, and have a thick coat of greyish hair, which they tend to shed during the summer. The Raag is a solitary predator, resembling a giant maggot. Raag can be anything between two and five metres in length, and have a girth of around half a metre. Their skin is remarkably resilient, and they are able to sustain a great deal of impact damage. Their preferred method of attack is to climb a tree or cliff and drop on a creature passing below, hopefully crippling them and rendering them relatively immobile. The Raag can then feed on them at leisure.

History

By the time the Rule of Man came to an end, the long process of adapting to the needs of survival on Karaganda was largely complete. The population had stabilised, and was slowly growing, as a majority of Karagandi children now survived to adulthood. Agriculture and manufacturing had developed sufficiently to meet the needs of the population. Karaganda was entirely self-supporting, and the wilfully independent attitude of Karagandi meant that the Long Wait, when contact with other worlds slowly stopped, was not seen in anywhere

near as dark a light as it was elsewhere. As far as the Karagandi were concerned, if the rest of the sector was leaving them to go it alone that was fine with them. When no new Planetary Administrator was sent to the Karaganda colonial office, the Karagandi called a clan council and elected one of their own number to be Planetary Administrator. The colonial office was slowly, by means of various reforms, transformed into an elected planetary government. During the Long Wait the population continued to steadily increase, and settlements spread further afield, even as scientific knowledge and technical expertise in areas not directly connected to survival needs declined. The average Tech Level dropped to around TL6, with interstellar travel capability declining very early. However, in the key areas of personal military technology, communications, land and air transportation, and certain areas of environmental engineering technology (particularly relating to High G environmental tech and seismic activity prediction) a high tech level was maintained. Throughout the Long Wait Karaganda maintained a satellite communications network, armed its Planetary Rangers with ballistic cloth armour and assault rifles, and utilised high-powered triphibian vehicles.

Re-contact was made by traders from Eperdish in 3980, and Karaganda was able to slowly increase its tech level by making deals with traders operating out of Eperdish and Gekarkagushaam. For a long time, however, Karaganda had little interest in interstellar relations or restoring its own independent interstellar capability. Its main exportable commodity was its people. Karagandi mercenary units were employed by Eperdish in a number of conflicts with the Grand Duchies to Rimward, acquiring a considerable reputation for themselves as tough disciplined troops. It was the rise of the Dishani Combine and its expansionistic policies that brought a dramatic change in Karagandi attitudes. Lacking a significant star fleet, Karaganda could not hope to stand alone against the Combine should the Combine seek to assert its control over the Rimward reaches of the subsector. The need to ensure Karaganda's continued independence provoked a pendulum swing in interstellar policy. The Lameshid Accords of 4364 with Gekarkagushaam established the Lameshid Confederacy between the two worlds, a defensive and trading partnership to enable both to stand against the Combine. The close links with Gekarkagushaam have enabled Karaganda to reach TL 10 (though its military technology and transportation is at TL11). Karaganda supplies the bulk of the Confederacy's soldiery, but has never developed a significant star fleet of its own, and in time of war is largely dependent on privateers, and on the Gekarkagushaam navy. Karagandi are generally positive about the Confederacy, and the reasons for its formation remain as strong as ever, but they are often privately contemptuous of their Myshniki allies, and very suspicious of the Conclave, who are the embodiment of the sort of Vilani structures that Karagandi society self-consciously rejects.

Government

Karagandi government is a representative democracy. All adult Karagandi are entitled to vote unless they are insane or imprisoned. Each city elects a number of Metropolitan Representatives in proportion to its population. These sit in the Duma, which is the legislative body of the planet. The Duma contains various political parties, and one or a coalition of these form a government following the election (every ten years). The head of the government is the First Councillor, who chairs the Council of Planetary Administration, the executive body of the planet. The Judiciary is entirely separate. Each city has six High Judges, elected from amongst its lawyers by the citizens every time there is a vacancy (the Judges serve for life unless removed by a majority vote of the Great Court). Ten from amongst the planet's High Judges are picked at random to serve staggered five year terms at the Great Court (i.e. two are picked each year), which is the highest judicial body of the planet, ruling on matters of constitutional law, or at trials of members of the government or legislature. It is also the highest court of appeal.

The main political parties are the Old Institutionalists (conservative, pragmatic, with an emphasis on law and order), the Radical Liberal Party (a strong emphasis on individual freedoms and rights), and the Veterans Alliance (essentially a pragmatic interest group representing retired members of the military and their families, who make up a significant

proportion of the population). All are pro-Confederacy, though the Radical Liberals in particular tend to be concerned that the Confederacy bureaucracy needs to be more open to public scrutiny.

The cities tend to have considerable autonomy from the central government. The city councillors are elected separately from the MRs, and wield considerably more power on a local basis. The planetary government tends to regulate matters relating to defence, interstellar trade, inter-city relations, and law (law enforcement is organised on a local level, but the judiciary and legislature is organised on a planet-wide basis).

First Councillor Khamed Gaamri is in his late thirties, almost at retirement age by Karagandi standards. He is a career politician from the Old Institutional party. His government is formed by a coalition with the Veterans Alliance. Khamed is mid-way through his term of office, and currently riding low in the polls. He is expected to retire from politics on completing his term, and speculation is mounting as to who will succeed him as leader of the Old Institutionalists, and if they will be able to maintain the occasionally shaky coalition.

Corporations

Karaganda is home to a number of powerful corporations, mainly based around the planet's mercenary troops and military industry. These corporations (and their troops) are known collectively as the KIL (Karagandi Interstellar Legions). They are independent of the government and the Karagandi (and Confederacy) military, but are nevertheless Karagandi. The cultural identification with the planet is very strong, and in times when Karaganda has appeared to be under threat it has been known for KIL units engaged in conflicts elsewhere to spontaneously cancel their contracts, return their pay, and return home to join planetary defence forces. The most important of the KIL are al-Hidek, VarGesh, and Johl Isdaak.

A number of interstellar corporations are influential on the planet, most notably Sytaëf ApK. Generally these corporations supply high tech equipment - the military industry makes much use of imported high-tech weaponry, and there is much interest in recent developments in gravitic technology.

Religion

Karaganda, unlike most worlds with a history of Vilani settlement, is dominated by Solomani religions. Whilst some Karagandi are devotees of the Vilani religions, the planet's Vilani heritage derives from criminals, misfits, and exiles many of whom rejected conventional faiths. By contrast, the Solomani settlers were by and large devout followers of either Orthodox Christianity (the Karagandi Orthodox are in communion with the United Slavonic Rite Orthodox of Mambaashi and Eperdish), or Sunni Islam. These faiths are followed by the majority of the population, and the concepts of on the one hand Jihad (primarily in terms of struggle against the planet), and on the other Cosmic Redemption (again, primarily in terms of the planet) have sunk deep into the popular psyche.

Crime

Karaganda has a moderate law level. It is quite usual for Karagandi in more isolated areas to go about fairly heavily armed, though within cities this is frowned on. However, each citizen has a constitutional right to bear arms. Police forces are also correspondingly armed, and gunfights on the streets of major cities are not unknown. The fact that a large proportion of the population has had military training exacerbates the problem, as does the propensity of veterans to engage in vigilante action. Criminals often target off-worlders, manifestly vulnerable on Karaganda, and many hire Karagandi "minders".

The criminal underworld on the planet is dominated by the Snippers, gangs known for their propensity to remove the toes of those who oppose them. Snippers are organised into brotherhoods, fiercely loyal to their leaders, known as "Uncles". There is considerable rivalry between different Snipper brotherhoods.

Mamgaashi

Mamgaashi (0509 C 300875-9) has often been described as “a worthless chunk of rock”, the off-the-record comment of the initial survey team being merely the first amongst many such dismissive evaluations. A vacuum world in a backwater subsector with few redeeming features, it had little about it to encourage development. It was finally settled largely because of the need first of all for some sort of starport facility in the system, (which, for J1 craft is a crucial link between Gekarkagushaam and Karaganda), and secondly because of the demands for heavy metals for the developing industrial sites on Gekarkagushaam. The adventurous miners and prospectors who settled the planet established a love-hate relationship with their grim world that has endured. Mamgaashites often talk of their planet in the most dismissive and derogatory terms, but woe betide any off-worlder who echoes such sentiments in their presence. The population is of mixed Vilani and Solomani (mainly Slavonic) descent, but has now thoroughly mixed. The nature of the planet has encouraged individual settlements to be concentrated in close proximity to each other in case of emergency, but areas of settlement may be separated from each other by thousands of miles, as they were built to take advantage of different mineral seams. Settlements take the form of enclosed arcologies which are often built largely underground. Areas of settlement are typically close to mountain ranges, reflecting the early link to mining. Power supplies are plentiful on the planet, but food and water is limited. Each city has impressive hydroponics and recycling facilities, which during the Darkest Years enabled the planet to survive independently, a period that also gave Mamgaashites their reputation for thrift, endurance, and self-sacrifice. However, as renewed trade has allowed living standards to rise once more, the population is becoming increasingly dependent on imports from off-world. On occasions when governments have been forced to rely on their own resources, the sharp downturn in living conditions has sometimes sparked riots.

History

Under the Rule of Man, the colonial office on Mamgaashi was situated in First City, which is also the location of the planet's starport. With the beginning of the Darkest Years the planetary administration collapsed. The various planetary regions were left to manage their own affairs. A variety of different governmental systems arose in different areas, and despite a number of wars between them, none was ever able to claim dominance. During this period sporadic contact with neighbouring systems was maintained, especially in the Plains cities and their allies, (though principally through the initiative of corporations based in those neighbouring systems) but more isolated or opposed regions suffered increasing deprivation. All cities endured terrible conditions, and every city has legends of the heroism, tragedy, and sheer horror that marked this period. During the Darkest Years many cities, and some entire regions were lost, either through war, famine, or life-support failure through lack of replacement parts (the so-called “Mughamkhiram Syndrome”). Most notoriously, the Plains Republic, engaged in a Cold War with neighbouring regions, imposed a blockade on vital off-world replacement parts which directly or indirectly brought about the collapse of at least one of them (this is remembered as the Silent War of 3342-3398). Some of these “ghost cities” have been reclaimed (and usually re-named), whilst others have simply been sealed off. The Dead Regions, by contrast, are avoided superstitiously by all. A further record of the period is the Day of the Dead, an annual remembrance of the Dead of the Darkest Years. This is observed in all the regions by wearing black arm-bands and by a complete media silence and ban on out-of-region travel. The starport is closed for the day.

The rise of the Dishani Combine has proved the biggest spur to unity since the collapse of the planetary administration. An unprecedented Mamgaashi Council was called at the instigation of envoys of the Lameshid Confederacy, and representatives of all the Regional Governments agreed to join rather than be absorbed by the Combine. The further proposal to make the Mamgaashi Council a permanent body was rejected by a majority of the representatives on the suspicion that it would be dominated by the Plains Republic. The agreement to join the Confederacy remains the only action ever taken by the Mamgaashi Council.

There is no united planetary defence force. Each Region maintains its own military, which are all of approximately equivalent proficiency. The Regions defence forces are primarily oriented towards attack against each other, comprising land forces and interplanetary space vessels (each Region has land forces greater than those possessed by some planets). Each Region has at least one interstellar military vessel (the Republic has a squadron), but in the case of a planetary assault Mamgaashi calls on its allies in the Confederacy.

The Regional Governments

The term "RegGov" (identified by reference to the capital city i.e. "First City RegGov") and corresponding designation of Regional rulers as "Regius" (pl. Regii) is the official (and neutral) terminology adopted by diplomatic envoys of the Lameshid Confederacy, and typically also used by the Dishani Combine, Third Imperium, or other off-world groups engaged in business with Mamgaashi governments. The various Mamgaashi Regii often refuse to accept the legitimacy of each others' full titles. Mamgaashites will refer to their own Regius by their given title, and to others by derogatory versions of them (e.g. The AntiChrist of Raalshir, or The Demagogue of the Plains).

The Plains Republic

The oldest of all the RegGovs, the Republic of Mamgaashi is a representative democracy, ruled by the Senate, which sits in First City, and is presided over by the Consul of Mamgaashi. Its possession of the planet's starport has meant that it has suffered less deprivation than other Regions (though this is an evaluation in comparative terms). It has always been the most powerful of the RegGovs, and at various times in the past has had a technological edge over them. However, alliances amongst its enemies (and the RegGov has historically never allied with any of the other RegGovs) and a lack of political will have prevented it from dominating the planet.

Consul Alexei Lanaadri is a charismatic and popular professional politician. A middle-aged man, he has recently been elected Consul for a second five-year term. His party, the Open Sky party, which favours free trade and close links with other Confederacy worlds, has a sizeable majority over the Old Plainsmen opposition party, who prefer more intervention in the economy to bolster the mining industry. Both parties are fairly moderate in their policies, and united in having a basic suspicion of the other RegGovs, and asserting the Republic's primacy.

The Northstar Federation

The Federation is about a century old, the product of a civil war within the Northern Region, in which the ancient Northern Administrative Assembly (an Impersonal Bureaucracy) was overthrown by a revolutionary group, The Halazic Commando, backed by the Plains Republic. The Federation formed to defeat the Commando, and had as its core the military and police forces of the NAA, allied with various other interest groups centred in the city of Northstar. After a long campaign the Federation triumphed, and formed an emergency government whilst rooting out the last supporters of the Commando. This emergency government has since ossified into a Civil Service Bureaucracy, notable primarily for its hostility towards the Plains Republic and draconian anti-subversion and anti-terrorism laws. The ruler of the Federation is known as the Governor of the Northern Region.

Governor Maria Kasadich is notable for being the first Federation Governor not to be career military. In fact she was previously the Director of Federation Intelligence (FedInt), and is notorious for the trust she puts in her Intelligence advisors. A woman cautious to the point of paranoia, she has conducted a purge of senior government in an effort to root out Commando agents. She is believed to be channelling a significant proportion of Federation resources into covert operations directed against the Plains Republic, though the objective of such operations remains uncertain.

The Autarchy of Kalazhor

The Autarchy of Kalazhor was founded about a millennia ago, at the end of the Darkest Years, when Kalazhor finally asserted its dominance over the other cities of the region. The

Autarchy was a Self-Perpetuating Oligarchy, with the Autarch always being a scion of one of a number of aristocratic families that ruled Kalazhor. However, the Autarchy's relative isolation from other RegGovs, compounded by the Dead Region between it and the Plains Republic, made the ruling oligarchy increasingly dependent on the Taskonaal-Leith corporation, which, from its original standing as the RegGov's primary haulage contractor and exporter, had gradually acquired an all-but total control over out-Region transport. Taskonaal-Leith used its powerful position to become a major player in the Autarchy's internal politics. The Autarch is now little more than a T-L puppet, appointed as the corporation's favoured candidate, and forced to enact the policies T-L suggests.

Autarch Barak Naeril is a teenager, and believed to be an imbecile to boot. He has little grasp of politics and less interest. He spends most of his time within the confines of the palace, occasionally making brief appearances at state functions. As far as T-L are concerned, this makes him an ideal Autarch (his occasionally embarrassing social inadequacies notwithstanding), and it is rumoured that they keep him carefully sedated whenever he makes public appearances.

Director Arkady Shaashih of Taskonaal-Leith is an able and ambitious man. He has high hopes of being able to dispense with the Autarch altogether within his directorship, and being the first Director to rule the Region directly. These internal affairs take up much of his time, but he is also interested in building better links with the Plains Republic, and thus having more of a say in the administration of the starport.

The Ganaai Empire

The Ganaai Empire is about five centuries old, and is the latest of a long series of different forms of government that have ruled the North Finore Region. The Region is renowned for its political instability, and few expected the Empire to last as long as it has. Few would expect it to last much longer. As it is, the present Emperor, although claiming continuity with his predecessors, has practically nothing in common with them. The Empire has been ruled by a succession of dictators, some of whom have courted (and sometimes received) mass adulation, some of whom have ruled by terror and oppression. Policies have varied wildly, as have modes of succession (only a Ganaaian historian would claim to be able to tell how many "legitimate" Emperors there have been, and occasionally "pretenders" are officially rehabilitated and "legitimate monarchs" demonised by Emperors seeking precedents for their own actions).

Emperor Galaes Yeraavin succeeded his father (who won the throne in a military coup) to the throne. He is concerned to gain the approval of the people for the new dynasty (and fearful of a revolution against him), and is engaged in a large-scale media campaign and public works projects to do so. The Emperor is also attempting to carve a role for himself on the world scene, throwing himself into inter-regional politics. The Empire is currently in a state of uneasy peace with the Republic and the Federation, in a loose defensive alliance with the Autarchy, and engaged in an on-off war with the Protectorate.

The Protectorate

The Protectorate of the Holy Patriarch of Raalshir, to give the RegGov its full title, is probably the most stable of all the RegGovs, and the second oldest, after the Plains Republic. At a quite early period in the Darkest Years, the Orthodox Church in the Region asserted its spiritual authority in calling all citizens to work together for the good of all. The people of Raalshir, who always had a high percentage of Orthodox believers, accepted the benevolent oversight of the Church as a much-needed source of social cohesion. The centuries of struggle and sacrifice bolstered the Church's secular authority and the religiosity of the Region's citizens, whilst politicising the Church's hierarchy quite thoroughly. The Protectorate is a Religious Autocracy, which is largely benevolent, but notably hard-line in its vice and drug legislation (The Patriarchs have wisely never attempted prohibition legislation, but all drugs other than alcohol and nicotine are strictly controlled). The inevitable blurring of spiritual and political perspectives has meant that the Patriarchs routinely excommunicate criminals and enemies of the state.

