

Charles E. Gannon's

Astrogators' Guide to

THE DIASPORA™ SECTOR

**Ride the beautiful
floating prisms on
the resort planet
Carl's World, one
of the many unique
experiences of
DIASPORA.**



GDW

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Astrogators' Guide to Diaspora

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INTRODUCTION

You're probably wondering what the hell this page is doing in this book. Well I will briefly explain why to you.

For those active in the scene there has been a sort of "split". Not in the traditional sense when many members of one group pull-up tent spikes and either join another group or start a whole new one never to return and always looking to screw-over their prior friends.

In this case there was a disagreement. Some people have left on bad terms (why else leave at all?). This has led some people (no I am not pointing the finger at any one person) to do some rather unsavory things. For example, removing a persons' nick from the file they released. I feel strongly that those who do the work of scanning, proofing, etc should get the recognition they deserve. A lot of hard work goes into the release of even a marginally good scan and it's my feeling that removing a persons' nick is even worse than stealing.

Logistically I cannot police my files once they are released to the general public, so until such time as people stop removing my nick from my releases I will be adding this page to all my releases.

There are lots of people out there who make the whole rpg scanning scene work. There are also many channels on many servers. The goal in the same for each group, create the best looking files and serve those files to the public. I am hoping that in the near future that some of the differences that have cropped up of late can be laid aside and we can all work a little closer.

That's my dollars worth. Hope you enjoy this scan.

Cordially,

^KriTTeR^

October 2, 2002



INTRODUCTION

Astrogators' Guide to the Diaspora Sector (AGD) is a folio of Sector data for use in the **Hard Times** setting of **MegaTraveller**.

AGD may be used to continue campaigns begun in **Hard Times**, **Assignment: Vigilante**, or several **Challenge** magazine articles, or to start a new scenario from scratch. UWP's for the 476 worlds of the sector are contained, with their 1124 and 1129 stats. This allows referees to play their campaigns through the Hard Times period while the UWP's decline. However, note that the 1124 UWP's are applicable to the entire pre-Rebellion period of the Third Imperium.

Administering UWP Changes

In the following pages, each world has several columns of data. The first and last are the hex number and the stellar data, which never change. In between are two sets of data for the world's 1124 and 1129 conditions, consisting of the UPP string, Trade Classes, and Allegiance, as described on page 16 of the **MegaTraveller Referee's Manual**.

The UWP changes seen between the 1124 and 1129 columns take place gradually; the referee should institute these changes so that players are not aware of them until they actually visit these worlds to find out for themselves. Except as the result of military action (which could reduce the UWP starport digit in a few moments), most of these changes do not take place all at once, but over several months, as indicated below. The reduction in the starport digit takes place from 300-1124 to 180-1125, the reduction in the tech level digit from 181-1125 to 365-1127, population digit and/or multiplier from 001-1128 to 365-1128, and the change in government and law level from 181-1128 to 365-1128. The F (Failing) and D (Doomed) notations of some worlds go into effect in 1128, and mean that the world is unable to sustain life. For failing worlds, success is possible though difficult; for doomed worlds, failure is inescapable. These two world types are the sources of the "Doom Trade."

The Doom Trade

The doom trade consists of inhabitants of Failing and Doomed worlds who realize that their world is dying and who want to get out before it's too late. They will pay astounding prices, up to and including indentured servitude, for any passage whatever—high, middle, low, or working—and on the Doomed worlds, will resort to bribery, blackmail, seduction, extortion, intrigue, or hijacking to get off world. Traders who can ignore abject despair find that runs from such worlds are profitable. Most find such runs to be heartbreaking. Everyone finds that these runs are dangerous.

A HISTORY OF DIASPORA SECTOR

The Sector today known as Diaspora was only sparsely settled by the First Imperium Vilani, who called it Nakulakak. When the expanding Terran Confederation exploded into space, Vilani efforts to develop the area were described by one Terran general as "Too little, too late, too slow: too bad." Attempts to use it as a buffer zone only made it easier for the Terrans to conquer portions of it, and ultimately the Vilani began trading bits of it away in attempts to appease the voracious invaders.

As the Terrans grabbed subsector after subsector in their coreward drive, they realized that they had to dominate the region culturally as well as militarily if they were to establish true, lasting control. The Terran Confederation initiated a gargantuan resettlement campaign to achieve this goal. This campaign, which involved the transplanting of some 10 million willing and unwilling persons in the first eight years, was known as the Diaspora, and gave the name to the Sector.

During the Long Night, only the Union of Sufren was able to maintain a shaky hold on interstellar culture, and its perseverance was rewarded when it was finally contacted by traders of Cleon Zhunatsu's Third Imperium.

By 330, the sector was incorporated into the new Imperium, and this ushered in a new age of unrivalled prosperity for Diaspora, as it sat astride the "Imperial Road" that linked Capital to humanity's birthplace. This, along with so many other good things, ended with Dulinor's three bullets.

Recent History

The same facts that give Diaspora such prosperity in the Third Imperium gave Diaspora a very hard time during the Succession War. Because it lay at the confluence of four factions: Lucan's, Margaret's, Daibei, and the Solomani Confederation, it has been the field for a number of offensives. The most influential of these were repeated Solomani efforts to create a "Rim

Pocket" by outflanking Imperial forces and cutting the core-rim supply lines at the Massilia-Diaspora border. These never succeeded, but several offensives made the attempt, penetrating as far as the Sufren subsector.

The tempo of the Imperial-Solomani conflict slowed after 1120. Too spent to sustain high-intensity operations at such a distance from their industrial centers, both Lucan and his Solomani adversaries began to rely on local resources to support their operations. This led to strategic strikes against A and B starports, local industrial centers, and high-technology nodes. By 1123, the rimward half of Diaspora lay in ruins.

Of the factions, only Margaret, Daibei, and the Solomani retain any influence in Diaspora. The intrusion of Margaret's frontier into the core-trailing corner of the sector allows her production centers in the Vaward Cluster to provide high-tech goods to eager clients in the Diasporan Outlands. At the other end, the Solomani frontier brackets both the spinward and trailing corners of the sector, but Solomani influence is felt more by the actions of Solomani Security (SolSec) agents than by much-needed trade. Duke Craig's Daibei satisfies itself with supporting a Scout base at Kashaashii (0414) to maintain ties with anti-Solomani allies in the sector. Proximity breeds loyalty, proving once again the old wisdom: where you stand depends upon where you sit.

In 1127, the Travellers' Aid Society announced a change to its traditional system of designating travel zones. From then on, all worlds located in Outlands or Wilds areas receive Red travel zone indicators, all worlds in Frontier areas receive Amber travel zone indicators, and only worlds in Safe areas were eligible for Green status, although based on local conditions, might still be designated red or amber.

ASTROGRAPHY

Because most privately-owned trading vessels have only jump-1 or -2 performance, travel patterns within sectors are heavily dependent upon their layout. Jump-1 "mains" are traditionally the main conduits of trade for the ubiquitous Free Trader.

Alurzan Loop: The key to controlling Diaspora is the Alurzan Loop, a circuitous jump-1 main that links 46 worlds and is centered in the Alurza subsector. Located at the center of the sector, the Loop serves as both a major trade route for jump-1 merchants and as a traffic rotary for jump-2 ships cutting across Diaspora. Now, given the undesirability of traversing the Wilds, the Loop also offers the only feasible access to a narrow strip of Outland space that links the sector with the Solomani Rim. This corridor of comparatively safe space is known as the Eberly Corridor.

Eberly Corridor: Located in The Blight alongside the Eberly Gap, it is the only Solomani-Imperial interstellar route that doesn't traverse the Wilds. Traffic across the Gap is limited to only high-jump vessels, leaving the corridor as the only core-rim connector. Eberly, the system that dominates the chokepoint of the Gap, has adopted a policy of strict neutrality. Warships travelling under the registry of any recognized government are prohibited from entering the system. In order to enforce this decree, Eberly retains a sizable contingent of starmercs. The considerable budget needed to support these protective services comes from trade tariffs and port/refueling fees.