Patriarch Kyril Christafilos is elderly and very conservative in his views. His particular area of concern is education. He has re-introduced the compulsory study of Church Slavonic (an ancient and largely-forgotten Old Terran language, used only in certain religious documents) and study of the decrees of the church councils into the school curriculum. His only other act of significance has been his refusal to recognise the apostolicity of the Metropolitan of First City, despite much-improved relations with the Republic, and his declaration that the entire population of the Ganaai Empire is excommunicate as a response to the resumption of hostilities.

Corporations

Mamgaashi has largely evaded the widespread corporate involvement in government that typifies other Confederacy worlds. The only exception to this is Taskonaal-Leith who effectively rule one of the RegGovs. T-L was originally a mining and prospecting company, operating both on Mamgaashi itself and on various other worlds in the system. It now also engages in export of mineral ores and interregional and interstellar haulage (especially the two-way trade with Gekarkagushaam, where ores are exchanged for manufactured goods). T-L is the most powerful corporation on the planet, and although a number of other inter-regional corporations exist, none have anywhere near the influence of T-L. Sytaëf ApK have a controlling stake in the importation of luxury goods to the planet (and in a Mamgaashi context many otherwise normal foodstuffs are considered “luxuries”), and are believed to own shares in T-L through third parties. The only other corporation of note is Ringrunner Inc., who are based in the system and provide interstellar haulage, salvage, space vessel repair and rescue services. The corporation is notorious for its alleged links to smugglers and pirates. It has certainly been able to put RegGovs in touch with privateers in the past.

Religion

As is the case in all planets with a dispersed population, there are adherents of most religions on Mamgaashi. Perhaps because of their cultural origins and perhaps because of the suffering during the Darkest Years the vast majority of the population profess some sort of religious faith. The most widespread faiths are the United Slavonic Rite Orthodox church, Islam, and the Irkhu Mugriima. There are also statistically significant Jewish communities in most cities, who often live together in ghettos. In some regions the Darkest Years saw a number of anti-Jewish pogroms, typically on the suspicion that the ghetto-dwellers were hoarding vital food or supplies.

The United Slavonic Rite Orthodox church is a theologically and socially highly conservative Orthodox church. The liturgy is performed entirely in Church Slavonic. Each city has its own Metropolitan, and each region has its own Patriarch. None of the Patriarchs is seen as having primacy, though historically First City is the oldest See and this carries some weight within a church that places such importance in tradition. The Patriarchate of Raalshir is unique in also exercising the powers of regional government. The overt politicisation of this See has meant it is regarded with some suspicion by other Sees, though generally regarded as part of the Orthodox communion, however misguided its bishops might be. The Darkest Years caused some irregularities in the apostolic succession of some Sees, which is the dubious historical basis for the Patriarch of Raalshir’s current (and overtly political) refusal to recognise the apostolicity of the Patriarch of First City.

Islam is particularly dominant in the Northstar Federation and the Autarchy of Kalazhor, but a sizeable proportion of the population is Islamic in most regions (except for the Protectorate). The faith is Sunni, and not centralised, with each city typically having a large number of mosques. There are Imams in each city, and councils are occasionally held on a regional basis to discuss important matters, but almost never on a planetary basis.

The Irkhu Mugriima is particularly dominant in the Ganaai Empire, but again, a sizeable proportion of the population are adherents in most regions except the Protectorate (and some combine their faith with Islam or Orthodoxy, a syncretism deplored by both faiths). Temples dedicated to the Five ancient Gaakamgagi can be found in most cities, and in each

region a number of local Favoured have been added to the roll of honour, usually in memory of acts of heroism performed in the founding of cities or during the Darkest Years.

Crime

The planet's UWP for law level is 5. This is in fact an average rating, and does not reflect the peculiarities of law enforcement in different regions. The Plains Republic, Ganaai Empire, and the Autarchy of Kalazhor can be assumed to have this level. The Protectorate in general has this level, but in matters relating to public indecency, vice, or drug use is probably more accurately rated at 10+. The Servants of the Just Judge (or Stooges, as they are known colloquially), the semi-monastic law enforcement agency of the Protectorate exercise zero-tolerance of infringements of this aspect of the legal code (for example possession of drugs or pornographic material), and if they suspect someone of being a smuggler of such items they can be downright antagonistic. The Northstar Federation seems to be slowly creeping up the scale towards being a police state, but at present is probably rated somewhere around 11 or 12.

As might be expected, Mamgaashi has a thriving black market and smuggling of off-world luxury goods is a particularly profitable business. The generic term for the various organised crime rings is "Mafia", a word of uncertain Solomani derivation. The most significant planetary Mafia is that run by Rill Zakovitch, who is alleged to have his base in one of the cities of the Plains Republic, but has operatives in almost every city on the planet. Zakovitch is alleged to have senior members of most of the RegGovs on his payroll (with the notable exception of the Patriarchate, where the Mafia have had considerable difficulty making headway), and the Zakovitch Mafia has been known to have rigged the Republic Consular elections in the past.

The other significant area of criminal activity within the system is piracy. Although Mamgaashi itself is not exactly rich pickings, its location, between Gekarkagushaam and Karaganda, the lack of a significant space-borne police force in the system, and the wealth of deserted and unwatched locations (in the system at large and even on the surface of Mamgaashi itself) make it ideal as a base for pirates. Occasionally the piracy gets so bad that the Confederacy is forced to hire privateers (usually pirates themselves) to destroy the pirate bases, but by and large the system is a haven for them.

The Independent & Non-Aligned Worlds.

INDEPENDENT WORLDS IN DETAIL.

Arzareth.

Arzareth (0308 E531124-8)

Arzareth is not a particularly hospitable world. Its very thin atmosphere, very low hydrographics and very eccentric orbit give it a widely varying temperature. For most of the year it is too hot for human habitation (at times reaching up to 88.5C in summer), but when it is at its furthest distance from its star in winter it can drop to a moderate 8.5C. This massive temperature variation and very thin atmosphere has produced flora and fauna with very short lifespans and an abnormally high level of mutation. Each generation is different from the one before it, and ecosystems change from year to year. Arzareth has no known lifeforms of any notable size (though rumours persist of giant earthworm-type creatures that almost never break the surface), but it seems to have a plethora of micro-organisms hostile to human life.

Dashlaar

Dashlaar (0308 C558557-8)

Dashlaar has always been a fairly minor world, with a low population scattered over its surface. While the planetary atmosphere is officially rated as 'thin', (UWP 5) the atmospheric pressure of 0.429 bars renders it as only marginally within this classification. For all but the least strenuous of tasks the inhabitants use compressors on a daily basis. Consequently vehicles and houses are typically sealed, with carefully regulated internal air supplies. Dashlaar has no major or minor continents, but instead has a large number of scattered islands and archipelagos. The planet's main industries have always been marine-based: fishing, and farming of the various sea-weeds, and the fish of Dashlaar were exported to worlds throughout the sector during both the First and Second Imperiums. The vast majority of the population have always been involved in these industries. The population is almost entirely Vilani, as few Solomani colonists were attracted to the planet-sized fish farm. Those that were tended to come from cultures with a strong maritime tradition, and were swiftly integrated within the existing Dashlaari culture. The sea-farmers of Dashlaar, always living in small, widely dispersed, and tight-knit communities, and spending much of their time at sea, had already developed an independent, free-spirited, and superstitious culture before the beginning of the Interregnum. The long years of isolation only worked to heighten this. Few Dashlaari ever bothered to learn Anglic, as the language was only used for official documents, and for negotiating with off-world traders. In fact the language was hardly ever used outside of Skyport, or the other major ports. Within their own communities, and on their ships, the Dashlaari spoke [Vilani language]. Over time, different communities have developed highly distinctive dialects, though Anglic has continued to be used superstitiously as the language of trade – all contracts and commercial dealings must be recorded in Anglic to be binding. The majority of the population speak only a dialect of [Vilani], but Anglic is studied by those who negotiate on behalf of their ship or community. To offworlders, Dashlaari, with their harshly accented Anglic, often with poor, obscure, or overly formal grammar, seem backward and primitive. The typical Dashlaari is in fact largely incurious about the universe outside Dashlaar, and distrustful of that outside of his experience. Those wanting to find out more about other worlds tend to find their way to Skyport, other Dashlaari stay in such places only long enough to sell their catch, then return to sea.

History

Dashlaar was settled to provide food for colonies on worlds elsewhere in the subsector. It was not heavily settled itself, but relied on large semi-automated "floating factory" ships to harvest, clean, and preserve fish and seaweed. Communities developed on scattered islands around the support facilities for these large harvest ships. The planetary population remained relatively stable, with a high death rate amongst seamen. This continued throughout the first and second Imperiums, with Dashlaar exporting seafood to Irbicht, the worlds of the Eperdish Main and the Dishani Cluster. The colonial office and trading centre at Skyport ostensibly comprised the centre of planetary administration, but had little direct contact with most Dashlaari.

The collapse of interstellar trade hit Dashlaar hard. The planet had practically no manufacturing capability of its own, and imported many goods. The captains of the "floating factories" found there was no market for their cargoes, and vital replacement parts could not be found. One by one the large harvest ships stopped working. Most were left anchored off Skyport, their last unwanted cargoes rotting in their hulls. Fishermen began to use much smaller lower tech craft that they could maintain, and caught only enough for their own communities, with a small surplus for trade. As interstellar contact was lost, the planet's sustainable tech level plummeted to 5, and the various scattered communities became quite isolated. A maritime trading culture slowly developed. There was a great awareness of having lost vital expertise, and also of the incredible vulnerability of many of these communities, some of which were lost through storms or floods. This proved a great spur to recover lost technology, particularly any that would increase chances of survival. This led to

the development of a rather strange institution – the Scientists of Skyport. All those who had some knowledge of or concern for technology gathered at Skyport, forming the Skyport Research Faculty. Traders and sailors would bring them remnants of lost tech (or more rarely books or manuals) or news of innovations developed by far-flung villages. Initially there was little the Scientists could give in return, but over the decades they gradually began to be able to repay those who helped them with technological upgrades. As they began to make genuine progress, and the chances of discovering lost tech became slimmer, they began to ask for students. Communities who chose to could send one of their children to study with the Scientists. They hardly ever returned, but the loss to the community was offset by the chance that more technology would be discovered to be shared. Not all communities supported the Scientists. Some were profoundly suspicious of them, and as a consequence continue to operate at TL6 or lower, often eschewing contact with communities employing “newfangled gadgetry”.

By the time Dashlaar was re-contacted by traders from Gekarkagushaam and Eperdish, it had regained TL7. Skyport had become more nearly a planetary capital than ever, ruled by the Scientists, and with a population of around 300,000. Skyport contains the planet’s main (fairly minimal) manufacturing capabilities. It is built half on land and half on sea, having been partially built over the cannibalised hulls of the ancient “floating factories”. With the restoration of interstellar trade, the Dashlaari have once again begun farming for large harvests, exporting sea food to neighbouring worlds. They have also been able to regain TL8, though in the process they have once again become dependent on manufactured goods from offworld. Dashlaari have shown little interest in interstellar politics, and have avoided siding with either the Combine or Confederacy.

Government

The closest thing Dashlaar has to a planetary government is the Skyport Research Faculty. The Scientists rule Skyport (including the starport facility), where all major trade occurs, and control much of the planet’s production. They receive the income from starport taxes. They speak for the planet in any negotiation with offworlders (except for commercial transactions, in which ship’s captains negotiate directly with interstellar traders). Skyport Law is absolute in Skyport itself, and is respected over most of the planet, enforced by the Skyport Sea Patrol, a naval force established primarily to fight piracy. The Scientists function as a Feudal Technocracy. They control technology and share it with those who help and support them. The Scientists have a variety of political views and outlooks. The Faculty has an Administrative Committee (amongst its many other more highly-regarded committees, which decide on funding for different areas of research) which is effectively the Skyport city council. The Administrative Committee is seen within the Faculty as a whole as a distraction from the serious work of the Faculty and tends to be made up of second-rate researchers (some of whom are actually good administrators, but most of whom are not). So as not to take up too much of the Faculty members’ time, the Administrative Committee has established a number of sub-committees to deal with the day to day business of running the city. These sub-committees (such as the Judicial sub-committee, which is actually the planet’s highest court, or the Law Enforcement sub-committee) are made up of non-Scientists appointed by the Administrative Committee. The quality of sub-committee members varies considerably. Some are well-trained graduates of the Skyport College (established by an early decree of the Administrative Committee), others are appointed as a favour or bribe their way in. The sub-committees are responsible to the Administrative Committee, which reserves to itself the power to pass laws, but tends to simply pass those suggested by sub-committees (after they have been precisely formulated by the Legal sub-committee) rather than taking a more proactive role. The Faculty as a whole is presided over by the Head of Faculty, who is the closest the planet gets to a chief executive. The Head of Faculty is chosen as the most distinguished Scientist in any field of research by a jury of his peers. The post is held for life (or until the Head chooses to retire).

The authority of the Faculty and Skyport Law is not universal. Every scattered town and village on the planet’s surface has a long history of independence. Most have their own

traditional sources of authority (typically the oldest retired sea captain in the community, referred to as “the Eldest” makes decisions for the community and acts as judge in disputes), though the vast majority abide by Skyport Law, and will defer to any Sea Patrol Officer present. Sea Patrol Officers generally treat the Eldest of any community with great respect, knowing that as soon as they leave harbour it is the Eldest’s word that is law. Some communities, however, have never supported the Scientists, and do not accept Skyport Law. These communities, typically operating at a lower tech level than others, are not visited by the Sea Patrol unless they are responding to an SOS.

Dashlaar has no interstellar capacity worth mentioning. The Faculty has a small number of craft which are used mainly for research purposes or for maintaining the planet’s satellite grid (vital for communication and global positioning technology). None of these craft are really military. The planet has no military as such, though the Sea Patrol are effectively a wet navy force as well as being a police force.

Professor Hilleso Bashil. Prof. Bashil is an elderly Nuclear Physicist. He has been Head of Faculty for the last fifteen years, and shows every sign of hanging on until he dies. He spends most of his time in research, or writing up his theories, and sees most areas outside academia as a waste of his time. He has little grasp of interstellar politics, and less interest. Notoriously he once had a Combine diplomat take readings from a Geiger counter for him at 30 second intervals throughout his audience to discuss Dashlaar’s relationship with the Combine on the grounds that he “might as well do something useful while he was there”.

Corporations

Dashlaar has a number of small-scale businesses, but nothing really meriting the title “corporation”. However, a number of interstellar corporations are active on the planet. The Scientist’s desire to regain lost technology has brought a number of corporations to Skyport, supplying goods and expertise. In addition, many corporations are engaged in buying seafood. None have yet managed to gain a majority share in the market, though several are trying, and there are many independent traders also involved in it. As Dashlaar itself has no system defence boats, many traders also make use of privateers and corporate military grade vessels to guard against piracy. (There is generally more of a danger on entering the system, as few pirates are really interested in fish, which is invariably what traders leaving the system are carrying).

Religion

As might be expected in a culture that has always been largely Vilani, the Vilani faiths predominate on Dashlaar. Irkhu Galasshu in particular is very widespread, and every community has its [roll of remembrance] in which are recorded the names of those who have died and their significant deeds. The records in most cases go back to before the interregnum, and sometimes further. All ships have their own shrine, and the burning of incense and reciting the litany of ships captains at such shrines is carried out through superstition if not through belief.

Perhaps the most surprising development of recent centuries has been the establishment of secluded monasteries and religious communities on far-flung islands by offworlders. Dashlaar is, quite simply, a very good place to escape from the universe. It has innumerable tiny islands far from anything approaching civilisation, and the peace, simplicity, and desolation of the place appeals to some. There are several Orthodox monasteries on the planet, the most famous being the first, built on White Rock island by monks from a community on Duusgakhar.

Crime

There is a certain amount of low-level crime on Dashlaar, as might be expected, but by far the most significant criminal activity on the planet is wet piracy. The vast majority of the population are directly or indirectly engaged in the fishing industry. Most of the money on the

planet comes from selling seafood in bulk to offworld traders. Some find it easier to steal a bulk cargo from a returning floating factory that has been harvesting and processing for up to a year than to harvest their own. No trader in Skyport will buy a cargo from a suspected pirate, but certain sailors are not beyond acting as middlemen, buying a cargo from pirates for a fraction of its value so that it can be sold on "legitimately". Needless to say, this sort of crime is regarded with abhorrence by most Dashlaari. The loss of a cargo, even if the floating factory and crew are not lost too, can often be enough to destroy the villages from which the crew were drawn. The Sea Patrol is assiduous in hunting down pirates, and destroying pirate bases. Pirates therefore tend to be mobile, or to operate from uncharted harbours.

Largidkush.

Barak Amdiikan, is a non-charismatic dictator, succeeding to power after the death of his uncle Flamal Amdiikan, a career military officer who overthrew a genuinely corrupt and unpleasant aristocracy. Unfortunately he was unable to complete the world's transition to a more democratic form before his untimely death from a stroke. Flamal's son, Mosheri, as the most obvious figurehead of the reforming regime, was unable to hold power from his usurper cousin and 'disappeared'. His wife and the chief architect of reform, an old friend of Flamal now lead the Opposition-in-Exile.

Barak is in no mind to join the Lameshid Confederacy, and while the Expansionist faction within the Combine would love to expand, Largidkush is too far beyond their reach to realistically grasp. By the same token the Cohabitationists (and the few Synthesists) are in no position to help the Opposition-in-Exile lest they damage the spirit of rapprochement coming from the Confederacy.

Ugigiinaar.

(C576559-9)

Relatively small population, but enterprising and resting upon a feudal technocratic base. <name>, the current Satate Affaris (Chief Executive) recently rose to prominence on a platform of successful modernisation and the increase of power and authority of the world among its peer group, the independent and non-aligned worlds in the shadow of the existing powers.

This ambitious programme is bearing fruit in the light of the recent improvement of the starport to Class B, with Class A capacity obtainable within 5 to 10 years through joint investment between Sytaëf ApK and the (re-formed) Vortigern Prime.

The years of the Interregnum have seen the reversal of fortunes for many worlds, and Ugigiinaar is no exception to this. As a world on the very fringes of the Vilani sphere it was never truly integrated into the Vilani system, and while it while it retains its Vilani name it was left to second-generation colonists from the Rule of Man's settlement of Forniss to exploit it more fully. (Forniss was settled prior to Ugigiinaar, and the majority of its early population derived from its dominant sister world). Ugigiinaar was very much a junior partner in the enterprise; notionally independent, but practically a colony with domestic interests represented by the consultative Aarese Assembly. When civil war erupted on Forniss in the early years of the Interregnum, causing a breakdown in regular contact, Ugigiinaar continued as before for much of the time. As the years lengthened and Forniss failed to recover Ugigiinaar attained de facto independence, and government, initially vested in the Colonial Office gradually grew into a synthesis between the Aarese Assembly and the other major body, the University Faculty of Xenology.

The result was the development of the Lurka, a system whereby all education, governance and production is undertaken by a number of guilds or brotherhoods. The system is not totally rigid, indeed it is surprisingly flexible (as typified by the development of the Guild of Contributors – a loose group of enterprises who contribute money rather than services to the government).

Nature of atmospheric taint?

Progressiveness:

Attitude: Conservative

Action: Advancing

Aggressiveness:

Attitude: Unaggressive

Action: Peaceable

Extensiveness:

Global: Harmonious

Interstellar: Friendly

Political status: Ugigiinaar is an Independent world, and has no official relationships either with worlds of the Combine or the Confederacy. Like many other worlds although it technically fell under the aegis of the TempGov it become functionally independent upon the collapse of the Irbicht Governorship. The current leadership sees both the Combine and the Confederacy as potential trading partners, but has no inclinations to join either grouping.

Unlike most worlds of the subsector, who have no knowledge of the existence or location of the Cincopoi, Ugigiinaar has relatively complete information upon them stored in the Faculty Archives, albeit several centuries out of date, although it is unaware how far the Heklarr Dominions currently extend.

Other Powers.

THE HEKLARR DOMINIONS.

The Heklarr Dominions are a tight alliance of the three current cincopoi interstellar states.

THE GRAND DUCHIES.

Controlling a region of some 6 subsectors in the adjoining Fornast sector the Grand Duchies have been known to mount occasional missions to Eperdish and surrounding sectors. Most of these have been belligerent and the Duchies are widely viewed more as potential enemies than as allies or trading partners.

THE THIRD IMPERIUM.

Characters & Player Information.

CHARACTER TYPES.

Within the Dishani Combine.

Standard career types available to PCs from Combine member states include the Army, Merchant services (either as private traders or in the service of the Bureau of Trade and Industry), Navy, Entertainer, Noble, Rogue and Scholar. The generation rules for these careers can be used unaltered from the T4 rulebook (with the exceptions noted below).

In addition there are a number of options specific to the Dishani Combine. In particular different career options exist for the members of different *Bureaux*. The Bureau of Trade and Industry is represented by the Merchant career. The combined interests of the Bureaux of Reconnaissance and Resources provide a career analogous to the Scout service, detailed below as R&R Agent while the Agent career lends itself well to a member of the Bureau of Internal Affairs. Otherwise the separate career of Bureaucrat found in "Pocket Empires" can be used as a 'generic' career.

The Marine career is replaced by service in the Resource Security Cohort. An individual soldier of the RSC is known as a *cohor*.

The separate career of Bureaucrat exists to cater for all Bureaux other than the Naval Bureau, the Bureau of Trade and Industry (Merchant). and provides a good outline for a 'generic' bureau employment, although it requires some modification as detailed below.

Belters are also encountered.

MODIFICATIONS TO STANDARD CAREERS.

Standard rule: any occurrence of Travellers' Aid Society should be replaced with Dishanirash Citizenship.

Agent.

For non-BIA agents substitute the following table:

4. Social

1. Administration
2. Bureaucracy
3. Clandestine
4. Charisma
5. Jack-of-all-trades
6. +1 Social

Resource Security Cohort.

Marine career will require some enhancement to reflect the independent interstellar capacity they possess. and there should be provision for transfers into different bureaux for most careers.

R&R Agent.

The BoRR service does not possess sufficient surplus to supply ships as a matter of routine, although Nobles and Merchants may receive them.

TAS membership is replaced by Dishanirash Citizenship (see below).

RULES CLARIFICATIONS.

Character Generation.

Retirement Pay. A character must be within the state in whose service he worked to receive the pay. The pay is not lost, it is merely unavailable. E.g. Korash Imbelish served 5 terms with the Bureau of Interstellar Affairs, but cannot draw upon his annual pension if he is adventuring in the Lameshid Confederacy. If he returns after 3 years absence there will be a Cr12 000 nest-egg awaiting his return.

Skills

Cascade Skills #1. T4 rules apply; all skills in the same cascade are held at one level lower than the controlling skill. E.g. if Korash has Blade Combat (Long Blade) at level 3, he also has Blade Combat (Short Blade) at level 2. [Not at 1½ as in Megatraveller].

Cascade Skills #2. Ground Craft becomes a cascade skill including (but not limited to) Wheeled Vehicle, Tracked Vehicle and Motorcycle.

Cascade Skills #3. Watercraft becomes a cascade skill including (but not limited to) Mechanically Propelled Watercraft, Rowed Watercraft and Wind-powered Watercraft.

Default Skills. Omit the following from the list: Environment Combat, Grav Craft, Ground Craft, Heavy Weapons and Watercraft.

SOCIAL STANDING IN THE DISHANI COMBINE.

The Dishani Combine operates upon a rather different social basis from the more normal T4/Imperium Milieu. Given that the governmental structure is geared more towards a meritocratic service model than one of noble authority there are a number of differences that need to be addressed.

Career Progression.

If a character receives bonuses to Social Standing that would take total Social Standing above 9 apply the following rule. If the character is a native of Dishanirash (s)he receives Dishanirash citizenship upon Mustering Out. If not roll D6; on 1-3 the character receives Dishanirash Citizenship upon Mustering Out, which does not count against the maximum number of rolls on the Benefits table. On 4+ roll again for the skill.

Mustering Out bonuses.

If a character receives bonuses to Social Standing that would take total Social Standing above 9 apply the following rule. If the character served in the BIA add the Social Status as normal and award Dishanirash Citizenship, otherwise roll D6. On 1-3 the character receives Dishanirash Citizenship, on 4+ (s)he does not, but still gains the extra Social status.

Nobility

There are no noble titles associated with the posts of authority within the Dishani Combine although nobles are eligible to serve at all levels and there have been several nobles to reach the post of Marshall. (Only one, Duke xxx of yyy, has ever attained the rank of High Marshall). Individual planets have their own noble houses and rankings, mainly derived from the Rule of Man and Solomani colonists. While those 'in the know' are aware of differences in the status between a Baron on Pharoah, a Baron on Augarien and a Baron on Rakamdarmim such differences are, for all intents and purposes, negligible in practice for the average sophont.

Relative Status

An individual's status varies much more from world-to-world in Dishani space, and beyond it, than in Cleon's Imperium. Natives of the higher population and higher technology worlds, such as Eufraties, Dishanirash and Skelter within the Combine, and even from major worlds outside the Combine such as Eperdish and Gekarkagushaam, tend to awarded higher status than those from lesser worlds, at least in official social situations. (Treat as a +1 DM on Reaction rolls)

Dishanirash Citizenship

The Dishani Combine is not an institution comprised of equal members, at least, not in practice, and does not treat subjects of its member-worlds as citizens. Although the term is not used (except by political agitators) the Combine remains a hegemony under the none-too-loose control of Dishanirash. Subjects of member states of the Combine who perform "a substantial service for the benefit of Dishanirash" are eligible for the award of Dishanirash Citizenship. This is far more than just an honorary title, and is the nearest equivalent to Travellers Aid Society membership that exists in the region. A similar notional value of MCr1 is placed upon it, although it could not be procured through a simple payment. It accords the individual with a higher status in the Combine, and benefits such as a choice of better goods and services under certain circumstances. These benefits are both official in nature and unofficial. Thus within the Combine, and on friendly worlds, Dishanirash Citizens, if they make the fact known, are treated as having a Social Standing of 10 (or their current Soc., if higher). A Dishanirash Citizen can always get a good table at a restaurant, and might be able to open a line of credit that would otherwise be difficult. Passenger vessels operating out of the Combine will favour citizens in the purchasing of tickets, while within the Combine the Dishanirash government maintains a number of hostels (Citizens' Rests) which provide facilities similar to those of TAS shelters. In addition in good years (roll 4+ on 1D) a citizen can expect an annual dividend of 1d6*500 credits paid into their accounts.

For game purposes treat Dishanirash Citizenship as an automatic +2DM to Reaction Rolls in most official contexts (and many less-official circles too). It should be noted, however, that in a situation hostile to Dishanirash's subjects and interests Citizenship can result in a *negative* DM of up to -4. Thus it is not wise to advertise one's citizenship when taken captive by separatist guerrillas on Heuvel!

Social Standing Table

RATING	TRADITIONAL	DISHANI
17	Emperor	
16	King	
15	Duke	High Marshall
14	Marquis	Marshall
13	Count	Director, senior bureau
12	Baron	Delegate to Conclave of Interests; Director, lesser bureau; Sub-Director, senior bureau; Director, Sytaëf ApK
11	Knight	Delegate to Conclave of Members; Senior planetary administrator
10		Dishanirash Citizen
9		Media Celebrity; political commentator [GURPS 'Wealthy']
8		Bureau middle management [GURPS 'Comfortable']
7		Ordinary subject
6		
5		[GURPS 'Struggling']
4		Welfare recipient ('Dolie'): [GURPS 'Poor']
3		
2		Welfare recipient ('Dormie'): [GURPS 'Dead Broke']; Low life,
1		Public Enemy number 1

SLANG TERMINOLOGY.

A citizen is, not surprisingly often referred to as a 'Cit', although this is not necessarily a complementary term. Citizenship is not automatically paralleled by wealth, one who has both, and is often found in the media focus is a 'richCit'. Note the capitalisation in comparison to the terms which follow.

A normal individual from Dishanirash is termed a 'cadet' a term sometimes shortened to 'cad'. Since citizenship is a privilege rather than an automatic status for an individual the terminology has no derogatory meaning.

While officially there are only citizens and cadets two further terms are commonly found. The lowest status cadets tend to be live in barrack-like dormitory blocks, and are referred to as 'dorms' or 'dormies'. Other cadets, capable of surviving more independently of the state's aid, but still in receipt of welfare measures are termed 'doles' or 'dolies'.

Most terms derive from uncertain Terran origins, and appear to have been brought into use by the forces of the Rule of Man.

CUSTOM RULES FOR DISHANI CAMPAIGNING.

Although the Dishani Combine information is set in Milieu0 terms it is played predominantly under an older rule-set.

Megatraveller or T4?

Some of the changes between the rule-sets are very minor, or may be easily resolved. Among these is the issue of skill types and names, as well as the character creation sequence. These pose no real problem. Unfortunately there are a number of issues which are significantly different, or at the least rankle. The change of convention from rolling high for success has been changed to rolling low, something that makes perfect sense for percentile dice, but which seems wrong for the use of D6, it offends my sensibilities. I've never really used either task based system, as an unreformed classic Traveller player.

A bigger problem lies in the change of basic scale. Its not apparent that a change from a 1.5 metre grid size to a 2metre one could be so pernicious, but it seems to have affected just about everything, e.g. the range bands system has changed completely. Similarly the concept of Fusion+ is going to affect the design sequences, and I've yet to work out quite how.

Character Generation System: T4.

Skills: T4.

Task System: Megatraveller.

Weapons & Equipment: Megatraveller dominant.

Damage administration. Megatraveller rules, although first strike damage to single characteristic applies.

Vehicles: Megatraveller.

Alien Species.

THE BI'ILAMI.

Basic Outline

An amphibious species native to the Agde system (C 679674-6), the Bi'ilami developed from scavenger/intimidator stock, massing some 200kg. Originally creatures of the coastal/littoral environment the Bi'ilami are oviparous, and move faster in water than on land (S1 on land, S3 submerged).

Weaponry: claws and teeth.

Temperament: precocious, mildly aggressive (expansionistic).

Lifestyle: historically nomadic, with little tendency to life-long pair bonding. Indeed there may be multiple genders - males may only be fertile if recently involved in hunting activity, dependent upon enzymes and hormones akin to human adrenaline. This would result in a male population driven to strenuous activity to breed successfully, and potential role of ritual combat prior to mating, if no rival is present, hunt activity as competition, or even in duelling to the death with ritualistic cannibalism.

Racial Origins

The Bi'ilami are an amphibious species developed from scavenger/intimidator stock, native to the littoral zones of the tropical islands of Agde. The spur to their development to sentience is not known in detail, but it is speculated that given their limited endurance at sea, and with growing population causing food shortages on land, the Bi'ilami were forced to develop methods to extend their hunting and travelling ranges. At sea this took the form of crude rafts, through to the typical square-rigged ships that they displayed at First Contact, and on land manifested in the domestication of species such as the Taupalu for food, draft purposes and for riding.

Physiology

Warm-blooded, quadrupeds with tails as much as 2/3 of their body length, lizard-like, oviparous. They occupied a high position in the food chain prior to their rise to sentience and were, and remain, capable hunters. Their jaws display a large number of teeth, and closely resemble those of the Terran Cayman. Their hands and feet exhibit three jointed sections between shoulder and hands (cf. humaniti's two) and they are powerful swimmers over short ranges, primarily through the use of the tail as a fluke. Both hands and feet are webbed, with three dextrous claws performing the function of fingers, with an opposable claw analogous to the thumb on the hands, and with the same three and one pattern displayed on the feet, the single claw functioning like the human heel. A large portion of the skeleton is cartilaginous rather than bony, including two ridges that start over the eyes and taper down the back before merging with the tail.

Psychology

Homeworld

The Agde system (C 679674-6)

History

"TL1 upon contact with Vilani traders at the height of Vilani power." When the Vilani arrived certain elements of the Bi'ilami civilisation were already visible from orbit, such as their floating cities and moss-carpeted roads travelled by their Taupalu caravans

Society

Characters

Other

THE CINCOPOI.

Racial Origins

The Cincopoi are carbon-based omnivore/hunters descended from scavenger/intimidator stock as a result of the changes that occurred on Pripyat some 1,000,000 years ago resulting from a major meteor impact. The strike increased the orbital tilt of the world and wiped out much of the land-dwelling life, while having a much lesser effect upon the oceans. The proto-Cincopoi were largely amphibious creatures which took more and more to the land in the population explosion and species proliferation that resulted from the opening up of so many environmental niches. Over the millennia since their expansion into new habitats they grew in size, in co-operation and in mental abilities. Nevertheless, without a further impetus they would probably have remained merely large, intelligent animals working in groups of no more than five individuals. However continuing climatic change in a different part of the homeworld led to a further stimulus to development in the form of the invasion of the cincopoi habitats by a large species of herbivore/browser and a carnivore/killer which habitually preyed upon it. This forced the small groups of proto-cincopoi to band together into larger units. These groups proved able not only to defend themselves against the predator, killing it if necessary, but also capable of killing the herbivore too. From here the path of development led towards domestication and control and management of the environment, and ultimate eradication of the predator.

Physiology

Cincopoi have been likened to amphibious analogues of the Terran octopus. They possess five tentacle-like limbs for land locomotion and extend some 2.25 metres from tentacle tip to the top of the head, which translates to a height of c. 2 metres when standing on land. The 'shoulder' (junction between the tentacles and the carapace) being some 1.5 metres from the ground. Two shorter and more dextrous limbs, evolved from walking tentacles, flank the mouth and its sharp beak. The manipulation tentacles (arms) are more flexible than their locomotory counterparts (legs) and extend for approximately a meter, each with a grip and flexibility superior to the human hand. Each leg exhibits vestigial suckers at the tips and displays a large claw-like appendage on the outside, which can extend to strike at foes or be employed to help anchor the cincopus should the need arise. The claw on the rear limb is larger and better developed; a poison stinger used in hunting. Each of these seven limbs will regenerate if severed, although not the claw/stinger.

The body, approximately 0.75 metres in length, is protected by a carapace of flexible platelets which allow a surprising degree of mobility. There are two eyes set in the front of the body so as to provide a large field of view whether the creature is walking on land or swimming, which it does by bunching the powerful leg tentacles. The eyes provide binocular vision which approximates to human standard. The mouth is located towards the bottom of the carapace, above which are the gill slots which form a ring around the body. These are usually partially sealed-up as the cincopus matures.

Cincopoi are hermaphroditic, but cannot reproduce without mating with others of their species. Only after experiencing the mating orgy (a group activity which bonds the clan together and stimulates the creation of sperm and their exchange in the waters of the mating pool) will a cincopus deposit eggs, usually 7-12 local days after the orgy. Cincopoi produce large numbers of eggs in water, where they are attached to vegetation, although many remain unfertilised.