The Libert Main: Stretching down from Libert subsector into Kushga, the Libert Main is the "little brother" of the Alurzan Loop. Most traffic transferring from the Loop to this main makes the jump-2 connection at one of several points along the spinward edge of the Alurza subsector.

The Cumber Main: Centered on the Cumber cluster in the Hijiri subsector, the Cumber Main dominates trade in the rimward extents of the sector. The Cumber Main includes 42 worlds and links all four subsectors of Diaspora's rim/spinward quadrant. More importantly, there are still four A- and five B-class starports along it. Traffic along the main is heavy, making the region a political hotspot with plenty of mercenary activity.

The Khavle Main: The smallest of Diaspora's jump-1 mains, the Khavle leads to Margaret's frontier and its rich trade opportunities. It is the sector's busiest highway for the refugees of the Doom Trade, and the primary conduit for the high-tech items available from the Vaward Cluster (Old Expanses Sector).

NEW GOVERNMENTS

In the absence of higher sources of order, certain small interstellar governments, or polities, have sprung up to fill the vacuum. Some hope that by providing law, order, and military protection in their small spheres of influence, they can hold the forces of decay at bay until times get better. Others merely recognize that nature abhors a vacuum, and are taking advantage of the situation to expand their own power.

Ecclesiasty of Narquel: Founded in 1127, the Ecclesiasty successfully combines the spiritual duty to convert with the secular desire to expand. Now uniting three worlds under its banner, the Ecclesiasty looks to bring other industrial (particularly shipbuilding) worlds into its embrace. It correctly perceives resistance from nearby Soyuz and Gasudarsk, which have contracted with the shipyards at Neto to build military ships for them. These two worlds, linked by trade routes through the Rann system, uneasily monitor Narquel's growth and increasing aggressiveness.

The Ecclesiasty maintains armed forces at TL 12, although these are rarely seen outside Ecclesiasty borders.

Union of Sufren: The Union dates back to the Long Night, and the ties between its worlds have remained strong through the years, to reappear again during the Hard Times. One of the sector's strongest polities, the Union is clearly pro-Margaret, relying on trade with her high-technology worlds. The Union has a policy of supporting the Khavle Accordment, knowing that if it falls, the Union will be cut off from its trading partners in Margaret's Frontier. So far such help has not used Union troops or ships, but starmercs on retainer to the Union.

The Union maintains a fleet of TL 14-15 starships, and TL 14 ground troops. These are sent abroad only to meet deployments of Vassalry Judicate troops. For other purposes, the Union retains starmerc groups, chief among which is Skerrit Adan's highly regarded unit, which recently assisted the Khavle Accordment.

Vassalry Judicate: The Judicate is locked in mortal combat with the Union of Sufren. Its worlds, long commercial rivals of the coreward Union worlds, are now military-political rivals. The Judicate intends to control the coreward end of the sector. It is attempting this by destabilizing the Khavle Accordment, thereby cutting the Union's crucial trade with Margaret's Domain, and instigating further succession wars among the worlds of the Alurzan Cartel.

The Judicate grew out of the ducal succession wars of the mid-1120s that resulted from Lucan's gutting of the Imperial Moot. These wars included the forces of ex-Duke Geraldo of Alurza, ex-Duke Withers of Pasdaruu, pro-Lucan Duke Ilirikgaadli of Sufren (who had been banished from that planet), three new planetary dukes sent by Lucan, several megacorporations, and the civic governments of several worlds. As these wars ground on, several claimants allied themselves with planetary commercial interests to keep their claims alive. These alliances became dominated by the commercial interests, and gave birth to the Judicate, based at Backman (2209), which retains the embittered, unseated nobles as figureheads.

Because Backman's TL 12 troops are used for operations in the Sufren and Alurza subsectors, Hervestia is the source of troops for Judicate operations further afield. These TL 7-9 troops can be encountered almost anywhere in the sector—the Judicate, befitting its history, is notorious for meddling in the affairs of other worlds—and are easily recognized from their armbands sporting a yellow disk crossed by green diagonals.

Khavle Accordment: This small, inward-looking polity continues to exist only because of its crucial location, astride the trade routes to Margaret's Domain, and the assistance of the Union of Sufren. Plagued by piracy coming up from the Pasdaruu subsector and without a central government, the Accordment merely responds to events, rather than attempting to control them. Accordment troops are equipped to TL 11, but rarely deploy off the four member worlds, and never outside of the subsector.

Alurzan Cartel: The Cartel is an overgrown trading league with no central government, dominated by Gilboa (2211) and Bifirs (2112). Gilboa is the site of a Judicate-backed succession war, which keeps its TL 10 troops quite busy at home. Bifirs as well finds that its TL 8 troops are kept quite busy putting out other fires caused by Judicate intrigue. If this weren't enough, the Cartel must send its starships elsewhere for maintenance and repair, usually to Netti (2213) or to the Hewes Dyad (the unified worlds of Raasaraa [2314] and Hewes [2414]), where they are usually the targets of terrorist threats, presumably from Judicate interests.

Unity of Promise: The Unity of Promise has one goal: to see that its six member worlds survive. Surrounded by a sea of raiding and lawlessness, and only eight parsecs from the Solomani Frontier, these worlds have little extra strength to spend on expansion or preemptive attacks on their enemies. Unity troops hardly ever leave the six member systems, and usually serve as marines for the UP Navy. The Unity also makes extensive use of starmercs, but usually pays them in kind, rather than in cash. Starmercs in UP service are required to prominently display the Unity's star symbol on their equipment and uniforms.

Knowing that expansive Solomani ambitions seek to undermine already

existing governments, the Unity maintains a listening post at Lefiguura (3132) in Khulam subsector, one the four remaining Scout bases in the sector.

Cumberan Confederation: The Confederation, previously a trade collective within the Solomani borders, declared its independence from the Solomani Confederation in 1127, renouncing its provisional membership. This was in response to increasing Solomani meddling in the internal affairs of the collective's worlds. The conflict was over the large number of Vegan refugees, displaced by Solomani reduction of the Vegan Autonomous Region, who had settled on Cumber. Solomani leaders saw the Vegan issue as a natural link between Cumber and Daibe, and sought to eliminate it. However, their persecution of Cumberan Vegans only exacerbated the issue, and led to the Cumberan withdrawal to form its own confederation. Since its withdrawal, the Cumberan Confederation has traded emissaries with Daibe and the Aslan.

The Cumberan secession was a blow to Solomani prestige, but rather than fan the flames by directly opposing the Cumberan Confederation, the Solomani set up the New Order Vigilance Alliance. Although still maintaining nominally civil relations with the Solomani, the Cumberan Confederation knows that it must develop alternative alliances and trade routes for when the Solomani eventually drop pretences and actively oppose them. The Duwamish League represents one such initiative; the Cumberans have also deployed some of their excellent TL 12 lift troops to several worlds of the sector.

New Order Vigilance Alliance: Not a true independent polity, NOVA was set up by SolSec as a counter-weight to the Cumberan Confederation. NOVA acts as a proxy for the Solomani, and can engage Cumber in open warfare, allowing the Confederation to preserve its strength for other needs. Despite SolSec propaganda, widely dismissed by Diasporans, NOVA's worlds are not enthusiastic: passive resistance and active insurgency are common on Sunz (0237) and Vornam (0338).

Morale among these TL 8 troops is uniformly low: they are aware of their status as expendable proxy troops. But SolSec observers with each unit ensure their loyalty.

Duwamish League: The newest and most precarious of Diaspora's polities, the Duwamish League sits astride the Duwamish Belt, the main jump-1 route to trailing from the Hijiri subsector. It owes its survival to two factors: the fact that the Cumberan Confederation has been subsidizing the League to maintain a spinward-trailing route against the day when the Solomani Confederation cuts off their trade through Confederation lanes, and the fact that airless Alki (1136) is the site of a forward deployed naval mini-depot, abandoned by Lucan's forces at the end of the Black Wars.

Solomani Confederation: The Solomani border shown on the map defines the forward-most "provisional members" of the Confederation, also known as occupied worlds. Not all of the worlds within these boundaries are provisional members. See individual world allegiance codes in the UWP data.

THE MAPS

The color maps included detail the worlds and current military and political events of the sector. On the large map the green lines show the lines between Wilds, Outlands, and Frontier areas, and each world name is printed in a color that corresponds to the area type: red for Wilds, yellow for Outlands, and green for Frontier. Note that while similar, this is not identical to the post-1127 TAS Travel Zone indicators for these worlds.

The small map colors in each world's entire hex with the color designating Wilds, Outland, or Frontier, and adds other details, including astrographic and trade features. Red arrows show military expeditions being undertaken by polities, green arrows show important trade routes, called "runs," and blue arrows show the extent and center of notable piracy operations. Small green connectors in the Shadigi and Alurza subsectors show worlds which serve as crucial jump-2 transfer points between one main and another.

A Note to Owners of Hard Times and Assignment: *Vigilante*

In the *Hard Times* sourcebook, "The Shattered Imperium 1125" map (page 17) has an error. The map itself is correct, but in the key the labels for Outlands and Wilds are transposed and should be reversed. The coarse pattern of black dots (as in most of Dagudashaag and Zarushagar) are the Wilds, and the dark gray areas are Outlands.

Continuing this error, the Promise Subsector data in *Assignment: Vigilante* lists its worlds as Outlands when they should be Wilds. This error has no effect whatever on the play of the folio, as the UWPs of the worlds visited are unchanged. The subsector data in *Astrogators' Guide* supersedes that presented in *Hard Times* and *Assignment: Vigilante*.

Narquel (A) Subsector

		1124				1129	
Aladon	0103 B6579CB-F	Hi Cp	404 Li	C6579B9-C	Hi	404 Ou	G0 V
Maxalla	0104 A596444-E	Ni	115 Li	C596485-8	Ni	115 Ou	M1 IV
Sikora	0108 D874626-9	Ni Ag	104 Li	D874620-8	Ni Ag	104 Ou	K2 V
Chipper	0202 B7C0743-E	N De	803 Li	B7C0772-B	De	803 Ou	M3 V
Rann	0206 X89A9AB-8	Hi Wa R	314 Li	X89A9A4-6	Hi Wa	314 Ou	K4 V
Justi	0207 B686567-E	W Ni Ag O:0209	304 Li	D6865A9-8	Ni Ag O:0209	304 Ou	M4 V
Soyuz	0209 B300948-F	Hi In Va Na	401 Li	B300940-D	Hi In Va Na	401 Ou	M0 II
Jumar	0303 C000001-E	Ni As Lo	305 Li	E000093-6	Ni As Lo	305 Ou	A8 V
Jae Mona	0306 B200544-E	Ni Va A	923 Li	D200572-8	Ni Va	923 Ou	K0 V
Bayse	0310 X6859B8-7	Hi R	505 Li	X685900-6	Hi	505 Ou	K1 V
Kampala	0401 B645352-F	Ni Lo	104 Li	C645310-B	Ni Lo	104 Ou	K6 V M6 D
Apinar	0402 A542310-F	Ni Po Lo	423 Li	B542333-B	Ni Po Lo	423 Ou	M4 V
Gentry	0406 C6A0200-D	Ni De Lo	110 Li	C6A0283-8	Ni De Lo	110 Ou	M3 V M0 D
Isaasakhur	0407 C110572-E	Ni	213 Li	C110596-A	Ni	213 Ou	M0 V
Vita Levu	0410 B6A38CE-D	A	300 Li	D6A38FA-8		300 Ou	M2 V K4 D
Fudge	0501 C9C3534-D	Ni Fl	223 Li	C9C35C6-9	Ni Fl	223 Ou	M1 V
Guard	0502 D764686-7	Ni Ri Ag	212 Li	D764698-7	Ni Ri Ag	212 Ou	G4 V
Jamnagar	0503 D99A620-9	Ni Wa	601 Li	E99A620-5	Ni Wa	601 Ou	M0 IV M6 D
Neto	0504 A300898-F	N Va Na	912 Li	A300851-D	Va Na	912 Ou	M3 V
Chuejou	0510 B253499-F	Ni Po	224 Li	B253454-A	Ni Po	224 Ou	K0 V M3 D
Rakhaasha	0601 B110884-F	Na	100 Li	C110896-A	Na	100 Ou	M1 VI
Gasudarsk	0605 B100ABE-F	Hi In Va Na	102 Li	B100A00-C	Hi In Va Na	102 Ou	M3 V
Feeble	0607 B473331-D	N Ni Lo	700 Li	C4733C8-8	Ni Lo	700 Ou	K5 V
Sadiishumar	0608 B8D0685-E	Ni De	910 Li	D8D0682-A	Ni De	910 Ou Ec	G0 V
Quelleff	0609 A624753-F		505 Li	D624710-C		505 Ou Ec	G1 V
Laagonaa	0701 C55177A-A	Po A	522 Li	C551771-9	Po	522 Ou	M2 V M4 D
Essen	0705 C666200-D	Ni Lo	324 Li	C666240-7	Ni Lo	324 Ou	M1 V M2 D
Narquel	0709 A1109DG-F	Hi In Na	505 Li	A1109FD-C	Hi In Na	505 Ou Ec	K4 V
Likitornot	0805 A252505-F	Ni Po	700 Li	D252500-B	Ni Po	700 Ou	K2 V
Larisa	0807 C588012-A	Ni Lo	504 Li	E5880C6-6	Ni Lo	504 Ou	G1 V

Li = Lucan's Imperium

Ec = Ecclesiasty of Narquel

Libert (B) Subsector

Eckel	0901 B837323-D	Ni Lo	111 Li	E837371-7	Ni Lo	111 Ou	K9 V M9 D
Victory	0902 C9A7420-C	Ni Fl	215 Li	C9A7440-6	Ni Fl F	215 Ou	M0 V
Toxey	0903 C78A145-E	Ni Wa Lo	310 Li	D78A173-8	Ni Wa Lo	310 Ou	M4 V M4 D
Otimmatu	0905 D553655-9	Ni Po	604 Li	E553650-6	Ni Po	604 Ou	M0 V
Quafe	1007 C433267-D	Ni Po Lo O:1109	323 Li	E4332C7-7	Ni Po Lo O:1109	323 Ou	K1 V
Yovanne	1102 C200998-B	Hi In Va Na	103 Li	D200997-7	Hi In Va Na	103 Ou	K5 IV

Narquel Subsector: The postwar population of Narquel subsector is 32.5 billion, essentially identical to pre-Rebellion totals. The highest tech is D at Neto and Soyuz.

Neto (0504): This world supplies starships to Soyuz and Gasudarsk, thereby supporting their efforts to contain the Ecclesiasty of Narquel. Neto's economy is dominated by the new industrial focus on starship production, and several rival shipyards are inviting megacorporation investment to facilitate plans for expansion. So far, Ling Standard Products, GsbAG, and General Products have all shown interest.

Quelleff (0609): This world is the Ecclesiasty of Narquel's primary port-of-contact with off-worlders. Quelleff's population does not adhere to the teachings of the Panamica Orthodoxy, the state religion of Narquel. The new Theocratic Administrate (the Ecclesiasty's ruling body) decided that the spiritual contamination resulting from contact with off-worlders should be restricted to this one world. Since Quelleffans are all unbelievers anyhow, further "contamination" could hardly matter.

Consequently, Quelleff's humble D-class port is overflowing with ships and cargoes. Plans for expansion exist, but in the meantime, a major black market continues to grow in Quelleff's major cities.

Narquel (0709): This planet's state religion is known as the Panamica Orthodoxy, a radical offshoot of the Panamica creed. In its original form, the Panamica creed interwove the gentler tenets of Judeo-Christianity, Buddhism, Jainism, Taoism, and various animistic traditions of old Terra. The new Panamica Orthodoxy is essentially militant pacifism: all sophonts must submit to the infinite wisdom and goodness of the Unknowable One and its secular ministers.

Narquel's last Theocrat was deposed by his Council of Ministers,

who now rule as the Theocratic Administrate. Their desire to convert the universe is being conducted with a particularly aggressive flair, and some observers wonder if the ministers of the Administrate are simply using the creed of the Orthodoxy as a shield for their own political adventurism.