The cincopoi divide life into 5 stages, as detailed below:

- i) *Unknowing*: from birth to adoption. (Younglings)
Cincopoi eggs are deposited in pools and similar water bodies, usually attached to vegetation (cf. to dogfish eggsacs; "mermaid's purses"). Newly hatched cincopoi are not sentient and dependent upon the aquatic environment, as they are gill-breathers. Since many eggs do not hatch, being unfertilised, Length of incubation? Average

length of time to adoption? Adoption comes when the youngling begins to leave the water, due to the atrophying of the gills and the development of lungs. Adoption doesn't necessarily imply sentience, but there needs to be some degree of intelligence for the youngling to realise the need to learn and follow.

- ii) *Tutoring*: adoption to first mating. (Leatherbacks)
Development of Voicebox
Development of stinger
Formation of platelets, rather than the 'leatherback' appearance, which also seals the atrophying gill-structure (although a rare few cincopoi retain the ability to use their gills).
- iii) *Vitality*: prime of life.
Initiation into vitality phase is at the cincopoi's first mating orgy, where most of the clan enter into group love-play, and whether conception occurs or not the eggs are laid in around 15 local days.
- iv) *Decline*: loss of strength through to death.
An individual is defined as dead not only through the cessation of bodily function, but also through the onset of senility (since this is by definition a state of unbeing, the loss of self)
- v) *Unbeing*: the hereafter.
Upon death a portion of the platelet armour is removed and put to use, tanned or whatever, as a memorial to the individual. The body is then disposed of in water, usually into a sacred pool, but not invariably.

Psychology

Homeworld

Planetary details:

Pripyat (0206 Wurenish)

Environment: extreme ^50deg

Active temperature range: 10-40

Extreme v:0deg

Violent storms, typhoon etc.

Intense seasonal shift

Yr 235 Terran standard

Diurnal 15 hr day/night

History

The Cincopoi were not contacted directly by the Vilani, but instead by corsairs operating beyond the authority of the Ziru Sirka. Only the fact that the Cincopoi homeworld was on the very borders of Vilani space saved the race from subjugation under the Ziru Sirka, which had been the fate of so many other races.

The manner in which the Cincopoi were first contacted by humaniti has left a scar on their corporate history, and has major implications even today. Their progress to technology was a slow one, hampered by the tendency of cincopoi society to fragment, even collapse. Nevertheless by first contact they had reached a stable TL6 with a substantial degree of industrial capacity and a tentative form of world government in a co-operative alliance. Powered flight had been achieved and space flight was being discussed as a possibility. In 2304 a sizeable pirate/mercenary fleet, taking advantage of the chaos after the Interstellar Wars and the weakness of regional authority during the change of power structures entered the Pripyat system with the apparent aim of establishing a permanent base. Unwisely they

attempted to subjugate the cincopoi, resulting in a protracted struggle, which not only had the effect of greatly increasing intra-species co-operation, transforming the cincopoi co-operative into an oligarchic structure, but also stimulated technical development. Faced with an external foe the cincopoi entered into a protracted guerrilla struggle culminating in the expulsion of the corsair bases and the continued incentive to advance (coupled with the rise of xenophobia among the oligarchic rulers). The conflict caused a large number of cincopoi fatalities but also resulted in the cincopoi acquisition of technology far advanced beyond their own, including a number of jump capable ships keeping alive some of the crew long enough to learn the value of what they had captured.

Granted newer technology the cincopoi took on the task of reconstruction and a crash space development programme. Using captured ships and knowledge from the few prisoners who survived they rapidly explored and set to the task of establishing a defensive perimeter around the Pripyat system. By 2350 cincopoi vessels had visited and charted (albeit at a cursory level) Edmarkhiik, Zarkunmigarar, Sarnath & Falmer, primarily to ensure their own security. While it took many years to replicate the jump drive the cincopoi quickly grasped the possibilities of sublight drives and had exploited them along with cryogenics (reverse engineered from the vessels' low berths) to create a colony on Sarnath by 2424, intermittently visited by their prize jump capable ships. The final breakthrough, the completely understood replication of jump drive occurred in 2455 and in less than 50 years the first union had risen to dominance, albeit for a short while, and opened the nearby stars to exploration and colonisation.

Thus when scouts from the Rule of Man arrived in the cluster they encountered a race already possessing spaceflight and a small but adequate navy comprised of a number of indigenously designed ships. Minimal interaction ensued over the following years with most Solomani scouts being destroyed before meaningful communication could be established. What information that was gleaned was understood as representing a minimal threat, and in the context of the collapsing Second Imperium cincopoi space was officially quarantined, or, as the Interregnum deepened, simply ignored.

Only the inability of the Cincopoi to form organisations capable of remaining stable in the longer term has prevented their expansion beyond their current bounds. They are not expansionistic, per se, but they share curiosity as a character trait in common with Humaniti and Vargr. They harbour no ambitions of conquest, but might seek to ensure that any neighbours would lack the means to attack or enslave them. At the very least they would wish to possess equal or superior weapons technology. More advanced Jump drive technology would be highly sought.

Certainly they would not voluntarily join any wider stellar body if it meant losing their military forces, so they would need to be defeated in a thorough war of conquest, or even be annihilated. at least without a major long term programme of social engineering. (The Hivers could do it, but they are masters at this sort of endeavour).

Not being part of the wider interstellar community they did not suffer from the effects of the Long Night/Interregnum, but still lack sufficient theoretical knowledge to exceed Jump-1 capacity.

Society

Cincopoi are naturally gregarious and well adapted to living as large groups. Traditionally group identification was by means of language and by visible signals, many of which were dictated by the diet of..

Characters

Other

Planetary details:

Environment: extreme ^50deg
Active temperature range: 10-40
Extreme v:0deg

Violent storms, typhoon etc.
Intense seasonal shift
Yr 235 Terran standard
Diurnal 15 hr day/night

Species details:

Planetary Conditions favour 'temperate zone' permanent range with drift to tropics possible in winter, and move to poles in summer.
Dispersal related to sea/ocean currents and travel speed.

Xenophobic/Racial Intolerant
Curious
Congenial
Imaginative
Carnivore

Amphibious
Pack/troop, climber
starfish/octopus analogue
5 major tentacle legs, rear with stinger (development being a sign of maturity, possibly the defining characteristic of maturity after the full development of the voicebox); sharp beak. These will regenerate from stubs if damaged, although damaged stinger will not be replaced.
2 excellent manipulators
Shared position near the top of the food chain.
Height about that of human average, but of heavier build.

Many offspring: hermaphroditic, but requiring mating - oviparous; animal/semi-animal phase
Armouring of body and organs, a carapace of flexible platelets (appearance at maturity- until then there is a definite 'leatherjacket' appearance, but no plates - one mark of adulthood and end of growth.
Limited limb regeneration (not stinger)

Voicebox approximating to human standard. (at maturity)
Vision to front in binocular arrangement, with standard approximate to human.
Ditto directional hearing and sense of taste, but poorer smell distinguishing
Psionic ability could be as a jammer, permanent (so don't mix Ophidians and Cincopoi!)

Developmental details:

Develops in marine environment and retains amphibious capacity for most of its life (inability to swim etc. is another indicator of senility).
only later do the lungs develop and gills atrophy. Development to maturity is linked to diet

Young reach full maturity after @ 15 local years. Adoption can be from about 10 local years, and if no group of adults is present other younglings may band together, although the prototype clan would be regarded as 'barbarians', or degenerate. Failing that there are loners, referred to as 'the voiceless', or still referred to as 'unknowing'.

Group identification is through ritual habits and language characteristics.

Other features.

Initial form of transport by 'foot' and thence by domesticated browser, and wheeled carts. However, given the lack of a suitable aquatic species and the need to breath air -> development of communal boat-rings in maritime environments (enclosed pool can carry younglings and leatherbacks, as well as serving as a midden for organic refuse!)

Early dispersal on a troop-by-troop basis and banding together into petty kingdoms and clannish confederacies. Societal development results in groups usually less stable than humanity, but much more so than Vargr.

Population cycle is visible over the years, and periods of semi-collapse, or worse , occur (cannibalism is not unknown): concept of farming a very late development, although domestication common and one might even say the younglings are farmed in more advanced cultures, but even here there is a concept of ritual dispersal.

Campaign details:

They have, however, produced some good advances in the field of cryogenics – logic? Ability to survive winters...

Why xenophobic? Jump drive by conquest.

MO setting: several warring groups, some with space travel, but limited to TL9 jump capability. If they gain greater they won't do a 'horde' but remain xenophobic.

Classic Traveller setting: will either be integrated into mainstream to a minimal degree, as a cluster of worlds recognising feudal loyalty to a distant leader, active interstellar players, interdicted, or exterminated.

THE SHEGASHI.

Racial Origins

The Shegashi are one of the many human minor races, believed to have been transplanted to Shegasha, along with several other Terran species, by the mysterious Ancients around – 300,000.

Physiology

Physiologically the Shegashi are a sub-species of humanity. Their features are typically Negroid, displaying characteristic dark skin and peppercorn hair, although this tends towards a coppery shade, rather than black. The physiological differences between the Shegashi and other strands of humanity are not readily apparent in terms of external characteristics. These differences are twofold.

Given the large amount of edible vegetable life on the planet's surface, much of it apparently transplanted from Terra with minimal adaptations, and the inedibility of much of the fauna, the Shegashi favour an almost totally vegetarian diet. In common with some other minor human species this is reflected in the fully functional appendix.

Rather more radically different is the change in Shegashi reproductive characteristics compared to other humans. Whether this is due to a chance mutation or to Ancient meddling is uncertain (most geneticists back the latter theory). All Shegashi females begin menstruation considerably later than other groups of humaniti, at about 25 standard years of age, and cease earlier, that is, at no later than 40 standard years of age. In addition, approximately 50% of the male population are infertile. The details of the mechanism remain unexplained although it appears to operate at a fundamental level. Once a women reaches a certain, and unpredictable, age any male offspring which she bears will be infertile.

In all other respects, barring minor responses to the characteristics of their foster home, Shegashi are identical to the other strands of humaniti.

Psychology

Shegashi psychology has been moulded by their awareness from very early in their history that they did not wholly belong on Shegasha. They could eat much of the flora, but very little of the fauna of their homes. Indeed only one species was palatable and easy to consume, and this was later discovered to be the duck, a native of Terra sharing in their exile. Similarly the native predators largely ignored the Shegashi, finding them to be mutually unappealing and unpleasant. For millennia the Shegashi sought the answer to their origins without success, and while the arrival of the Vilani brought no answer to the ultimate question it did give them a framework in which to operate and a place in the universe in subjection to Vilani interests. Once given this place in the cosmos the quest for the answer to their ultimate origins has waned somewhat, and it has become apparent that the race as a whole has become somewhat accepting of the information given to them by their perceived betters. The Shegashi mind-set has thus been described as one of *racial gullibility*; and after first contact with the Vilani they happily settled into the world-view that they were given, almost without question.

A further characteristic is one of *passivity*. Given the relative ease of survival upon Shegasha, faced on the whole only with countering the dangers of climate and accident, exacerbated by the slow rate of population growth attributable to their unusual genetic inheritance the Shegashi cannot be described as a thrusting and dynamic people. In addition to being physically passive the Shegashi have little experience of war and conflict. They do not really see much point. Territorial aggression seems rather pointless as their population growth has never really caused problems over space, and conflict over mating prerogatives is rendered rather pointless, given that there has traditionally been no way to determine whether a couple may produce children.

The scarcity of children and the difficulty of breeding, coupled with the passivity described above have also given rise to the Shegashi trait of *respect for human life*. The only real trigger to violence among the Shegashi is real or perceived threat to harm children. There are very few other ways of provoking a Shegashi to physical conflict, and the sight of an aroused Shegashi has been likened to an individual possessed. Such a threat to a child is taken as a loss of humanity itself, and an offender is likely to be killed on the spot. In no other circumstances will a Shegashi tolerate killing and the traditional punishment for murder has been the transport and exposure of the offender to the most inhospitable climate that is available. Should the offender survive to rejoin society no further comment will be made. Most, however, do not survive.

Homeworld

Shegasha is a comfortable world some 6200 miles in diameter, largely covered (82%) by water and boasting an earth-like atmosphere, with a very similar temperature range to that of Terra. Orbiting an F5V primary its most unusual feature is its rather long year (1.78 Terran standard years in length), but with a local day of 25.81 standard hours it presents no problems to the human body clock.

History

Contrary to the common experience of most societies the Shegashi have developed in a remarkably peaceful and stable manner. They have very little experience of war and conflict.

Society

Shegashi society has been shaped by their distinctive reproductive characteristics, and by the ease of survival on their world. Since food was so easy to procure and predators virtually non-existent Shegashi culture developed rather slowly. Lacking the need for defensive settlements most of the population lived in scattered small settlements, driven by the benefits of company, and little else. Even today there are few large settlements, the Shegashi don't see the need.

Characters

Other

Further Background Information.

LIBRARY DATA

(primarily for the EPERDISH subsector (subsector M of The Empty Quarter))
Situation at approximately 1 Imperial, 4521AD (according to Sylean Proclamation).

Agde (0602, Eperdish, C679674-6). Agde's aboriginal minor race, the amphibious Bi'ilami, had achieved TL1 upon contact with Vilani traders at the height of Vilani power. Human settlement has been sporadic, but relations with the indigenous Bi'ilami are relatively good, with the population broadly split between a number of archipelagoes in the Equatorial Ocean (dominated by humans) and mainly nomadic Bi'ilami fleets sailing the seas in search of food and resources. The planet is currently in the midst of a mild ice age, the polar landmasses being covered by ice, as is most of the non-tropical ocean. There are a number of sovereign states, but while there is little or no hostility to, neither is there any desire for, a unitary government.

Agde is an undemanding and unassuming member of the Dishani Combine.

Anlanshik Cluster. The cluster of 14 systems forming the traditional powerbase of the Dishani Combine.

Augarien (0706, Eperdish, A86698C-8). Settled by French Solomani during the early years of the Rule of Man the world survived the rigours of the Interregnum remarkably well, primarily due to the wide variety of edible native foodstuffs and relative lack of pathogens and predators. During the darkest years technology in certain spheres dropped to 4, but medical care and food provision never suffered too greatly. Government is traditionally based upon a meritocratic model, run by a professional civil service selected for ability, that has also ossified much of society into a strict caste system, obsessed by proper form and etiquette, so rigid as to be legally mandated. Many years prior to the foundation of the Combine the Dishani began limited interaction with the Augari. This relationship gave rise to two specific diplomatic castes, the Parlers and the Otleers. The former are true diplomats, charged with speaking on behalf of the government, the latter are dedicated to the task of guiding visitors and guests through the complex process of Augarien life, a role combining elements of tour operator and custodian.

Since the formation of the Dishani Combine there has been a large flux of Augari emigration to the surrounding worlds, where many emigrants, formal by local standards, but freed of their complex societal bonds, make their living as administrators, chefs (Augarien cuisine is highly valued) and as valued members of the Dishani Combine Bureau of Colonisation.

Cadbury. Former name of Vaekodhsu.

Cautionary Notice. A designation accorded to a system by Dishani Combine sources indicating that entry into that system, or a specified area of it, poses a significant hazard to those who enter. There may or may not be any taken to stress this warning in situ. Such a notice may be posted for several reasons and by a number of authorities, but usually is placed to protect citizens carrying about their legal business.

Dashlaar (0308, Eperdish, C558557-8) was settled during the First Imperium. Its oceans are its primary resource, and it has fed surrounding worlds throughout its history. The population is widely dispersed over the planet's many small islands, except for the relatively large settlement of Skyport, site of the planet's starport. What government the planet has comes from the Skyport Research Faculty.

Dating Systems. Two systems are typically followed in the Eperdish subsector, the Terran and the Dishani. The latter is not an official policy, but one of convenience, counting years

from the formal establishment and ratification of the Dishani Combine, there being no Year 1, and with the suffix PC (Post Combination) being applied.

Dishanirash (0703, Eperdish, A400A88-C) Unique among the worlds of the subsector Dishanirash never lost its interstellar capacity through the years of the Interregnum, maintaining the ability to manufacture drives to TL9 and repair higher technology ones. Indeed retention of interstellar capacity was essential to the survival of the population, since Dishanirash itself is devoid of planetary water and the system lacks any agricultural capacity beyond tailored fungi and algae. The system hosted a major Solomani naval base, which provided vital resources as the Second Empire collapsed. The survival of capacity is due in no small part to the blending of the Solomani government structure, based upon military ranks, efficiency and obedience with the corporate ethic of Vilani tradition. The resulting power structure is not unlike that of a major corporation, with the various ministries akin to corporate divisions. Only in 'recent years', however, have the competing factions of the Directorate agreed that the conditions are right for the expansion of Dishani affairs into the wider interstellar realm, beyond that simply required for survival.

Dishani Combine. A tight interstellar hegemony centred upon the Dishanirash System in the Eperdish subsector, the Combine is a relatively recent formalisation of the status quo during the Interregnum, that is, Dishani influence maintains a number of worlds beneficial for its own survival in the long-term, with concomitant economic and social benefits for those worlds under its protection. As a general rule members of the Combine are free to pursue their own internal policies providing that resource supplies to other member worlds are not threatened; the Combine does not have a role in guaranteeing the rights of citizens of the various members, and indeed there is no such thing as Combine citizenship. (In the pursuit of order and unhindered resource exploitation and distribution member states are not permitted their own independent interstellar forces.) Unlike the re-established Empire, rumours of whose traders and scouts have reached Dishani space, the Combine makes no claims to the legacy of its progenitors, and will resist the attempts of any polity to hinder its chosen course.