Libert Subsector: The postwar population of Libert subsector is 64.3 billion, essentially identical to pre-Rebellion totals. The highest tech is D at Talca.

Quafe (1007): This colony world is owned by the second most powerful faction on Libert, CommerStar Industries, Limited. Quafe is trying to resist the factionalism which has overrun Libert. On-site CommerStar representatives are trying to gain more control of Quafe's governing body, the Consulgruppe. This has led to increased friction with the locals, and talk of secession is becoming commonplace. It is rumored that a platoon of Vassalry Judicate troops from Hervestia has been smuggled on-planet to assist the locals in their bid for freedom.

Talca (1407): This world's booming starship production industry is led by subsidiaries of Ling Standard Products and Sternmetal Horizons. Although Talca supplies starships to the worlds of the Libert Main, its largest contracts are with the Union of Sufren.

Located on the Libert Main, Talca handles a high volume of interstellar traffic. The planet is rich in metals useful in ship production, so most hulls are laid down in planetside ways near the mines that supply them. Most of the ways are located deep under Talca's brown, cratered surface, where automated factories churn out hulls and components according to computerized data packages.

1124				1129			
Klenoy	1103 A623532-F	Ni Po	712 Li	B6235BA-9	Ni Po	712 Ou	M4 V
Khunan	1104 A332554-F	Ni Po	823 Li	B332530-A	Ni Po	823 Ou	M3 III
Laahii	1106 C100644-E	Ni Va Na C:2 A	604 Li	C100683-B	Ni Va Na C:2	604 Ou	M1 II M1 V
Kyzir	1108 C671422-C	Ni	804 Li	D671483-5	Ni	804 Ou	M1 V M1 D
Libert	1109 A2109BC-F	Hi In Na Cx	102 Li	C210900-B	Hi In Na	102 Ou	K8 III
Taken	1202 D675300-A	Ni Lo	503 Li	E675374-5	Ni Lo	503 Ou	M6 V
Stanton	1203 D9898B9-8	S	611 Li	E9898B6-6		611 Ou	M0 VI M9 D
Arkhaapar	1206 D355746-9	Ag	112 Li	D355773-6	Ag	112 Ou	M2 V
Kaanu	1207 E321498-B	Ni Po	914 Li	E321430-5	Ni Po	914 Ou	A2 IV K4 D
Gate	1208 B659374-F	Ni Lo	702 Li	D659374-B	Ni Lo	702 Ou	M2 V
Ridge	1210 A77A112-F	Ni Wa Lo	514 Li	D77A110-C	Ni Wa Lo	514 Ou	M8 VI
Berlin	1305 D2009BE-B	Hi In Va Na	803 Li	D2009B9-8	Hi In Va Na	803 Ou	M4 V
Medellin	1306 D645221-8	Ni Lo	704 Li	D645273-3	Ni Lo F	704 Ou	M5 V
Jesicar	1307 A364486-F	N Ni	503 Li	B364485-C	Ni	503 Ou	M5 VI M9 D
Mixem	1308 C685830-9	D:0	804 Li	C6858CB-6	D:0	804 Ou	M4 V
Hakalau	1309 B436400-F	Ni	304 Li	B436441-9	Ni	304 Ou	M7 III
Rikhani	1404 A688772-E	N Ri Ag	114 Li	D688783-A	Ri Ag	114 Ou	M3 V
Loud	1405 D894101-A	Ni Lo	904 Li	D894140-6	Ni Lo	904 Ou	K1 V
Talca	1407 A100798-F	Va Na	813 Li	A100793-D	Va Na	813 Ou	M4 V M5 D M4 D
Glenwald	1409 D110340-B	Ni Lo	803 Li	D110376-5	Ni Lo F	803 Ou	K1 V
Uneshuu	1502 D10088C-C	Va Na A	610 Li	D100864-7	Va Na	610 Ou	M3 V
Channel	1503 B694557-E	Ni Ag	912 Li	B694554-9	Ni Ag	912 Ou	G0 V
Verona	1505 E400112-B	Ni Va Lo	804 Li	E400132-5	Ni Va Lo F	804 Ou	M9 VI
Puget	1508 C7C89C9-A	Hi FI	202 Li	C7C89A5-8	Hi FI	202 Ou	M4 V
Cayene	1510 D425338-A	Ni Lo	520 Li	E425330-4	Ni Lo F	520 Ou	K1 V
Zeeland	1602 E989AA9-E	Hi C:4 A	504 Li	E989AB6-B	Hi C:4	504 Ou	K2 V
Unsuited	1610 D0008AE-A	As Na	204 Li	D0008A9-8	As Na	204 Ou	M3 V M1 D

Li = Lucan's Imperium

Sufren (C) Subsector

Grouard	1701 A896566-E	Ni Ag O:2004	400 Li	B896561-B	Ni Ag O:2004	400 Ou	G2 V M4 D
Onliu	1704 C110433-F	Ni	324 Li	D1104E9-7	Ni	324 Ou	M1 IV M6 D M0 D
Boyne	1707 B462546-F	Ni C:5	603 Li	C462546-B	Ni C:5	603 Ou	M1 V
Erakhuu	1708 B89688C-C		902 Li	C896884-B		902 Ou	G1 II
Navar	1804 C5479DG-B	Hi In	805 Li	D5479D5-8	Hi In	805 Ou	F9 V
Maelstrom	1805 B421210-F	Ni Po Lo	903 Li	C4212C9-9	Ni Po Lo	903 Ou	K3 V
Sturgis	1807 A444203-F	N Ni Lo	102 Li	D444240-8	Ni Lo	102 Ou	K0 V
Tiasle	1901 D656AFF-B	Hi	224 Ma	E656A00-8	Hi	224 Ou	M9 VI
Houstar	1905 C8C4620-C	Ni FI	113 Li	D8C4541-6	Ni FI F	913 Ou	M0 V M7 D
Haze	2003 B74A689-F	Ni Wa	700 Ma	D74A690-A	Ni Wa	700 Ou Un	G0 V M7 D
Sufren	2004 B686973-F	N Hi An Cp	623 Li	B686986-E	Hi An	623 Ou Un	M1 V

Uneshuu (1502): Uneshuu received a large shiplod of unwelcome visitors in 1127: a band of corsairs in control of a 5000-ton fleet escort armed with particle accelerator bays.

Badly damaged by Dulinor's ships, the ship's crew mutinied. Attempting to escape the wrath of Lucan—their former master—they fled rimward into Diaspora. Arriving at Uneshuu they destroyed the world's defenses, but not before their jump drive was blasted into junk by laser and missile hits. Stranded in the system, the corsairs threatened to destroy the entire population of Uneshuu if it did not cooperate.

The Uneshuuns refused at first, fleeing to the deepest levels of their community to avoid the corsair's particle accelerator batteries. Instead, the pirates landed and took control of the environmental processing station, located only two levels beneath the surface. The Uneshuuns were compelled to return to their normal habitat levels and begin serving the raiders.

Although the corsairs encourage traffic through the system, visitors to Uneshuu will find the situation tense. Assassination, revenge, and terrorism by the locals are constant—and each such act engenders swift reprisal by the corsairs. The raiders have settled into their current situation and have given up on their attempts to acquire a new jump-drive for their 5000-ton hull. Instead, they recruit passersby into their service, offering positions of power and wealth within the ranks of their planetside occupation force. Life expectancy of these employees is not long, a fact that is not advertised by the corsairs.

Channel (1503): Channel is an excellent example of how a single rare asset (a class B starport) can give new life to a planet's economy.

Channel's neighbor Zeeland is a high-population world with a sizable merchant fleet, but no indigenous starship maintenance facilities. With the Hard Times threatening to reduce that fleet to non-functional junk, Zeeland turned to neighboring Channel for its repair and maintenance needs. This kept Channel's starport humming with activity and staved off many of the negative effects of the Hard Times era.

With its orbital and dirtside drydocks running over capacity, and a steady export trade of foodstuffs, the once-insignificant world of Channel is now a boomtown of commerce and transport.

Sufren Subsector: The postwar population of Sufren subsector is 120 billion, representing a negligible decline from pre-Rebellion totals. The only world that experienced a noteworthy decrease in population is Houstar. The highest tech is E at Sufren.

Union and Judiciate: One of the sharpest political contests in Diaspora is between the Union of Sufren and the Vassalry Judiciate, both of which are based in this subsector.

The rivalry between the two has a long history, dating back to the earliest years of settlement. In the wake of the Rebellion, these differences, unimportant when both worlds were part of the larger Imperium, once again rose to prominence. Now, the two worlds and their allies have renewed their old rivalry. The Union of Sufren has ties with Margaret's Domain, cordial relations with Daibei, and regular contact with the worlds of the Khavle Accordment. It boasts an efficient internal economy, crack military units, and relatively high technology.

The Vassalry Judiciate is dominated by Backman and avoids alliance

1124				1129			
Gamov	2104 C0009EF-E	Hi In As Na	801 Ma	C000900-9	Hi In As Na	801 Ou Un	K1 V M2 D
Heymac	2105 C300136-D	Ni Va Lo	301 Li	D3001EA-6	Ni Va Lo F	301 Ou	M4 V
Dahl	2201 B100510-F	Ni Va	113 Ma	C1005A8-9	Ni Va	113 Ou	M0 V
Troy	2203 C622756-C	Po Na	814 Ma	E622752-9	Po Na	814 Ou Un	M2 V M1 D
Lassie	2207 A22136A-F	Ni Po Lo O:2405	104 Ma	C221331-9	Ni Po Lo	104 Ou	G0 V M5 D
Naasha	2208 D697576-9	Ni Ag	814 Ma	E697576-6	Ni Ag	814 Ou Ju	G0 V M2 D
Backman	2209 B55497B-D	N Hi	103 Bc	C554975-C	Hi	103 Ou Ju	K0 V M0 D
Neefi	2210 C66A978-C	Hi Wa	602 Bc	C66A996-9	Hi Wa	602 Ou Ju	G8 II
White Sea	2304 C100537-F	Ni Va	500 Ma	D1005C8-9	Ni Va	500 Ou	M3 V
Jummy	2309 E100145-B	Ni Va Lo	914 Ma	E100186-7	Ni Va Lo	914 Ou	K3 V M7 D
Hervestia	2310 C554A76-D	Hi	703 Bc	D554A73-9	Hi	703 Ou Ju	K3 V
Korona	2401 B523648-C	Ni Po Na A	713 Ma	B523640-9	Ni Po Na	713 Ou	K2 V
Mazuun	2402 DA7A630-9	Ni Wa	402 Ma	DA7A631-7	Ni Wa	402 Ou	G0 V
Aazuni	2405 B210463-F	N Ni C:0 O:2504	211 Ma	D2104A6-9	Ni C:0	211 Ou	M3 V M7 D
Cita	2407 C544412-C	Ni	723 Ma	C544431-6	Ni	723 Ou	K4 V

Bc = Backman Cluster, Li = Lucan's Imperium, Ma = Margaret's Stronghold Un = Union of Sufren, Ju = Vassalry Judiciate

Khavle (D) Subsector

Medora	2501 A422553-F	Ni Po	403 Ma	A422530-B	Ni Po	403 Ou	K1 V
Tsinan	2503 C472676-C	Ni	904 Ma	D472674-8	Ni	904 Ou Ac	M0 V
Forward	2504 C83899A-D	Hi	513 Ma	E8389C6-8	Hi	513 Ou Ac	M2 VI M9 D
Fuso	2508 B7B3204-F	Ni Lo Fl	504 Ma	X7B3283-7	Ni Lo Fl	504 Ou	G1 V
Ashiizar	2509 C654868-A	O:2405	711 Ma	C6548C9-7		711 Ou	K7 II M3 V
Accra	2604 B6877A5-D	Ag A	903 Ma	C6877A4-B	Ag	903 Ou Ac	G0 V
Khavle	2605 B334995-F	W Hi Cp	705 Ma	C334965-B	Hi	705 Ou Ac	M4 V
Daasha	2606 B62A445-F	Ni Wa	403 Ma	C62A487-7	Ni Wa	403 Ou	K4 V M0 D
Shareduu	2609 D231574-C	Ni Po A	121 Ma	E231585-6	Ni Po	121 Ou	M2 V
Matunuck	2701 C853724-9	Po	912 Ma	D853721-7	Po	912 Ou	K8 IV
Hike	2707 B782432-E	Ni	525 Ma	B7824D9-8	Ni	525 Ou	F4 V
Gorakpur	2709 C000325-F	Ni As Lo	904 Ma	C000398-7	Ni As Lo	904 Ou	M4 V M0 D
Voss	2802 C867226-C	Ni Lo	903 Ma	E867274-6	Ni Lo	903 Ou	M6 IV
Raazu	2806 D445575-B	Ni Ag	815 Ma	X445593-5	Ni Ag	815 Ou	A2 V
Blanket	2807 C224578-E	S Ni	601 Ma	C224551-8	S Ni	601 Ou	M3 V M1 D
Lar	2901 B331479-F	Ni Po	104 Ma	D331452-8	Ni Po	104 Ou	M2 V M8 D
Muuze	2905 C792033-B	Ni Lo	513 Ma	D7920A8-5	Ni Lo	513 Ou	F5 V M0 D M4 D
Dordogne	2906 A454578-F	Ni Ag	404 Ma	C454587-9	Ni Ag	404 Ou	M3 V
Nihesi	2908 A7B1344-F	N Ni Lo Fl	804 Ma	C7B1350-7	Ni Lo Fl	804 Ou	M4 V
Toggle	2910 A100335-F	N Ni Va Lo	503 Ma	D1003FC-7	Ni Va Lo	503 Ou	K1 V M7 D M5 D
Sanborn	3001 C483141-C	Ni Lo	304 Ma	E483172-7	Ni Lo	304 Fr	F7 V M8 D
Tommot	3003 E210101-B	Ni Lo	612 Ma	E210120-5	Ni Lo F	612 Ou	M1 V

with other powers. Foreign policy objectives focus on absorbing other less stable polities, such as the Alurzan Cartel and the Khavle Accordment. The Judiciate has a tremendous industrial and commercial sector, but is occasionally hampered by infighting between its member-worlds.

Sufren (2004): Sufren is a major industrial hub, a garden-world, and considered by many to be the jewel of the sector. Having maintained a tech level of 14, conditions on Sufren may indeed justify its reputation; over 300 million individuals have arrived there as refugees since the end of the Rebellion.

Sufren's extensive government naval yard continues to produce the planet's own military starships; only commercial hulls are produced off-world. That may not be the case much longer; local businesses are working to upgrade the commercial starport to an A-class facility.

Sufren is also home to a large population (over two million) of *Orcinus orca sapiens*, intelligent orcas produced by an offshoot of the same Terran program that resulted in the more well-known intelligent dolphins. These huge creatures were relocated to Sufren after funding was terminated for the program on Terra. They share Sufren's seas with a population of *Tursiops truncatus galactus*.

Sufren features a fairly well-preserved Ancient site. However, since the Umorputwyo (1816) incidents of the mid-1120s, access to the site has become difficult; visitors must submit to background checks and personal interviews. The reason for these added precautions is not known, but rumors suggest that the Intelligence Division of Sufren's Planetary Navy has begun classified research at the site.

Aazuni (2405): This planet is currently at the center of a political tangle. The planet Forward (2504) has begun to press the Khavle Accordment

to help it reassert its claim to Aazuni, its former colony. Aazuni has no wish to return to its old position of colonial subservience. These issues are complicated by recent reports that the Aazunians have been sterilizing Chirpers in an attempt to reduce the demands upon their life support system. Various groups, several of which are generously funded by Judiciate contributors, are urging Forward and its neighbors to intervene and put an end to what they call "passive genocide."

At last report, a *Broadsword*-class mercenary cruiser full of Judiciate troops from Backman was already in orbit and awaiting landing orders.