Among the worlds in the **Eperdish** subsector the Combine comprises Ka (0102), Mordachus (0103), Gashiimud (0201), Euphrates (0202), Miiubresh (0302), Shiinukaagi (0304), Mughamkhiram (0401), Rakamdarmim (0403), Vaekodhsu (0501), Pharaoh (0504), Duusgakhhar (0505), Agde (0602), Murkhabir (0603), Shegasha (0702), Dishanirash (0703), Sami (0704), Heuvel (0605), Augarien (0706) and Skelter (0803). To Coreward the Combine extends into the **Tripitaka** subsector, controlling Bhoddoshivata (0210) & Kobe (0630) and to Trailing the Combine controls Girmargemsabush (0102) and Wurenish (0103) in the neighbouring **Wurenish** subsector.

Eperdish (0310, Eperdish, A 686996-B) marks the site of the first entry into the subsector by Vilani scouts during the First Empire period, hence the naming of the region. Eperdish dropped to an approximate local sustainable technological level of 8 during the Interregnum following the collapse of the Ramshackle Empire. Re-contact with the Grand Duchies in the adjoining Fornast Sector and thriving local interstellar trade, combined with a somewhat sharp attitude among the planet's ruling body, known simply as The Administration, has resulted in speedy technological growth. The racial mix remains predominantly Vilani, with the old Solomani planetary name of Sheppard being virtually forgotten except in the name of the major planetary corporation dealing in electronics, communications and instrumentation.

Eperdish has solid trading links with ships operating out of the so-called Third Imperium and while Eperdish is not formerly a client state, it hosts cadre of both the Imperial Navy and the IISS. Dishani Combine Intelligence is aware of this, and tension is increasing in the region.

Exclusion Notice. A designation accorded to a system by Dishani Combine sources indicating that entry into that system, or a specified area of it, is prohibited to unauthorised vessels, and that action will be taken to enforce the prohibition. Such a notice may be posted

for several reasons and by a number of authorities, such as to protect a developing culture, protect off-worlders from harm, or in the enforcement of a boycott or execution of a siege.

Forniss (0708, Eperdish, E797438-3). Severely regressed from its former state (C7976AB-8), Forniss holds promise for future development and exploitation but is in dire need of assistance to rebuild its industrial and technical base. Much of the population perished during the Interregnum when much of the capacity to protect the population from the harmful effects of the plentiful heavy metals in the planet's ecosystem was lost.

There are frontier facilities and a small Dishani medical mission.

Gekarkagushaam (0508, Eperdish, B 79699A-A) was a Vilani colony world settled shortly after Eperdish during the First Imperium. A second wave of Solomani colonisation occurred during the Rule of Man when the planet became heavily industrialised. The two populations are now thoroughly mixed. Having a relatively pleasant and equable ecosystem, the planet suffered relatively little during the Darkest Years, dropping to a sustainable TL6. Re-contact with Eperdish occurred relatively early, and a series of trading alliances between the two worlds ensured Gekarkagushaam's swift recovery.

The planet is notable for being the source of the notorious hallucinogenic drug yellowgrass. The pollen of this plant taints the planet's atmosphere, requiring the population to wear filter-masks whenever outside. The planet's administration, the Conclave, does all it can to prevent the yellowgrass trade.

Gekarkagushaam is a founding member of the Lameshid Confederacy, and much of the Confederacy's administration is based on the planet.

Gidurmu Lamirgu. The Anlanshik Cluster and the Euphrates Main are separated by a region of space approximately 1 parsec wide, requiring the use of Jump-2 to cross. This is known as the Gidurmu Lamirgu (or Lamirgu gap in Old High Vilani), and seriously hindered the development of the region when the Ziru Sirka was at the height of its power and peak rate of expansion.

Heuvel (0605, Eperdish, D554775-6). Formerly a dependent world of the Second Empire, having been settled at the same time as the neighbouring Augarien system, Heuvel is slowly clawing its way towards unitary government, simultaneously both hindered and technologically spurred onwards by the constant low-level warfare between its constituent nations, at least 5 of which claim to be the legitimate successor to the authority of the former Colonial Office.

Heuvel is nominally a member of the Dishani Combine, whose actions seem to outside observers to be more concerned in the protection and exploitation of planetary mineral resources than in settling disputes between the squabbling nations, many of which do not recognise the Combine's presence as legitimate.

The Dishani Combine Bureau of Transport has posted a Cautionary Notice in regard to the Heuvel system.

Hyams (0407, Eperdish, C996514-6). The population of Hyams traces its root back almost entirely to a single colonisation mission in 2776AD comprising the extended family and retainers of the Hyams family, members of a close Christian sect. The Hyamic Code forbids warfare in all forms for all believers, and the planet's defence capability rests totally in the hands of retainers and 'Gentile' soldiery. No citizen is allowed off the world without special dispensation, granted by the priests and elders.

Imperdagak (0210, Eperdish, C8C87A7-7) The environment is inimical to life, and all settlement is confined to natural underground cave-systems, primarily in the pursuit of mineral resources.

Interregnum, The. Term used by the Dishani Combine, and by extension, the surrounding systems with interstellar capacity, for the years following the collapse of the Second (or Ramshackle) Empire. The Interregnum is deemed to have ended, at least locally, in 4257AD when the Dishani Combine came into being.

Irbicht (0108, Eperdish, X579679-1). Former capital, reduced to barbarism as competing factions fought for control of resources in the subsector as the Interregnum lengthened. Currently at TL1 the Dishani Combine has placed a Cautionary Notice on the world, partly in an attempt to quarantine the world after the NBC war there. Note that no Exclusion Notice can be enforced by Dishani forces, since Irbicht lies beyond the Dishani borders, but severe penalties will be applied to citizens of Combine member states who can be proved to have landed on Irbicht.

Ka (0102, Eperdish, C568421-8). A hothouse world, Ka has only a minimal human population. None of the three colonisation attempts during the Rule of Man survived for more than a decade, providing a long-lasting enigma. The riddle was solved in 4426AD (169PC) when a combined Euphratian/Dishani expedition discovered that Ka was inhabited by an aggressively carnivorous sentient race, reliant upon psionics for most communication and manipulation tasks. The relatively small human population is concentrated primarily upon the study of the race, known as officially as Ophidians, due to their serpent-like appearance, (and unofficially as Slithers), a dangerous task resulting in several fatalities every year.

Ka is accorded protectorate status by the Dishani Combine, and an Exclusion Notice has been posted on unlicensed travel and landing upon the planet. To this end the starport is located near the gas giant, Ulaam.

Kagekaashaam. The Vilani corporation with interests in high-tech environmental support systems, which was one of the founding triad for the Dishani Combine. Without the whole-hearted support and co-operation of the corporation the airless world of Dishanirash would not have survived the Interregnum.

Karaganda (0409, Eperdish, B9A2944-A). A world of extremes, Karaganda was settled not only by hardy pioneers in need of a challenge, but was also used as a dumping-ground for petty criminals and exiles before the Interregnum. It's winters are cold and harsh, while summers can be quite equable. The atmosphere of Karaganda is only mildly hostile to human life, being a nitrogen, oxygen mix with a low methane concentration. This is not enough to cause short-term health problems, but sufficient to cause atmospheric explosions under certain conditions. Settlement is widely dispersed, especially upon the regions of Kazakh and Uzbek where the pioneers settled, but well linked by modern communication methods.

Karaganda maintains no formal naval forces, rather relying upon the chartering of mercenary units and the mobilisation of private resources through the issuing of letters of marque in cases of conflict.

Karaganda is a member of the Lameshid Confederacy.

Lameshid Confederacy A small organisation of planets, founded by Karaganda, for the promotion of trade and mutual defence.

Membership comprises Eperdish (0310), Karaganda (0409), Gekarkagushaam (0508) and Mamgaashi (0509).

Largidkush (0109, Eperdish, C6757BF-5) the population of this world is largely confined to a single continent, and there is plenty of scope for settlement and development. The world is officially neutral, held under the powerful grip of the military dictator, Barak Amdiikan, but rival corporations from the Lameshid Confederacy, the Dishani Combine, and even far-flung 'Imperials' are attempting to establish trading operations. While it is unlikely that Largidkush

will be persuaded to join any interstellar polity in the near future strategic plans undoubtedly exist among its near neighbours.

Mamgaashi (0509, Eperdish, C 300875-9) is a vacuum world, settled during the Rule of Man when large-scale mining operations were initiated to support the developing industry on Gekarkagushaam. The Darkest Years brought widespread shortages and suffering, as well as marking the end of a unified planetary administration. The planet is currently split into five independent and competing regions, united and divided by a common history. The Mamgaashi system is well-known as a haven for pirates and privateers.

Mamgaashi is a member of the Lameshid Confederacy.

Miiburesh (0302, Eperdish, B523845-A). While not possessing much in the way of resources Miiburesh is one of the planets that is a 'must visit' for any tourists in the subsector. The interaction of the solar wind upon the extremely thin atmosphere results in spectacular auroral effects at all latitudes. It is not certain whether the old Terran name for the planet, Gossamer, is a reflection of some of the finer atmospheric effects, or of the delicate, trailing vegetative forms, such as the spidersilk tree, nourished by the unusually abundant water cover for a world with such a minimal atmosphere. The world was partially abandoned during the Interregnum, a large proportion of the natives relocating to Eufraties in 2862AD. Advanced civilisation collapsed by 3000AD, and with no interstellar capacity the remnant population was reduced to a single enclave of less than 10,000, barely surviving at TL5 (and unable to fabricate essential materials) before the world was re-contacted in 3776AD. A substantial resettlement project was started in 3941AD and the planet is currently thriving, if somewhat financially impoverished.

Miiburesh is a member of the Dishani Combine.

Murkhabir (0603, Eperdish, E100000-0). The Murkhabir system is within the area of space claimed by the Dishani Combine, but contains no known resources of value.

New Extents, The. Title referring to the planets of the Eufraties Main, who joined the Dishani Combine in the most recent phase of its expansion (4482AD, 225PC). Although their accession is beyond the memory of any living human the name has passed into common use. The seat of Combine business and government in The New Territories is located at Susa, capital city of the Eufraties system.

Newts. A sapient race of bipedal, tailed, amphibious quadrupeds from the warm, damp main world in the Marhaban System. They achieved spaceflight during the Ziru Sirka and are present in small numbers throughout the region. They later became known as thoroughly efficient bureaucrats throughout imperial space. See JTAS 11 Contact!

Pharoah (0504, Eperdish, C564446-7). This is a hot and dry planet, reminding early Terran explorers of a part of their homeworld. The name is at least partly inspired by the similarity of much of its surface to Ancient Egypt and its major rivers effect the landscape in a similar manner to the Nile. There is much speculation over the origin of the curiously and consistently-shaped Pyramid Mountains.

Pharoese society has traditionally been based on bonded labour, with the status of the ruling aristocracy determined both by the number of individuals "under the protection" of the household, and by the living conditions of those individuals. The structures imposed during the Interregnum helped Pharoese society as a whole to survive the rigours of isolation. Influential families remained influential, bonded labourers remained within their places too. The electorate is restricted solely to hereditary aristocracy and male land-owners, comprising no more than a small percentage of the population, the government being in effect a self-perpetuating oligarchy under the Pharoah, an official elected for life, living in the capital city, Cheops.

While life was hard during the Interregnum there was little dissatisfaction with the system, which maintained society and industry around TL5. Increasing contact with Dishani influences (through its membership of the Dishani Combine) and the gradual rise of material well being has led to increasing friction and demands for greater freedom of speech, representation and personal freedom.

"Purple Flower". The code name for an abortive operation allegedly perpetrated by Dishani Combine Intelligence around 4450. Lameshid Confederacy sources claim that Purple Flower was intended to disrupt trade links between Karaganda and Gekarkagushaam by employing privateers based in the Mamgaashi system, and was part of a larger scheme to on the part of the Dishani Combine to annex Mamgaashi (0509). As a direct result of these claims Mamgaashi joined the Lameshid Confederacy in 4453. The very existence of Purple Flower has been denied by the Dishani Combine at all levels.

Rakamdarmim (0403, Eperdish, D859522-6). While certain regions of the world hold potential for further settlement the population is currently centred upon one of the many volcanic islands that are widely spread throughout the southern hemisphere. The great Rak Amadar, a volcano which gives its name to the planet, is still active, and boasts a summit some 12,000 metres above sea level.

Rakamdarmim is a member of the Dishani Combine.

Shegasha (0702, Eperdish, B668754-5). This system, with its pleasant major planet, provides the majority of luxury food and agricultural resources and exports for the Dishanirash Combine. Inhabited by a minor human race, the Shegashi, who had reached TL3 at contact, it settled swiftly into the role of breadbasket for the Vilani Empire and its successor, a role it was to maintain for hundreds of years, and indeed the Old Vilani name best translates into Anglic as 'grainlands'. Even during the Interregnum the majority of the population remained healthy and contented; reflecting the Shegashi racial trait of placid, conservative and environmentally sound agrarianism. While the TL dropped to 4 from its former level of 7 the natives are in no hurry to develop past TL5, and indeed the government appears to be actively attempting to stop advancement.

Small-scale mineral and resource extraction is practised under the licence and oversight of the Dishanirash Combine Resources Bureau, while at any time there are in excess of 10,000 Dishani Combine sponsored agricultural specialists present in the Shegasha system.

Shiinukaagi (0304, Eperdish, C100563-A). The continuing economic growth of the Dishani Combine has enabled the exploitation of the Shiinukaagi system by the Resources Bureau, of whom all the systems residents are employees or contractors. There was a small presence on the planet during the early years of the Rule of Man, but the system was abandoned even before the Interregnum's recognised beginning and little trace of the former settlements remains.

Skelter (0803, Eperdish, A000972-C). The Skelter Belt is a dense, hugely populated and resource rich asteroid belt which provides much of the raw and processed industrial resources of the Dishani Combine, a significant proportion of its mercantile tonnage and a not inconsiderable volume of the Combine Naval capacity. Skelter is the second most populous member of the Combine, and would carry even more political leverage were it not for the dispersed nature of the populace and the fragmented governmental structures it spawns.

Suorok. A wholly owned subsidiary of Sytaëf ApK trading primarily in industrial plant facilities and standardised industrial components. Its offices and operations are widespread throughout the region, among Combine, Confederacy and Independent Worlds.

Sylean Pretenders. Derisory local term for the self-styled 'emperors' of the former Sylean Federation.

Sysec. The Corporate security division of Sytaëf ApK, which according to persistent rumours, may be infiltrated by agents of both Dishani Combine Intelligence and the rival Lameshid Intelligence Division.

Sytaëf ApK. A major trading cartel, founded during the Rule of Man, which managed to survive the Interregnum. Its ships now visit most worlds in the Eperdish Subsector, competing with Dishani Combine companies for valuable business with the Lameshid Confederacy worlds.

Third Imperium. Title taken by the Sylean Federation, an expansionistic interstellar state to Rimward, whose stated aim is take control over the territory of the former Vilani and Second Empires. The claims of the Sylean Pretenders (q.v.) are not accepted by the Dishani Combine, or many other systems in the region.

Vaekodhsu (0501, Eperdish, B898576-8) Formerly known as Cadbury this planet was left to support itself quite early, that is, before communications were lost between the Dishani Cluster and the Eufraties Main. It is unusual in having a sizeable Vargr population in the years where Vargr are accounted as legends to the population of much of human-occupied space. Vargr refugees, along with the protection of a small unit of corsairs, arrived in-system in 3042AD (-1478) and were followed by others of their race in irregular waves until 4431AD (-89, 169PC). The early refugees were welcomed, since they brought with them some useful technology and resources, as well as a few operable interstellar vessels. These proved of use when hostile forces arrived twice in-system. In 3313AD (-1207) a plundering band of Vargr corsairs were easily repulsed and in 3429AD (-1091) the world was threatened by a misjumped warship from the aggressively racist Empire of Gashikan to coreward. Shortly after the successful resolution of the crisis the planetary name was changed (its meaning translates as 'harmony' or 'concord').

Nominally Vaekodhsu is a voluntary member of the Dishani Combine, but it is content to remain inward-looking and provides little of value to the wider community, with the possible exception of ranch-raised meat, and shock troops (and fickle ones at that).

Vortigern Prime Consortium. One of the triad of organisations which co-operated in the creation of the Dishani Combine the consortium was a Solomani prospecting and resource development group based in the Skelter system at the time when the collapse of the Second Empire became apparent.

UPP DATA FOR MUKUSI SUBSECTOR

NAME	HEX	UPP	BASE & CODES	PBG	SUN	AL
Gash	0108	B 62A766 9	Wa	100	K2 IV	
Dinsha	0210	X 210000 0	Ba	015	M5 D	
Iindararim	0310	B 528311 A	Lo	403	K4 V M8 D	
Ishgiirad	0502	D 9A5644 2	Ni	320	M0 V	
Guukin	0610	B 638111 A	Lo	215	M7 V	
MUKUSI	0708	D 457A66 8	Hi	712	G1 V	
Khiiniish	0810	X 000000 0	As Va Ba	023	M4 V M2 D	
First Survey states UPP for						
Dinsha	0210	D 210000 7	Ba	015	M5 D	
Khiiniish	0810	D 000000 6	As Va Ba	023	M4 V M2 D	

Initial thoughts.