Khavle Subsector: The postwar population of Khavle subsector is 83.1 billion, a decrease of 100 million from pre-Rebellion totals. Worlds that experienced substantial population decrease are 183-361 and Halle. The highest tech is B at Medora, Accra, and Khavle.

The Khavle Accordment: The Accordment is not a centralized state, but rather a collection of trade and mutual defense pacts negotiated by the oligarchs of the three major member planets. The Accordment has had amicable dealings with Margaret's Domain and the Union of Sufren, although these relationships have been strained by recent events. The Accordment is the single largest client at Medora's starship yards, both in terms of paid maintenance and new hulls. Medora also does a thriving starship trade with various high-population worlds in the Sufren subsector.

Hike and Wake (2707 and 3005): These two planets are the major repair centers for local shipping, particularly the starships that serve the Khavle Accordment. Some ships make the run up to the A-class starport at Medora, but most stay on the Khavle Main, which cuts through the

1124			1129				
146-685	3004 X794423-4	Ni R	600 Ma	X794475-0	Ni F	600 Ou	M 2 V
Wake	3005 A652532-F	N Ni Po	300 Ma	B6525A9-9	Ni Po	300 Ou	M4 V
Muyudness	3006 D100556-C	Ni Va	500 Ma	E1005CB-5	Ni Va F	500 Ou	G2 V
Ningho	3008 A577110-F	Ni Lo	104 Ma	E5771C8-7	Ni Lo	104 Ou	M5 V M3 D
Rockcaster	3009 A69A424-F	Ni Wa	603 Ma	C69A473-7	Ni Wa	603 Ou	M0 IV M6 D
Dehrapur	3102 B423474-F	Ni Po	901 Ma	B423451-A	Ni Po	901 Fr Ma	G3 V M4 D
Farm	3104 C656622-B	Ni Ag	404 Ma	D656641-7	Ni Ag	404 Ou	M4 V
Agaaga	3109 B557320-C	Ni Lo C:4	620 Ma	C557385-7	Ni Lo C:4	620 Ou	M3 IV M6 D
183-361	3201 X694889-4	R	312 Ma	X694886-3	F	212 Fr	G4 V
Savan	3202 D444637-9	Ni Ag	703 Ma	E444630-7	Ni Ag	703 Fr Ma	M4 V
Aight	3203 C752A99-D	Hi Po D:5	701 Ma	C752A98-A	Hi Po D:5	701 Ou	G2 V
Ihishi	3204 C541335-A	S Ni Po Lo D:3 A	904 Ma	E5413BA-3	S Ni Po Lo D:3 F	904 Ou	M7 V
Halle	3206 X626023-6	Ni R	402 Ma	X626040-2	Ni D	302 Ou	G5 V

Ma = Margaret's Stronghold

Ma = Margaret's Domain; Ac = Khavle Accordment

Shadigi (E) Subsector

Mosul	0111 C5868B9-9		401 Li	C5868B7-7		401 Ou	M1 V
Toga	0113 X674200-5	Ni Lo R	812 Fd	X674221-0	Ni Lo F	812 Wi	K8 V M4 D
Ainor Lisea	0114 C777510-B	Ni Ag	704 Fd	C777510-8	Ni Ag	704 Wi	M3 IV M9 D
Karaguuka	0116 D789655-9	Ni Ri C:6	214 Fd	D789655-7	Ni Ri C:0	214 Ou	G1 V M4 D
Zeranga	0117 B100544-F	Ni Va	204 Fd	D100543-A	Ni Va	204 Ou	A1 V
Tomsk	0120 C4247A8-D	A	513 Fd	C4247D8-9		513 Ou	M3 V M6 D
Emma	0211 D5A0888-8	De	902 Li	D5A0850-4	De F	802 Ou	M9 IV
Khaavu	0213 C327631-B	S Ni	404 Fd	C327630-7	Ni	404 Ou	K4 V
Baanis	0214 C100120-F	Ni Va Lo	903 Fd	E100173-7	Ni Va Lo	903 Ou	K5 V
Jalhoun	0215 C210320-B	Ni Lo	704 Fd	D210373-5	Ni Lo F	704 Ou	K9 V M6 D
Yidii	0218 D435577-A	Ni	912 Fd	D435583-8	Ni	912 Ou	M3 V
Kyzyl	0220 E57649D-9	Ni	103 Fd	X576453-6	Ni	103 Ou	M2 V M2 D
Chengtu	0315 C537521-D	Ni	313 Fd	D537542-8	Ni	313 Ou	K1 V
Allenwald	0413 D110400-C	Ni	303 Li	E110420-6	Ni F	303 Ou	M1 V M8 D M3 D
Kashaashii	0414 D574400-B	S Ni	703 Li	D574471-5	S Ni	703 Ou	M1 V
Ninja	0415 C665862-B	Ri C:6 O:0416 A	303 Li	C665864-A	Ri C:6 O:0416	303 Ou	K6 III M1 D
Terra Far	0416 A4448BF-F		113 Li	B4448BA-D		113 Ou	M4 V G5 D
Kosmo	0417 C549799-B		703 Fd	C549794-A		703 Ou	K3 V
Cuttack	0418 D275521-B	Ni Ag	810 Fd	E275573-7	Ni Ag	810 Ou	G3 V
Quota	0511 A100362-F	N Ni Va Lo O:0512	813 Fd	C1003A8-8	Ni Va Lo	813 Ou	K2 V
Ferry	0512 A647955-F	Hi In Cp A	203 Fd	B647910-E	Hi In	203 Ou	F3 V
Kovuu	0514 D374373-B	Ni Lo	800 Li	E374393-7	Ni Lo	800 Ou	G6 V
Gai	0515 C110673-E	Ni Na A	534 Li	C110676-D	Ni Na	534 Ou	M0 V M6 D
Niilushaga	0516 C773559-C	Ni	803 Li	C773550-A	Ni	803 Ou	M4 V M7 VI

heart of this subsector. Organized convoys will occasionally undertake the long journey to Delphi and Margaret's Safe, where the wonders of technology may be found and purchased, albeit at exorbitant prices.

Hike is attempting to put together enough financing to boost itself back up to TL 9. At its current tech level of 8, Hike's starport is hard pressed to function as a true B-class facility.

Tsinan (2503): This planet is home to some of the most eager ornithopter enthusiasts in the sector. Tsinans have raised high-tech construction of 'thopters to an art form. An aerial endurance rally is held regardless of war or Hard Times. The course of this rally carries contestants over Tsinan's largest desert. Checkpoints are located at the oases that are scattered across the length of the desert. Entrants from Sanborn, another world where 'thoptering is a popular pastime and sport, win the event about once every three years.

Ningho (3008): This world is home to an intelligent race of amphibians who are uninterested in technology or trade. Happy just the way they are, they found pre-Rebellion efforts to conduct a census of their numbers both amusing and silly.

183-361 (3201): 183-361 is a classic example of a Failing world. It suffered massive civilian casualties and emigration as a result of the Rebellion, and continues to exist only because Margaret's Domain subsidizes all its life-support costs. The inhabitants mine high grade iron-ore and a fair amount of rare earths.

Shadigi Subsector: The postwar population of Shadigi subsector is 3.74 billion, a decline of 100 million from pre-Rebellion totals. Worlds that experienced noteworthy decreases in population are

Emma and Millo. The highest tech is E at Ferry.

Kashaashii (0414): Kashaashii was once a pleasant backwater planet with a decidedly slow pace. It is now home to a variety of small cottage industries that keep it from sliding down to a pre-industrial tech level. The local Scout Base was spared by the war and continues operations. It is supported by funding from Daibei and the traders of Ferry (0512). Locals look to the base's chief of operations, Irla Ajuknakar, for leadership when they cannot achieve a consensus among themselves.

Terra Far (0416): Terra Far is the primary source of maintenance for ships travelling the small jump-1 route that snakes through Shadigi subsector. It is a regular stop on almost every captain's itinerary.

A locally-grown plant, the maratmor, is a powerful stimulant that local underworld kingpins refine into a drug known as morandmor. Terra Far Downport is a major distribution point for this dangerous substance, even though local authorities are attempting to put an end to the trade.