None will have no interstellar capacity, and the population of Guukin probably includes those on the Starport. If so, what is its purpose?

UPP DATA FOR TRIPITAKA SUBSECTOR.

NAME	HEX	UPP	BASE & CODES	PBG	SUN	AL
Teutoburger	0107	C 574675 B		802	K2 V	
Waskuei	0108	X 130000 0	Ba	-23	G1 V M9 D M6 D	
Mildew	0110	D 235202 5	Ni Po	720		
St. David's Abbey	0207	X 5104D9 4		-02	K0 IV M2 V M3 D	
Mikik	0208	X 450573 5		-02	G9 IV	
Thessalia	0209	X 415000 0		-03	M8 V	
Bhoddoshivata	0210	B 442755 9	Na Ni Po	914		Di
Teikoku	0305	X 8C7000 0		-04	M4 V M8 D	
Hipper	0307	B 6566A5 A		-20	M8 V	
Bonotsu	0308	X 8B0000 0		-02	K8 V M8 V	
Akec Tedidim	0309	X 475435 _		-03	M0 V	
Marhaban	0406	_ 469_____		-01	K8 IV	
Dimashq	0607	X 230000 0		001	M6 V M2 D	
Kobe	0610	C 899578 5	Ni	503	M6 V M8 D	Di
Osumi Shoto	0708	X 221000 0		030	K5 V M9 D	
Kobiyashi	0709	X 300000 0		002	M0 V	
Li Changhun	0808	C 88A536 9	Wa	203	M7 V M7 D	
Li Yingkou	0809	X 300000 0		000	K0 V	
Li Chifeng	0810	B 98A647 9		702	M7 V M7 D	

Notel: HIWG calls the subsector Lentuli.

Note2: Marhaban is the homeworld of the Newts, otherwise known as Bwaps <proper name?>. This is cited as their homeworld in JTAS 11, and is therefore canonical. T4 appears to have re-housed them somewhere in the Old Expanses.

They achieved spaceflight under the Ziru Sirka, and have retained it.

Akec Tedidim - newt presence.

Hipper - If Ikoma/Marhaban in capable of interstellar travel the starport is class B and TL A, with alien enclaves.

Kobe - starport more in name than in reality - member of Di, and active in trading.

Li Changun and **Li Chifeng**. The former was previously a colony world of the latter and the two enjoy close relations. Changun's ruling elite (The House of Stewards?) are the dynasty of the former colonial Governor-Generals. Both systems have a Dishani Mission present, and look to stronger links.

Mikik - isolated settlements around small water sources. Despite the presence of primitive aircraft there is only radio communication between settlements.

Mildew - surprisingly high humidity levels for a small world.

St David's Abbey (0207) An isolated monastic community rules the only surviving enclave on this harsh world.

Teutoberger (0107, Tripitaka, C 574675 B). A world of dark and tangled forests, outside the boundaries of both the Ziru Sirka and the Rule of Man, settled by groups hailing from Germany and Eastern Europe, by way of (elsewhere), before Twilight. Retention of some primitive interplanetary capability, but no contra-grav.

UPP DATA FOR TSCHUDIA SUBSECTOR.

NAME	HEX	UPP	BASE & CODES	PBG	SUN	AL
Kurayoshi	0210	- 8B0----	De	-04	K7 V	
Diefenbaker	0309	- 210----		-04	G9 V M7 D	
Arabia	0310	- 648----		-10	M3 V M3 D	
Tarascon	0408	- 774----		-23	M5 V	
Sio'mawasi	0409	- 7C0----	De Sw	-05	B5 V M4 D	
Narada	0410	- 757----		-02	M2 II	
Yamaguchi	0506	- 433----		-10	M3 V	
Aswan	0508	- 420----		-03	M3 V M3 D	
Listualro	0509	- 443----		-23	K1 V M8 D	
Chisholm	0607	- 84A----	Wa	-03	G5 V	
Kitayushu	0609	- 501----	Ic	-03	F9 V	
Goto Retto	0610	- 8A6----	Fl	-04	M7 V	
Tocityne	0707	- 774----		-14	M0 V M0 D	
Dotilla	0709	- 140----	De	-05	M5 V	
Starsky	0710	- 338----		-14	M4 1a M4 D	

UPP DATA FOR HEBRIN SUBSECTOR.

NAME	HEX	UPP	BASE & CODES	PBG	SUN	AL
Muso	0106	_ 232--- -	De	-03	K6 V	
Mugama	0108	_ 869--- -		-03	M0 V	
Makarou	0109	_ 596--- -		-02	K4 V M5 D	
Ragiimekus	0110	_ 8A6--- -	Fl	-13	M8 V	
Omerta	0206	_ 9B0--- -	De	-04	A3 V K3 D	
Nieuwould	0210	_ 585--- -		-00	K4 V	
Miyazaki	0303	_ 6A7--- -	Fl	-20	K4 V	
Hebrin	0310	_ 250--- -		-13	M8 V M1 D	
Pynchan	0410	_ 257--- -		-12	M5 V	
Hokkaido	0508	_ 610--- -		-12	K8 V	
Tshane Eiseb	0509	_ AA9--- -		-00	G0 V	
Venda	0510	_ 330--- -	De	-13	M6 V K6 D	
Cometela	0607	_ 78A--- -	Wa	-14	K8 V	
Painted Orb	0510	_ 434--- -		-04	M7 V M8 D	
Chugoku	0723	_ 000--- -	As	-00	G1 V M5 D	
Silence	0728	_ 225--- -		-01	M3 II	

UPP DATA FOR MARIKAAD SUBSECTOR.

NAME	HEX	UPP	BASE & CODES	PBG	SUN	AL
Uurvalaa As	0105	B 510133 A	Lo	102	K8 V	
Buurki	0106	B 333311 A	Po Lo	101	M0 V	
Irguu	0107	B 610755 7	Na	403	M7 IV M4 D	
<i>Ishlar Kuuim</i>	<i>0108</i>	<i>X AC3000 0</i>	<i>Fl Ba</i>	<i>010</i>	<i>A2 V M3 D K3 D</i>	
Kis	0201	D 464444 6	Lo	625	G8 D	
KUUE IR	0204	B 99AABB B	In Wa Hi	920	F1 D M8 D	
Ghou	0205	D 5548BB 7		834	F3 VI M8 D	
<i>Annikhuu</i>	<i>0207</i>	<i>X 463000 0</i>	<i>Ba</i>	<i>004</i>	<i>M8 D</i>	
Khikin	0208	B 8AA566 B	Wa	105	K0 VI	
Kiiiki	0209	E 200333 6	Lo Va	204	M1 V M5D	
Maguu	0304	E 3227BB 0 A	Na Po	902	F6 VI M5 D	
Ramu	0306	X 755000 0	Ba	012	G5 V M9 D	
<i>Deduurgalu</i>	<i>0309</i>	<i>X 583000 0</i>	<i>Ba</i>	<i>014</i>	<i>K4 V</i>	
<i>Kaaarrap</i>	<i>0310</i>	<i>X 7B3000 0</i>	<i>Fl Ba</i>	<i>010</i>	<i>G7 V</i>	
Eshkhuundguu	0403	E 994100 6	Lo	905	G0 D M8 D	
Geankish	0405	D 765300 4	Lo	323	M8 D M5 D	
Korparov	0410	C 8B08AA B	De	600	F9 D	
Ishdi Un	0502	D 262577 5	Ni	510	F1 VI	
<i>Mapashar</i>	<i>0503</i>	<i>X 000000 0</i>	<i>As Va Ba</i>	<i>004</i>	<i>M3 D M5 D</i>	
Khavla	0505	C 140644 9	Ni Po De	204	F9 D	
Dime Lu	0508	C 665855 6	Ri	404	G3 VI M3 D	
Gikuushkhuu	0510	B 7B1422 9	Lo Fl	304	K0 V	
<i>Endin Nuu</i>	<i>0601</i>	<i>X 748000 0</i>	<i>Ba</i>	<i>023</i>	<i>K9 V</i>	
Luumaish	0603	D 444400 5	Lo	313	K3 V M3 D	
Mikhuuurishush	0607	B 632400 8	Po Lo	203	K5 V	
<i>Ardii</i>	<i>0608</i>	<i>X 6B5000 0</i>	<i>Fl Ba</i>	<i>022</i>	<i>M5 II M1 D</i>	
KHASLU KARKHUU	0701	E 798999 0	Hi	923	G4 D M3 D M6 D	
Iirluu	0705	C 777599 6	Ag Ni	313	G6 V M4 D	
Dini	0709	D 382655 A	Ni Ri	413	F6 D M5 D	
Kiir	0805	B 99A611 8	Ni Wa	432	F9 V	
Kashark Ai	0807	E 667233 5	Lo	604	F5 D M0 D	

Base type A denotes an AAB Repository.

First Survey also suggests a N base at Maguu (0304) - whose Navy?

Official FS UPPs state:

Ramu	0306	E 755000 0	Ba	012	G5 V M9 D
Deduurgalu	0309	C 583000 0 S	Ba	014	K4 V
Kaaarrap	0310	B 7B3000 0	Fl Ba	010	G7 V
Eshkhuundguu	0403	E 994100 6 S	Lo	905	G0 D M8 D
Mapashar	0503	E 000000 6	As Va Ba	004	M3 D M5 D
Ardii	0608	C 6B5000 8	Fl Ba	022	M5 II M1 D
Endin Nuu	0601	D 748000 6	Ba	023	K9 V

UPP DATA FOR EPERDISH SUBSECTOR.

NAME	HEX	UPP	BASE & CODES	PBG	SUN	AL
Ka	0102	C 568421-8	Ni E	602		Di
Mordachus	0103	B 525543-A	Ni	200		Di
Setu	0105	B 220367-9	Ni De	200		
Nulinad	0106	C 88A655-9	Ni Ri Wa	612		
Irbicht	0108	X 579679-1	Ni C	913		
Largidkush	0109	C 6757BF-5	Ag	904	F0V	
Gashiimud	0201	C 301459-9	R Ni Ic Va	212		Di
EUFRAITES	0202	A 48599A-B	N In Hi	120	G5IV M9VI	Di
Imperdagak	0210	C 8C87A7-7	(Fl)	215		
Miiburesh	0302	B 523845-A	Na Po	724	K2V DM	Di
Shiinukaagi	0304	C 100563-A	Ni Va	903		Di
Dashlaar	0307	C 558557-8	Ag Ni	401		
Arzareth	0308	E 531124-8	Ni Po	102		
EPERDISH	0310	A 686996-B	Hi	804		Lc
Mughamkhiram	0401	C 200368-7	Ni Va	521		Di
Rakamdarmim	0403	D 859522-6	R Ni	321		Di
Hyams	0407	C 996514-6	Ni	710		
KARAGANDA	0409	B 9A2944-A	(Fl) Hi	205		Lc
Vaekodhsu	0501	B 898576-8	Ag Ni	583		Di
Pharoah	0504	C 564446-7	Ni	710		Di
Duusgakhhar	0505	B 446534-9	N Ag Ni	701	G0VI	Di
GEKARKAGUSHAAM	0508	B 79699A-A	In Hi	202		lc
Mamgaashi	0509	C 300875-9	Na Va	304		lc
Agde	0602	C 679674-6	Ni	601		Di
Murkhabir	0603	E 100000-0	Ba Va	021		Di
Heuvel	0605	D 554775-6	Ag Ni C	912		Di
Shegasha	0702	B 668754-5	Ag Ri	223	F5V	Di
DISHANIRASH	0703	A 400A88-C	N Na In Hi	123		Di
Sami	0704	B 443400-9	Ni Po	724		Di
AUGARIEN	0706	A 86698C-8	N Hi	101	F4V	Di
Forniss	0708	E 797438-3	R Ni	913		
Ambwez	0710	D 767683-4	Ag Ni Ri	125		
SKELTER	0803	A 000972-C	R Na In Hi As	533		Di
Ugigiinaar	0808	C 576559-9	Ag Ni	913		

General Information: There is no designated capital for the Eperdish subsector. Historically Irbicht fulfilled that function but since Second Empire war has reduced the world to a primitive society. Dishanirash, as capital of the Dishani Combine, is generally recognised as the most important system.

N denotes a Dishani Combine Naval Facility.

R denotes a Dishani Combine Bureau of Reconnaissance Facility.

C indicates that a Cautionary Notice has been posted.

E indicates that an Exclusion notice has been posted.

Allegiance: Di represents worlds of the Dishani Combine.

lc represents worlds of the Lameshid Confederacy

UPP DATA FOR WURENISH SUBSECTOR.

NAME	HEX	UPP	BASE & CODES	PBG	SUN	AL
Girmargemsabush	0102	D 147534 7	Ag	101		Di
Wurenish	0103	B 7548BA B	Ag	923		Di
Ruhomid	0108	- 463--- -		--G		Hd
Edmarkhiik	0205	- 000 -- -		--G		Hd
PRIPYAT	0206	A 8869-- A		---		Hd
Zarkunmigarar	0207	- 6A6--- -		--G		Hd
Sarnath	0306	A 679--- 9		--0		Hd
Falmer	0307	- 720--- -		--G		
Kamerun	0308	B 654--- -		--0		Hd
Domingo	0403	- 568366 -		--G		
Kimasgush	0408	- 300--- -		--G		
Sigedadsirdan	0409	- 354--- -		---		
Gyrus	0501	- 454--- -		--G		
ORPEDIA	0504	- 966984 -		5-G		
Fletcher	0602	- 556--- -		--G		
Cuidath	0705	- 75487A -		--G		
Arshirkimkir	0706	- 343--- -		--G		
Habsdrubal	0709	- 400--- -		--G		
Carthago	0710	- 696--- -		--G		
Blencathra	0804	- 795--- -		--G		

There are 20 worlds in the Wurenish subsector, which is named after the major Dishani Combine planet present, although Orpedia has a higher population (and TL?). The cincopoi, a minor alien race control 6 systems, with their homeworld at Pripyat (0206). The highest population is (provisionally) 5,459,000 on Orpedia.

The subsector was never incorporated into either the Ziru Sirka or the Rule of Man, although some planets were colonised by Vilani or Solomani settlers.

UPP DATA FOR CHALCIS SUBSECTOR.

NAME	HEX	UPP	BASE & CODES	PBG	SUN	AL
Akrotiri	0101	_ 424---	-	-04	K9 V	
Hateruma	0103	_ 244---	-	-03	M6 V	
Baleartics	0104	_ 412---	Ic	-15	M7 V	
Chalcis	0107	_ 644---	-	-03	M5 V	
Newsphere	0108	_ 454---	-	-05	M0 V M0 D	
Pegasus	0201	_ 529---	-	-05	K5 V	
Yonaguni's Star	0203	_ 445---	-	-03	M8 V M8 D	
Senkaku	0206	_ 513---	Ic	-01	M7 V	
Belumar	0208	_ 693---	-	-01	G2 V	
Neauris	0302	_ R00---	Va	-24	A7 IV M7 D	
Ballard	0304	_ 420---	De	-32	M2 V M2 D	
Pargo	0307	_ 68A---	Wa	-04	G7 II M8 D	
Tsarina	0402	_ 000---	As	-13	M3 V	
Irash	0406	_ 579---	-	-01	M8 V	
Chernobyl	0407	_ 783---	-	-03	M2 V	
Dimitri	0408	_ 211---	-	-00	M3 V M3 D	
Edenvale	0409	_ 469---	-	-02	M2 II M2 D	
Borden's Star	0504	_ 434---	-	-00	G9 V	
Amamioshima	0508	_ 642---	-	-15	A7 V	
Signet	0607	_ 783---	-	-13	K4 V	
Rethmnon	0701	_ 234---	-	-00	M6 V	
Okinoerabu	0801	_ 000---	As	-22	M5 V	
Muskoka	0804	_ 200---	Va	-01	M4 V	

ADVENTURE SEEDS AND RUMOURS.

Agde: although the library data gives no clues there is plenty of space for interspecies rivalry. Would Bi'ilami desperate to mate attack humans simply to get the right hormone levels, or even for sport–

Augarien: the complex societal minefield has plenty of scope to confuse PCs; it is in short a bureaucratic nightmare – and a good homeworld for Travellers wishing to escape.

Dishanirash: space for shogun/diplomatic/kingmaker types (especially over the coming of the Imperium).

Eperdish: a freelance spying mission over the presence of the Imperium and what they're really after will reveal that there is no IINS or IISS presence. Has DCI station Eperdish been compromised, or is something else going on, and if so where, and who is to blame. (Naval Intelligence playing power games–)

Cadbury/Vaekodhsu: It was never officially under the thumb of the Euphrates Command, or the subsequent Protectorate, so why is it a member of the Combine–

Forniss: A good-sized world with little in the way of population must hold much of value. So why hasn't the Combine started to exploit it–

Heuvel: There is plenty of potential for mercenary campaigns as well as space for political skulduggery (espionage and diplomacy).

Hyams: Émigrés or refugees could require bodyguards, or some really unscrupulous players could try to take the place over. Alternatively a travelling evangelist could use a starship.

Imperdagak: Why would anyone choose to go there, let alone live there– There must be some useful resources– Is there something that isn't being revealed–

Ka: A misjump could really land PCs in very deep water.

Largidkush: political possibilities abound, such as convincing the leader of the virtues of joining one polity or another – but there is no possibility of technological advantage.

Miiburesh: what could be made of the phrase 'tourist trap'–

Mordachus: what really happened–

Pharoah: Political Revolution. Intrigue. The meaning of the Pyramid Mountains (possibly the Ancients have a part to play here...)