Ferry (0512): Ferry is run by the ManuFactors Associative, a collection of companies that dominated the planet in the pre-Rebellion era. Ferry is a major source of high-tech goods for the surrounding area, as well as the key transport node connecting Shadigi subsector to Narquel subsector. It is also a major producer of TL 12-14 military craft, particularly grav vehicles and fighters—two staples of the booming mercenary trade.

Many of the starships that move through Ferry are 600 tons displacement and greater, and most of them are jump-2 capable. These factors attract a wealthier clientele than is customarily observed in most of the high-volume, B-class ports throughout Diaspora. As a

1124				1129			
Khuugar	0518 C68758C-A	Ni Ag	615 Li	C687584-7	Ni Ag	615 Ou	G2 V M8 D
Futatsu	0519 B442221-F	N Ni Po Lo	510 Li	E442297-7	Ni Po Lo	510 Ou	K1 VI
Sudan	0616 B6A0000-E	Ni De Ba Lo	725 Li	C6A0071-7	Ni De Ba Lo	725 Ou	F2 V
Vaasa	0617 B323244-F	Ni Po Lo	105 Li	C323295-9	Ni Po Lo	105 Ou	M3 V
Thea	0712 D100100-E	Ni Va Lo	302 Li	D100172-9	Ni Va Lo	302 Ou	A8 V
Renaasha	0713 D341410-9	Ni Po	204 Li	D341410-6	Ni Po	204 Ou	M8 IV K3 D
High Point	0719 C100732-E	Va Na A	210 Li	D1007B7-8	Va Na	210 Ou	M3 V
Martina	0813 B11068A-E	Ni Na	514 Li	B110693-A	Ni Na	514 Ou	M4 V M6 D
Millo	0819 E100223-C	Ni Va Lo	504 Li	X100271-4	Ni Va Lo F	404 Ou	M5 III M6 D
Beeridashal	0820 C100410-D	Ni Va	910 Li	D100430-6	Ni Va F	910 Ou	G3 V M3 D

Li = Lucan's Imperium, Fd = Federation of Daibei

Kushga (F) Subsector

Wapiti	0913 B326353-F	Ni Lo	913 Li	E326363-A	Ni Lo	913 Ou	M8 VI
Byrna	0915 B8A5440-E	Ni Fi	905 Li	B8A5443-9	Ni Fi	905 Ou	K0 IV M3 D
Dasekha	0917 CA65237-B	Ni Lo	835 Li	EA652C8-7	Ni Lo	835 Ou	M4 IV
Mohavi	0918 A4567CD-F	W Ag C:8	122 Li	B4567C9-D	Ag C:8	122 Ou	M0 V
Ramashii	1012 D879554-B	Ni	302 Li	D879550-9	Ni	302 Ou	M6 II
Darryl	1017 B7796BB-D	Ni	424 Li	C7796B8-A	Ni	424 Ou	G2 V M1 D
Last Exit	1019 A100776-F	Va Na	103 Li	C100773-A	Va Na	103 Ou	M4 V M8 D
Fisher	1020 E7B4475-B	Ni Fi	405 Li	E7B4452-4	Ni Fi F	405 Ou	K7 II
Messier	1111 B4639AB-E	N Hi Cp	314 Li	B4639B8-C	Hi	314 Ou	G2 V M6 D M3 D
Arriba	1117 C789537-C	Ni C:2	502 Li	E7895A5-8	Ni C:2	502 Ou	M0 V
Ikhareshu	1118 B42267B-F	Ni Po Na	202 Li	D422683-A	Ni Po Na	202 Ou	G1 V
Tantelos	1213 C7928B9-9		804 Li	C7928B5-7		804 Ou	M3 V
Lerun	1216 D67A888-A	S Wa	302 Li	D67A887-7	Wa	302 Ou	M2 V
Twinsong	1219 C85A544-B	Ni Wa	110 Li	C85A544-9	Ni Wa	110 Ou	M0 V
Nilli	1313 C585785-9	Ri Ag	505 Li	D585784-8	Ri Ag	505 Ou	M7 IV
Pierre	1411 A210654-F	Ni Na	404 Li	B210610-D	Ni Na	404 Ou	G5 IV
Sasii	1412 C9C5640-B	Ni Fi	104 Li	C9C5643-7	Ni Fi	104 Ou	A1 VI
Viedma	1415 A200899-F	N Va Na	203 Li	C200865-A	Va Na	203 Ou	K3 III
Affuel	1417 A883520-E	N Ni	402 Li	B883574-9	Ni	402 Ou	G2 V
Livermore	1419 B200400-F	Ni Va	504 Li	E200472-8	Ni Va	504 Ou	K1 V M1 D
693-470	1512 X110750-7	Na R	724 Li	X110751-4	Na F	724 Ou	M4 II
Iris	1513 D352210-B	Ni Po Lo	112 Li	D3522CB-7	Ni Po Lo	112 Ou	K8 V M5 D
Aliinashar	1516 B100426-F	Ni Va	804 Li	D100476-9	Ni Va	804 Ou	M4 V
Soar	1518 A386635-F	Ni Ag	801 Li	D3866A7-A	Ni Ag	801 Ou	M3 V M3 D
Atabano	1520 C869673-A	Ni Ri A	304 Li	D869683-7	Ni Ri	304 Ou	M2 V M7 D
Teslin	1611 D333687-9	Ni Po Na	214 Li	D333695-6	Ni Po Na	214 Ou	M1 V
Erobi	1612 B8C39CD-B	Hi Fi	503 Li	D8C39B8-6	Hi Fi F	303 Ou	M4 V
Accokeek	1613 C548675-A	Ni Ag	212 Li	C548671-7	Ni Ag	212 Ou	K1 V

result, Ferry's goods tend to remain in the hands of merchants and customers who are already powerful and rich. Few high-tech cargoes trickle down to the small, tech-starved worlds nearby.

Kovuu (0514): Kovuu's population has long enjoyed the use of ornithopters as a form of sport and recreation. Many Kovuuns now use their wings for local travel. The reduced burden on the planet's few remaining grav vehicles greatly extends their working life.

Although a difficult feat, many Kovuuns have begun to learn how to hunt live game from the air. This practice has created a greater degree of local independence from imported foodstuffs.

Kushga Subsector: The postwar population of Kushga subsector is 7.44 billion, a decline of 2 billion from pre-Rebellion totals. The only world that experienced a noteworthy decrease in population was Erobi. The highest tech is D, at Mohavi and Pierre.

Wapiti (0913): This planet is currently occupied by troops from Byrna (0915). After a protracted strike by the planet's miners, the Tech and Trade Council of Wapiti requested aid from its neighbor, Byrna. Enticed by the Council's generous offers, Byrna obligingly sent a squadron of TL 9 mercenary cruisers to take control of the situation.

Although the period of tension passed without incident, some of the strikers caused extensive damage to the automated mining apparatus in the main shafts. This crippled the Wapitian economy, causing the government to default on its promises to the Byrnans. In response, the Byrnans have declined to withdraw.

Wapitian mercenary contractors are now travelling throughout the

subsector, looking to gather the necessary strength to throw off the Byrnan occupation. These recruiters are quick to point out their planet's loss of sovereignty to foreign "invaders," but they invariably neglect to mention that Wapiti defaulted on its debt to Byrna. They also do not mention that Wapiti may have similar problems paying off mercenaries.

693-470 (1512): In 923, a mysterious plague wiped out half of the persons living on this planet, then known as Gretus. The disease was never isolated, although the Imperial Navy's rapid move to interdict the world was seen as an attempt to cover up a failed biowarfare experiment. The survivors of the plague are non-symptomatic carriers of the causative virus. They had rebuilt their society to TL 7 when the Rebellion disrupted their efforts. Solomani attacks damaged their solar power facilities; the inhabitants scrambled to make repairs. Other industries waned and fell by the wayside as the constant effort to control the war damage drained competent workers away from other sectors of society.

Although some Solomani fighter pilots are rumored to have crash-landed here, and not contracted the plague-virus, there is no solid confirmation of these accounts. Travellers make contact with the natives of 693-470 at their own considerable risk.