At a corporate level *Suorok* is not only a successful company in its own right, but also the Covert Intelligence and Espionage Bureau of Sytaëf ApK. DCI are aware of this and maintain close links, ConfedInt do not.

FAITHS AND PHILOSOPHIES.

The major faith groups of both Solomani and Vilani origin have been widely disseminated throughout the stars dominated by humaniti and this area is no exception to that diaspora.

Solomani and Terran Faith Groups.

Christianity.

Of the major Terran denominations present in the Milieu0 environment there are two with sizeable followings. The Orthodox Church holds sway over much of the Christians in the area, particularly the United Slavonic Rite Orthodox Church. This church is the official church of the Dishani Combine to which the majority of believers belong. Its conservatism appeals to the Vilani elements of the population over the more progressive Reformed Terran Catholic Church (although progressive is a relative word!) The RTCC was formed shortly after the Terrans took to the stars, which makes it some 2000 years younger than the Orthodox (although the major component, the majority of the Roman Catholic Church, is as ancient as the Orthodox.) The RTCC is definitely a minority, but a significant one, to which some 20-25% of Christians in the region belong.

Islam.

The followers of the Prophet are also to be found in the subsector, with a power-base in the Lameshid Confederacy.

Vilani Faith and Thought Systems.

The highly conservative Vilani inevitably brought their ways of faith and thought to the stars with the Vilani Ziru Sirka. The two major Vilani religious groups are to be found in the subsector. Both are centred around the remembrance/veneration of the Vilani ancestors and the examples they have left behind for the living. Neither has any well defined concept of divinity, but does remember the impact of the old Ancient war machines that scoured Vland through centuries of prehistory, the (), the demons. Both schools teach that death is not final until an individual has passed from the memory of the race.

The Way of Being.

The Irkhu Galasshu, or the Way of Being, is among the oldest of the remaining Vilani faiths, and can be viewed as much as a philosophical system as a religion. Despite their conservative natures nearly all Vilani faith systems acknowledge the occurrence and necessity of change. Galasshui (followers of the Way of Being) recognise change as a lamentable reality and tend to be somewhat fatalistic. There is a beginning to life, growth in life, physical death and ultimately the end of the anima (spirit/identity) as the last vestiges of person-hood dissolve back to the cosmos from which they were formed. This process of dissolution, however, is seen as a very slow one and is not counted as having occurred until the name of the individual has been lost to the living, thus integrity of the animae are preserved by acts of remembrance. The records of the Galasshui, although fragmentary in places, extend back for thousands of years.

Acts of remembrance and veneration are performed regularly, usually by the senior male member of the household in the family shrine, and children are not only taught the names and deeds of their forebears, but often take at least one of their names as their own. In worship the presence and knowledge of the departed are sought, since they have passed beyond mortal sight and can give their experience to their descendants and also, to some extent, perceive the events of the future.

The Way of Action.

Deriving from the Irkhu Galasshu is the Irkhu Mugriima – the way of action. During the dislocation and uncertainty following the collapse of the Ziru Sirka and the rulership of the Terrans there arose a faction within the Irkhu Galasshu that strove to promote what might be termed “proper Vilani attitudes”, one of which was *response*. It was no longer enough to simply behave in the same manner as always: this patently had not worked, and was a stain

upon the character of the Vilani race. Within 50 years this had resulted in a formal schism and so the Irkhu Mugriima came into being – The Way of Action. Where its parent promoted meditation upon and the following of the ways that had gone before the Irkhu Mugriima advocated the necessity of change, or active emulation, taking the example of those who had challenged the status quo without surrendering what it took, in most part, as the core values of being Vilani.

The Five Fundamentals of the Irkhu Mugriima.

Gaakamgagi

The Five, the Paragons, those who set the example for proper behaviour.

Shaakamgagi

The Favoured, the elevated examples who point the way the Paragons.

Kaadiri

The Faithful, those who follow the Paragons and are the supreme examples

Ashukiri

The Fearful, those who would not join the way of the faithful, the Irkhu Galasshu.

Lashmaku

The Fiends, the anti-types, who stand against the example of the Gaakamgagi.

Where the Irkhu Galasshu taught that the anima of the ancestors lasted for as long as their name was preserved and accessible to the race the Irkhu Mugriima (The Way of Action) promulgated a different view. For the Kaadiri death is an inevitable part of the process of life, but once an individual has passed beyond the range of those with personal memory of the deceased the anima re-enters the physical realm and is dissolved. The Kaadiri seek to join the ranks of the Shaakamgagi, the elevated, those whose obedience and example are preserved among the followers and mediated by the priests.

Even though the animae of the ancestors (both personal & racial) may have passed beyond recall, and what might be termed personality, they are still ceremonially remembered in a number of major festivals.

Both are vaguely akin to Shinto/Confucian/ancestor worship practices of Terra, and both are conservative in attitude, stressing the importance of natural order and the place of the individual within society, like a cog in a machine. Rank and deference towards ones betters are encouraged. However where the Irkhu Galasshu is somewhat fatalistic, the Irkhu Mugriima encourages activity and emulation of exemplary figures from Vilani history, the Gaakamgagi or Paragons. The Irkhu Mugriima, while not discouraging such household activity also stresses the importance of higher levels of organisation and worship in temples to Paragons maintained by priestly classes and monks. Both sects celebrate two major festivals annually– Annual ceremonies.

Islam - tend to Lameshid Confederacy.(Uzbek & Kazakh)

All with some degree of hierarchy.

Parallelism, syncretism at a household level, but not at a structural one. Few Terran saints in the Terran Christian faith could be paralleled to Vilani paragons, most would be accorded reverence as shaakamgagi. Heresiarch as a Paragon, Marshall as of 3150AD.(Up to 20% of Vilani strand – 7% Terran). Details of factions etc. Fanatics/supremacists.

WORKING CONCEPTS.

The ruling class of Dishanirash draws its roots from the military-industrial complex needed to provide the survival of the citizens of the system, many of whom are extremely wealthy, and can thus purchase of citizenship for the family, either for only the eldest, or for the greatest houses for all members. These families provide a group analogous to a hereditary nobility. Such Patronage families as exist hold power, status and riches, as well as a number of 'remittance men', and tolerated eccentrics. Among these fringe family members are a number whose philosophical pursuits and democratic/political concepts would receive the attention of the state security apparatus as subversive.

Possibilities of long-term planning by some of these (even rising to quite high in families) – conspiracy theory and some influential. Single shot/small adventures, bodyguard & retinue campaigns. This conspiracy functions under the name of the Gareshi, a legendary Vilani agitator (parallel to a combination of Che Guevara and Robin Hood from Solomani history)

How aware are the Bureaux and to what degree are they infiltrated– (DCI station Eperdish for example has been compromised, sending reports of Imperial influence for propaganda purposes.) Possibility of Gareshi contacts with democratic planetary governments or organisations within them. How powerful, how much clout–

Eufraties has an impersonal Bureaucracy and was the site of the EC, and there was the existence of the polity known as the Eufatian Protectorate. Is there evidence/space of a democratic tradition. Miiburesh is also a democracy. Skelter might provide some interest or bases....

(What is not known: the Gareshi have infiltrated a large amount of the system, and as such pose a threat to the Bureaux, but the Gareshi are themselves under the control of a Cabal of middle ranking officers, patronage families and industrialists from the whole Combine. Traveller meets Illuminati...))

Setu colony (directly/indirectly under Sytaëf ApK control) – orbital station/city for regional division– headquarters – major trading centre. [Osterhaas Base] Possibility of breakthrough to J-5, or close possibilities. If the Combine knew they would be in – Imperial could be interested too. Knowledge would be dangerous to their survival.

Action: unhappy to ally Combine, LC hasn't got long-term 'umph'. Syleans/Imperials would be very interested. Nightmare scenario: Combine take-over. Need for independent power for resistance, otherwise a method for prevention of take-over – subversion/co-option of Lameshid Confederacy. Covert actions within Combine to undermine direct Combine action, a major campaign of disinformation.

How does one reach a place of influence in government: or gain power– Dishani govt: access via promotion in Bureaux, or feats of worth. Citizenship bought by money.

For the majority of the populace there are only two routes into governmental authority within Dishanirashi government.

The first is via the route of Citizenship election. Dishanirash citizenship is a rare and special thing which most individuals can only hope to attain through meritorious service to the state (the luckier few can but it outright). Citizens are entitled to stand for election to the Citizen's Chamber of Dishanirash, the suffrage for which is not related to status.. All members of the Chamber may sit in the Dishani Conclave of Members (the lower house of government) by right.

The second route to authority is through the various Bureaux which form the apparatus of government. Service may result in the awarding of Citizenship, as outlined above, but may

also result in the appointment of an individual to one of the many committees of government, and even into the Conclave of Members (the higher house).

QUESTIONS TO BE ADDRESSED.

How, if at all, does the Dishani Combine relate to: Pacification Campaigns– Vargr Incursions– Julian Protectorate–

What will happen with, and to, the Lameshid Confederacy–

Need:

Concepts of succession. Just who is the High Marshall at present– Who was the first– How are they chosen– Suggest promotion by merit– How is the Triumvirate organised– Societal and legal principles– Law enforcement - loan word from Vilani (cf. Provosts – Ridshumshur, singular Ridshumshurim, deriving from the Vilani equivalent term for Naval Security Police, and thus showing something of the origins of the organisation as a fusion between the Solomani Naval Provosts of the 2nd Empire forces and the Internal Security Authority of Kagekaashaam, the Vilani corporation.

Technological base–

Character types and generation rules:

Navy,

Resources Bureau,

Ridshumshur

Details of available benefits. e.g. what is the point of Dishanirash citizenship

NAMES & OTHER TRIVIA.

Corporate Identities.

Vortigern Prime

Hengist something. Hengist-Marcos Lines–

Ramm

Sheppard Corporation

Combine Worlds' Service of the Bureaux Communications Channels.

Especiacan

Horsa; a heavy construction and starship manufacturing organisation, closely aligned with the (reformed) Vortigern Prime.

Harommag & Modos

Duvalier & Iglishakur

Eth Inc.

Places.

Capital of Dishanirash, or at least the centre for the Bureau of Information (sub-unit of BIA–) is Lunden.

Osterhaas base (orbital HQ of Sytaëf ApK)

Capital of Augarien is Donneboeuq, the starport is Warlus Down.

People.

Helyot Azolt is definitely an individual; quite possibly the current High Marshall and head of the Bureau of Internal Affairs.

Rahistan Gerrov

Yaroslavl Gerrov

Mitsuko Saurez

Jeremias ben-Craddock

Ehud Bjornsson

Kenhelm Chi-Jong

Lars al-Mansur

Winstone Riceour

Ibrahim Eylott

Planets & Systems.

Dugashvili

Vintners

Scutage

Mukhemu

Acronyms.

DNV: Dishani Naval Vessel

DMS: Dishani Merchant Ship.

SUPPLEMENTARY INFORMATION.

Dishani Combine members beyond Eperdish.

4 members of the Dishani Combine are to be found outside the Eperdish subsector. These are:

In the Tripitaka Subsector:

Bhoddoshivata	0210	B	442755	9	Na Ni Po	P-G			dc
Kobe	0610	C	899578	5	Ni	503	M6 V M8 D		dc

In the Wurenish Subsector:

Girmargemsabush	0102	D	147534	7	Ag	G			dc
Wurenish	0103	B	7548BA	B	Ag	G			dc

Non-member

Mildew (0110 Tripitaka)	D	235202	5	Ni Po					P
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Appendix 1: Rules Specific Information.

CLASSIC TRAVELLER & MEGATRAVELLER.

Character Generation Sequences.

Basic Characters.

Of the six original Book 1 character types all except the Scouts and the Marines are valid within the Eperdish Campaign Setting. The former are replaced by the Reconnaissance and Resource (R&R) Agent type, the latter by the Resource Security Cohort. None of the occupations from the in Supplement 4, *Citizens of the Imperium*, are unsuitable, although Barbarians may be particularly appropriate if the characters come from some of the more distant worlds, and Belters may only be created with if Skelter is their home system. The Noble career is appropriate in some cases, but not universally (dependent upon homeworld), while the Bureaucrat career is especially suitable for generic employment among the Dishani Bureaux. The Diplomat career represents service with the Dishani Combine Corps of Legates. The Megatraveller Agent career is particularly suitable for occupation with the Combine Bureau of Internal Affairs.

The Draft does not operate within either the Dishani Combine or the Lameshid Confederacy in the same manner as the standard rules. In the Lameshid Confederacy, simply attempt enlistment in a different service, a second failure results in the character following the Rogue career (or Other, if Supplement 4 is unavailable). Use the following table for the Dishani Combine.

Dishani Combine Draft Table.

DIE ROLL	CAREER.
1-	Rogue
2	Merchant
3	Bureaucrat
4	Bureaucrat
5	Scientist
6	Doctor
7+	Diplomat

DM: -1 if Edu 4; -1 if Soc 4-

DM: +1 if Int 10+; +1 if Soc 10+

Advanced Characters.

The rules from Book 4, *Mercenary*, (or the equivalent Megatraveller rules, in this and all following cases) may be freely used for Army characters within the Eperdish Campaign Setting. The rules concerning Marines do not apply however. Naval Characters should use the rules in Book 5, *High Guard*, treating the Dishani Combine forces as a Subsector Navy. Note that due to the stance of the Combine towards centralisation there are no planetary navies belonging to member worlds of the Combine which possess interstellar capacity. In contrast the Lameshid Confederacy maintains no unified navy, depending upon the forces from each of its member worlds (and Karaganda itself has no naval forces of consequence).

For the military services the names for recognition of wounds suffered and decorations received for bravery, are of course, different. In the Dishani Combine injuries and wounds received as a result of Police Actions, Counter-Insurgency and Raids results in the award of a Wound Ribbon. The decorations of Meritorious Conduct Under Fire (MCUF), Medal for Conspicuous Gallantry (MCG) and Starburst for Extreme Heroism (SEH) are replaced by Mention in Despatches (MiD), Combat Cross (CC) and Legion of Honour (LH). The Lameshid Confederacy recognises wounds in combat action with the Blood Cross, and bravery with the Citation for Bravery (CB), Confederation Medal of Gallantry (CMG) and the Order of St Ekaterina (OSE).

Since there is no Scout service the generation rules in Book 6, *Scouts*, are inapplicable. Advanced Merchant characters may be created in accordance with Book 7, *Merchant Prince*, remembering that the largest merchant operations are subsector-wide lines, such as the transportation and mercantile elements of the Dishani Combine Bureau of Trade and Industry, the independent Vortigern prime Consortium and Sytaëf ApK. As such there is no Merchant Academy.

Resource Security Cohort
Basic Character Generation.

PRIOR SERVICE TABLE

Enlistment	9+
DM +1 if	Str 8+
DM +2 if	Int 8+
Survival	7+
DM+2 if	End 10+
Commission	9+
DM +1 if	Int 8+
Promotion	9+
DM +1 if	Edu 8+
Reenlist	5+

TABLE OF RANKS

Rank 1	Lieutenant
Rank 2	Captain
Rank 3	Major
Rank 4	Colonel
Rank 5	Major-General
Rank 6	General

RANK AND SERVICE SKILLS

Cohor	Gun Cbt
Cohor Lieutenant	Ship's Boat

MUSTERING OUT TABLES

Benefits Table

1	Low Passage
2	+1 Int
3	+1 Edu
4	Blade
5	High Passage
6	Dishanirash Citizenship
7	+1 Soc.

Characters with rank 5 or 6 may add +1 to their rolls on this table. Gun and blade benefits must be declared immediately; additional benefits of that type may be declared as skill.

Cash Table

1	5000
2	5000
3	10000
4	10000
5	20000
6	30000
7	50000

A maximum of three rolls are allowed on the cash table; all remaining rolls must be on the benefits table. Individuals with gambling expertise are allowed a DM of +1 on the cash table.

ACQUIRED SKILLS TABLES

Personal Development Table

1	+1 Str
2	+1 Dex
3	+1 End
4	Gambling
5	Blade Combat
6	Brawling

Advanced Education Table

1	Mechanic
2	Gunnery
3	Survey
4	Leader
5	Survival
6	Tactics

Service Skills Table

1	Vac Suit
2	Gun Combat
3	Tactics
4	Gun Combat
5	Vehicle
6	Blade Combat

Advanced Education Table (Edu 8+ only)

1	Engineering
2	Pilot
3	Navigation
4	Computer
5	Medical
6	Prospecting

T4

Character Generation Sequences.

Bureaucrat.

This career path represents the sort of life and skills acquired by service among the Dishani Bureaux.

Enlistment: 9-; DM +1 if Edu 8+; DM+2 if Str 8-.

Injury: 10-; DM +2 if Edu 10+

Commission: 8-; DM +1 if Soc 9+.

Promotion: 7-; DM +1 if Int 9+.

Continuance: 9-

1. Physical

1. +1 End
2. +1 Edu
3. +1 Int
4. Brawling
5. +1 Dex
6. Carousing

2. Mental

1. Academic
2. Business
3. Law
4. Interrogation
5. Sciences
6. +1 Edu

3. Educational

1. Business
2. Computer
3. Sciences
4. Admin
5. Instruction
6. Leadership

4. Social

1. Clandestine
2. Carousing
3. Performance
4. Brawling
5. Gambling
6. Grav Vehicle

5. Career

1. Charisma
2. Sciences
3. Gun Combat
4. Computer
5. Admin
6. Bureaucracy

6. Background.

1. Ground Vehicle
2. Gun Combat
3. Jack-of-all-Trades
4. Performance
5. Grav Vehicle
6. Blade Combat

Table of Ranks

Non-Commissioned

Rank E1	Junior Clerk
Rank E2	Clerk, 2 nd Grade
Rank E3	Clerk, 1 st Grade
Rank E4	Clerical Officer 2 nd Grade
Rank E5	Clerical Officer, 1 st Grade
Rank E6	Senior Clerical Officer
Rank E7	Supervisor
Rank E8	Senior Supervisor

Commissioned

Rank 01	Sub-Manager
Rank 02	Assistant Manager
Rank 03	Manager
Rank 04	Senior Manager
Rank 05	Assistant Executive
Rank 06	Executive
Rank 07	Senior Executive
Rank 08	Sub-Director
Rank 09	Assistant Director
Rank 10	Director

Rank & Service Skills.

All	Admin-1
Rank 03+	Leadership-1

Skill Eligibility:

- 1 skill per year
- 1 skill per term for Commission
- 1 skill per term for Promotion

Mustering Out Tables

Die Roll Cash Table (credits)

1.	1 000
2.	5 000
3.	10 000
4.	10 000
5.	40 000
6.	40 000
7.	80 000

Die Roll Benefits Table

1.	Low Passage
2.	+1 Edu
3.	Middle Passage
4.	Watch
5.	High Passage
6.	+1 Soc
7.	Dishanirash Citizenship

Resource Security Cohort.

This career path represents the sort of life and skills acquired by service with the RSC.

Enlistment: 5-; DM +1 if Str 8+; DM+2 if Int 8+.

Injury: 7-; DM +2 if End 10+

Commission: 5-; DM +1 if Int 8+.

Promotion: 5-; DM +1 if Edu 8+.

Continuance: 9-

1. Physical

1. +1 Str
2. +1 Dex
3. +1 End
4. Gun Combat
5. Melee Combat
6. Throwing

2. Mental

1. Exploration
2. Sciences
3. Tactics
4. Technical
5. Camouflage
6. Technical

3. Educational

1. Prospecting
2. Spacecraft
3. Camouflage
4. Recon
5. Astrogation
6. Computer

4. Social

1. Charisma
2. Leadership
3. Gambling
4. Intimidation
5. Interrogation
6. Bureaucracy

5. Career

1. Vac Suit
2. Gun Combat
3. Gunnery
4. Grav Vehicle
5. Evt Combat
6. Blade Combat

6. Background.

1. Clandestine
2. Ground Vehicle
3. Brawling
4. Athletics
5. Clandestine
6. Grav Vehicle

Table of Ranks

Non-Commissioned

Rank E1	Private
Rank E2	Lance Corporal
Rank E3	Corporal
Rank E4	Sergeant
Rank E5	Staff Sergeant
Rank E6	Sergeant Major
Rank E7	Company Sergeant Major
Rank E8	Regimental Sergeant Major

Commissioned

Rank 01	2 nd Lieutenant
Rank 02	Lieutenant
Rank 03	Captain
Rank 04	Major
Rank 05	Lieutenant Colonel
Rank 06	Colonel
Rank 07	Brigadier
Rank 08	Major General
Rank 09	Lieutenant General
Rank 10	General

Rank & Service Skills.

All	Long Blade-1, Gun Combat-1
Rank 01+	Spacecraft-1

Skill Eligibility:

- 1 skill per year
- 1 skill per term for Commission
- 1 skill per term for Promotion

Mustering Out Tables

Die Roll Cash Table (credits)

1.	5 000
2.	5 000
3.	10 000
4.	10 000
5.	20 000
6.	30 000
7.	50 000

Die Roll Benefits Table

1.	Low Passage
2.	+1 Int
3.	+1 Edu
4.	Blade
5.	High Passage
6.	Dishanirash Citizenship
7.	+1 Soc

T^5

Appendix 2: HIWG Statistics for The Empty Quarter.

Empty Quarter, Subsectors IJKLMNO

These listings are correct as of 001-1110.

Sw = Native sapient 'homeworld'. These are the cultural centres of a local minor race. That race may not be limited to this world. Also, they may make up a minority of the population in other local systems without the 'Sw' code.

Mr = is used only if the world is occupied by an off-world government.

Im = Third Imperium

Jr = Julian Protectorate (Rukadukaz Republic)

Hl = Lorean Hegemony

Cs = Client State (Imperial)

Na = Non-aligned

UWP FORMAT

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The data in the sector text files is laid out in column format:

1-14: Name
15-18: HexNbr
20-28: UWP
31: Bases
33-47: Codes & Comments
49: Zone
52-54: PBG
56-57: Allegiance
59-74: Stellar Data

Subsector I - Lentuli

Teutoburger...	0127	B574546-9	Ag Ni C:0	902	Im	K2	V
Waskuei	0128	A130334-C	Lo Ni Po De	323	Im	G1	V M9 D M6 D
St. David's...	0227	B510435-7	Lo Ni	602	Im	K0	IV M2 V M3 D
MIKIK	0228	X450998-6	Hi Po In	R 402	Im	G9	IV
Thessalia	0229	A415244-D	Lo Ni	903	Im	M8	V
Teikoku	0325	A8C7475-B	Lo De	504	Na	M4	V M8 D
Hipper	0327	D656771-5	Ag Ni	120	Im	M8	V
Bonotsu	0328	A8B0433-B	Lo De Ni	502	Na	K8	V M8 V
Akec Tedidim	0329	E475231-6	Lo Ni	903	Im	M0	V

Marhaban 0426 A4697DG-E Cp Sw 801 Im K8 IV
(T4 has moved Marhaban (Newt homeworld) to the Old Expanses)
re-named as Ikoma

Dimashq	0627	E230521-5	Ni Po De	701	Im	M6	V M2 D
Nihon Station	0630	C899654-8	S Ni	203	Im	M6	V M8 D
Osumi Shoto	0728	C221353-7	Lo Na Po	130	Im	K5	V M9 D

Resurrection 0729 D300244-7 S Lo Na Va 402 Im M0 V
(re-name as Kobiyashi to definitely be reassigned)

Li Changhun	0828	C88A112-9	Lo Ni Wa		403	Im	M7	V	M7	D
Li Yingkou	0829	E300300-6	Lo Ni Va		700	Im	K0	V		
Li Chifeng	0830	B98A677-A	Lo Ni Wa		802	Im	M7	V	M7	D

Subsector J - Tsuchida

Kurayoshi	1030	C8B07A9-F	De RsA	A	304	Im	K7	V		
Diefenbaker	1129	A210522-C	Ni		404	Im	G9	V	M7	D
Arabia	1130	D648443-5	S Lo Ni		310	Im	M3	V	M3	D
Tarascon	1228	B774567-B	Ag Ni O:1328		523	Im	M5	V		
Sio'mawasi	1229	C7C0874-6	S De Sw		805	Im	B5	V	M4	D
Narada	1230	A757744-7	Ag		702	Im	M2	II		
Yamaguchi	1326	B433214-A	Lo Ni Po		510	Im	M3	V		
Aswan	1328	A420432-B	Lo Ni Po De Cp		803	Im	M3	V	M3	D
Listualro	1329	C443320-6	Lo Ni Po		823	Im	K1	V	M8	D
Chisholm	1427	B84A212-8	Lo Ni Wa		603	Im	G5	V		
Kitayushu	1429	C501203-7	Lo Ni Va Ic		603	Im	F9	V		
Goto Retto	1430	E8A6563-6	Ni Fl O:1328		804	Im	M7	V		

Cobweb Station (renamed Tocityne)	1527	A774334-8	Lo Ni		914	Im	M0	V	M0	D
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Dotilla	1529	B140644-8	Ni Po De		905	Im	M5	V		
Starsky	1530	E338686-8	Ni		214	Im	M4	1a	M4	D

Subsector K - Hebrin

Muso	1726	A232023-9	N De Lo Ni Po		203	Im	K6	V		
MUGAMA	1728	E8699AA-A	Hi	A	203	Im	M0	V		
Makarou	1729	B596444-A	Lo Ni		802	Im	K4	V	M5	D

Survivors (renamed Ragiimekus)	1730	D8A6103-7	Lo Ni Fl		813	Im	M8	V		
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Omerta	1826	E9B066A-6	De Ni O:1930		404	Im	A3	V	K3	D
Nieuwoudt	1830	E585598-2	Ag Ni		900	Im	K4	V		
Miyazaki	1923	C6A7242-5	Lo Ni Fl		320	Na	K4	V		
HEBRIN	1930	B250975-E	N Hi Cp		513	Im	M8	V	M1	D
Pynchan	2030	A257640-8	Ag Ni		312	Im	M5	V		
Hokkaido	2128	C610556-8	Na		112	Im	K8	V		
Tshane Eiseb	2129	BAA9533-B	Ni Fl		800	Im	G0	V		
Venda (to be re-detailed)	2130	C330510-6	Ni Po De		113	Im	M6	V	K6	D
Cometela	2227	B78A48A-9	Lo Ni Wa		514	Im	K8	V		
Painted Orb	2230	C434675-9	Ni		404	Im	M7	V	M8	D

Chugoku (to be re-detailed)	2423	X000430-4	Lo Ni As	R	600	Cs	G1	V	M5	D
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Silence	2428	A225345-C	Lo Ni		701	Im	M3	II		
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Subsector M - Nulinad Subsector, after HIWG,

Asaklon V	0132	B400377-8	Lo Ni Va		614	Im	M4	V	M4	D
El Quahira	0134	B26138C-B	Lo Ni		914	Im	M8	V		
Rundeau	0138	A787777-6	Ag Ri		821	Im	K0	V		
ZUKHISA	0139	B556998-A	Hi		713	Im	M9	V		
Longshot	0140	D435364-3	S O:0139		614	Im	M3	V	M6	D M5 D

Toyama	0231	C557550-6	Ag Ni		603	Im	K3	V	M5	D
Ci Xian	0232	D664003-4	Lo Ni		113	Im	G0	IV		
Iternum	0234	D328578-6	Ni		201	Im	M7	V		
Iigaashigiri	0238	B200244-8	Lo Ni Va		200	Im	K9	V	M9	D
GUDINA	0334	C53499B-5	Hi In Sw		513	Im	M7	V		
Carthage	0337	B654724-7	Ag		213	Im	M1	V		
NULINAD	0338	A455986-B	Hi Cx		504	Im	M0	V		
Kashima	0339	C96A864-9	Wa Ri O:0338		602	Im	M7	V		
Ossa Dal	0340	B344573-8	Ag Ni	A	304	Im	M1	V		
Miser	0435	A213611-A	Na Ni Ic		302	Im	M6	V		
Nyambii Dal	0439	C75A462-A	Lo Ni Wa O:0338		902	Im	F4	IV		
ENINSISH	0535	C000ABB-9	As Hi In Na		113	Im	M9	V		
SASHAR	0536	D59799C-6	Hi In		204	Im	K5	V		
Huifa	0537	C120322-8	De Lo Ni Po		424	Im	M1	V		
Pacifica	0632	A367788-B	Ri Ag		813	Im	G2	III	M2	V
Gigdubarga	0633	B5688BB-4			134	Im	K8	V	M5	D M4 D
Blackglobe	0636	D7C0353-8	Lo De Ni		122	Im	M3	V	M3	D
RASU	0637	C760997-6	De Hi		304	Im	M0	V		
Cleon	0638	A98879B-A	Ag Ri	A	305	Im	K0	V	M1	D
Shiikuus	0640	D539849-6			813	Im	M7	V		
Ayachuco	0732	C890515-8	S De Ni		914	Im	M8	V		
Simon's Ball	0738	C66468A-5	S Ni Ag Ri		913	Im	F4	V		
ARAKAAD	0833	E4659BC-7	Hi		502	Im	M7	V		
Province	0834	B6157B7-9	N Ic	A	104	Im	K5	V		
Isii Shiikuus	0836	D512367-A	Lo Ni Ic O:0638		613	Im	M4	V		
Tungokl	0837	A253432-9	Lo Ni Po		404	Im	G0	V		
Chubu	0839	C7A0646-8	De Ni		405	Im	G3	V		
Kyogasaki	0840	C775467-3	S Lo Ni O:Ley 1002		303	Im	M5	V		

Subsector N - Tairtsu Subsector

Li Yichang	0931	A889435-A	N Lo Ni		103	Im	M3	V	M9	D
Sarbaz's Tomb	0932	C773000-0	Ba		011	Im	K1	V	M2	D
Delta Three	0936	D401598-8	S Ic Ni Va	R	311	Im	M5	V	M8	D
Bakimidiim	0940	E4537A9-5	Po C:1	A	330	Im	K1	V		
Kushiro	1031	C86A578-9	S Ni Wa		604	Im	K3	V		
Sao Sapele	1035	AAC0458-B	Lo De Ni RSB	R	413	Im	M7	V		
Ming Po Toi	1036	C462226-7	Lo Ni		224	Im	M6	V	M6	D
Urpipur	1037	B7B0349-7	De Lo Ni		400	Im	M4	V	M4	V
Emblem	1038	CAA0441-8	Lo De Ni		114	Im	M6	V	M5	D
Micomicon	1039	E645442-5	Lo Ni		704	Im	M0	V		
Old Shire	1040	C140201-6	De Lo Ni Po		900	Im	M0	V		
Davenport	1133	A868878-A	Ri	A	520	Im	M3	V	M6	D
Fair Haven	1137	C459756-6	Ni		602	Im	M9	III		
Oboda	1139	A6A5655-9	Fl Ni		401	Im	A3	V		
LAZISAR	1233	B887974-9	N Hi Cp		512	Im	M4	III		
Asia	1235	A337441-A	Lo Ni	A	204	Im	K6	V		
Decius	1236	C774000-0	Ba		000	Im	K5	V		
Gusshi E	1237	C1136BG-8	Na Ni Ic	A	604	Im	M3	V	M8	D K1 D
Nahur	1238	C86778B-7	Ag Ri		913	Im	M8	V	M6	D
Higashiosaka	1239	B140113-7	Lo Ni De Po		402	Im	G8	V	M7	D
Tuscany	1331	A9C0364-A	De Lo Ni O:1228		403	Im	K6	V	M4	D
Capercaillie	1332	D413754-7	Na Ic	A	624	Im	G8	V		
Delmar	1337	C140310-8	Lo Ni De Po		100	Im	K4	V	M4	D
GIMUSHI	1431	D54AAA9-8	Hi In Wa		124	Im	K8	V		
O'Donnell	1436	B500385-6	Lo Na Ni Va		615	Im	M6	V	M6	D
Fur Elise	1531	C221032-7	Lo Ni Po		604	Im	M9	V		
Mu	1533	B677666-6	Ag Ni C:5 O:1537		804	Im	M1	V		
PAMUSHGAR	1537	C680986-6	De Hi		202	Im	M8	V		
Khal I	1539	E57468C-5	Ag Ni C:2		603	Im	M0	V		
Ryukyu	1540	B7A0478-9	Lo De Ni		522	Im	M0	V	M0	D

Schulz	1631	B545422-7	Lo Ni Ex	A	312	Im G2 V
Timark City	1633	C472564-6	Ni O:1733		703	Im G8 V
Saint Ashley	1635	B230666-7	De Na Ni Po		302	Im K1 V M1 D

Subsector O - Irash

Akrotiri	1731	B424521-9	Ni		404	Im K9 V
Hateruma	1733	C24458C-8	Ag Ni	A	603	Im M6 V
Baleartics	1734	E412365-7	Ic Lo Ni O:1733		415	Im M7 V
The Hundred renamed as Chalcis	1737	C644697-2	Ag Ni		303	Im M5 V
Newsphere	1738	A454877-B	Ri Cp	A	405	Im M0 V M0 D
Pegasus	1831	E529555-6	Ni		905	Im K5 V
Yonaguni's....	1833	D445421-4	Lo Ni		803	Im M8 V M8 D
Senkaku	1836	B51368B-9	Na Ni Ic	A	901	Im M7 V
BELUMAR	1838	E693942-8	Hi In		201	Im G2 V
The Golden.... (re-named Neauris)	1932	ER00320-B	Lo Ni Va		224	Im A7 IV M7 D
Silvermoon (re-named Ballard)	1934	D420100-4	De Lo Ni Po		232	Im M2 V M2 D
Pargo	1937	D68A664-2	Ni Wa Ri O:2036		504	Im G7 II M8 D
Tsarina	2032	B000405-C	N Lo Ni As		613	Im M3 V
IRASH	2036	C579A98-7	Hi In	A	201	Im M8 V
Poisoned Earth (re-named Chernobyl and re-assigned)	2037	E783335-5	Lo Ni		703	Im M2 V
Dimitri	2038	B211101-8	Lo Ni		300	Im M3 V M3 D
Edenvale	2039	D4697B9-6	S	A	702	Im M2 II M2 D
Borden's Star	2134	B434421-6	Lo		800	Im G9 V
Amamioshima	2138	C642486-7	Lo Po		115	Im A7 V
Signet	2237	A7836BE-7	Ni		413	Im K4 V
Rethmnon	2331	A234210-A	Lo Ni RsG		100	Im M6 V
Okinoerabu	2431	C000757-8	Na As		722	Im M5 V
Muskoka	2434	A200110-B	Lo Ni Va		201	Im M4 V

Note:

This is the nearest that there is to what might be termed 'canonical' information for the region, being the data produced by the History of the Imperium Working Group. It is 1110 years out of date, which means that even physical information might be different.