Nike (1614): The shipyards on this planet supply interstellar craft to the Vassalry Judicate, the Alurzan Cartel, and other buyers along the length of the Libert Main. Dominated by Takakusi Ways, Incorporated, a subsidiary of General Products, LIC, there is some suspicion that Nike hulls are less reliable than those produced elsewhere. General Products' unenviable recent track-record is the primary source of this suspicion.

		1124				1129	
Nike	1614 A6A3677-F	Ni Fi	113 Li	A6A3686-C	Ni Fi	113 Ou	M0 V
Dudenii	1617 B221134-F	Ni Po Lo	200 Li	C2211CB-9	Ni Po Lo	200 Ou	M7 V
Shelagyote	1620 X5896B9-5	Ni An R	611 Li	X5896B7-3	Ni An	611 Ou	M0 V

Li = Lucan's Imperium

Alurza (G) Subsector

Avat	1713 D200534-C	Ni Va	123 Li	D2005CA-8	Ni Va	123 Ou	M4 V M9 D
Weyburn	1717 E437444-A	Ni	701 Li	E437483-4	Ni F	701 Ou	G7 VI
Shaanii	1814 C457002-D	Ni Lo	804 Li	E457041-8	Ni Lo	804 Ou	M2 V
Waboni	1815 C672776-A		913 Li	D672772-8		913 Ou	M2 V
Umorphutwoyo	1816 C41066B-A	Ni Na D:9 O:1815	121 Dr	C410630-9	Ni Na De D:9	121 Ou Dr	M4 V M1 D
Dryden	1818 D75969A-8	Ni A	113 Li	D759697-8	Ni	113 Ou	M0 V M5 D
Megelina	1819 D300668-A	Ni Va Na O:1919	104 Li	E300663-8	Ni Va Na O:1919	104 Ou	K3 V
Remington	1820 A8A6565-F	Ni Fi O:1919	202 Li	A8A65CA-B	Ni Fi	202 Ou	M4 V M8 D
Ekuur	1911 B658332-D	N Ni Lo	504 Li	D658331-8	Ni Lo	504 Ou	A1 IV F9 D
Raymore	1912 D356842-A		112 Li	D356884-7		112 Ou	M0 V
Khanii	1914 C53A88B-E	Wa	813 Li	D53A882-A	Wa	813 Ou	M2 V
Daazu	1916 C5A1597-D	Ni Fi	200 Li	D5A1594-8	Ni Fi	200 Ou	M4 V M0 D
Tigo	1918 A41025A-F	Ni Lo A	502 Li	D410230-9	Ni Lo	502 Ou	M0 VI
Arrow Rock	1919 A110644-F	Ni Na	610 Li	D110640-A	Ni Na	610 Ou	M2 V M5 D
Feeble	2012 A100333-F	Ni Va Lo A	515 Li	D1003A9-8	Ni Va Lo	515 Ou	M6 V M3 D
Coop	2013 C328687-D	Ni	302 Li	E328682-9	Ni	302 Ou	K4 V
Opheim	2015 X787369-5	Ni Lo O:2117 R	502 Li	X787360-3	Ni Lo	502 Ou	M9 V M4 D
Depot	2018 C000765-D	D As Na O:NAVY	912 Li	D0007C9-A	As Na	912 Ou	M4 V M5 D
Nuqual	2019 B774385-E	Ni Lo	404 Li	D774332-7	Ni Lo	404 Ou	K9 V M1 D
Bifirs	2112 D643976-9	S Hi In Po	420 Bc	D643984-8	Hi In Po	420 Ou Ca	M2 V M4 D
Grand Fork	2114 C549599-B	Ni	802 Li	C549598-7	Ni	802 Ou	M6 VM3 DM2D
Gyration	2115 D1006A9-C	Ni Va Na A	404 Li	E1006F9-8	Ni Va Na	404 Ou	M0 V
Kandom	2116 B655987-F	Hi Cp	804 Li	C655950-B	Hi	804 Ou	M3 V M8 D
Princess	2117 A110400-F	N Ni	203 Li	C110440-7	Ni	203 Ou	G3 V
Hold	2118 B100245-F	Ni Va Lo	524 Li	E100252-7	Ni Va Lo	524 Ou	M1 V
Gilboa	2211 D647974-B	Hi In	410 Bc	E647924-A	Hi In	410 Ou Ca	M3 V
Gecko	2212 D592541-A	Ni A	104 Bc	D592543-8	Ni	104 Ou Ca	M0 V
Netti	2213 B9B8434-E	Ni Fi	213 Li	B9B84CA-9	Ni Fi	213 Ou	M1 V
Yossem	2216 A100465-F	Ni Va O:2117	400 Li	C1004A4-8	Ni Va	400 Ou	M0 V
Guild	2311 C200459-E	Ni Va	903 Bc	C200430-8	Ni Va	903 Ou	M1 V
Oath	2312 C1108BD-E	Na	103 Bc	E1108EB-8	Na	103 Ou Ca	M1 V
Raasara	2314 B679663-E	Ni O:2414	812 Li	B679661-D	Ni O:2414	812 Ou	M4 V M5 D
Gilgamesh	2317 D100796-A	S Va Na	101 Li	E100695-6	Va Na F	901 Ou	K0 V
Beep	2411 B310885-F	Na	403 Ma	D310895-A	Na	403 Ou Ca	M2 V
Hewes	2414 A336645-F	Ni	114 Li	B336640-D	Ni	114 Ou	K3 V M3 D

Alurza Subsector: The postwar population of Alurza subsector is 47.6 billion, a decline of 10 million from pre-Rebellion totals. The only world which suffered a substantial decrease in population is Gilgamesh. The highest tech is D at Raasara and Hewes.

Avat (1713): The sleepy little world of Avat has become a major transit node for Diasporan commerce. In particular, it is the most common point for ships to cross over from the Alurzan Loop to the Libert Main (and vice versa). The increase in interstellar traffic has also brought a wave of off-world criminals. In response, Avat's government has become increasingly strict and totalitarian.

Remington (1911): Another noteworthy interstellar transport node, Remington is the favorite last port-of-call for most ships that are leaving the Alurzan Loop and venturing into Eberly Gap. The Ekuur system is astrographically the last stop on the Loop, but most captains do not opt for planetfall there. Typically they refuel at Ekuur's gas giants.

Remington enjoys a brisk trade with the influential world of Promise (2827), located some distance to trailing. Remington constructs almost all of the new starships acquired by that high-population world. These starships are delivered via large convoys that pass through the Thicket system (2424). Locals call this trade route the Thicket Run and a large number of employers and speculators are eager to find personnel and ships to serve this new mercantile artery. Contracts and salaries are lucrative, but the risk is high: Promise sits smack dab in the middle of the Wilds. And the Wilds are the stomping ground for pirates.

Kandom (2116): Kandom is divided by a succession war. This

war is being waged between the planetary government and ex-Duke Geraldo who was also one of the major players in the earlier succession wars on Backman. The nations which eventually established the Vassalry Judiciate forced Geraldo and his forces to abandon the Backman system and flee to Kandom, where they continue their fight.

Although officially an outlaw, Duke Prester Geraldo has many sympathizers among the poor and middle classes of Kandom. He is also receiving support from two companies of grav-belted infantry from the Union of Sufren. Although he and his forces remain in hiding and have trouble getting adequate equipment and supplies, his bid for control of this system, and the subsector, is far from over.

Pasdaruu Subsector: The postwar population of Pasdaruu subsector is 9.75 billion, a decrease of 100.1 million from pre-Rebellion totals. The worlds suffering substantial population decrease include Clarkesphere, Westfir, Dema, Hice, Mohler, Khedas, and Farris. The highest tech is B at Westfir.

Dema (2618): This planet is a sad example of planetary regression. Its environmental systems all but gone, it survived by contracting Samaran merchants to provide low-level maintenance in exchange for free cargoes of ore. However, as hardship increased, so did anarchy. Before long, pirates started patronizing the system.

Now a thriving corsair haven, Dema's entire economy revolves around its dangerous clientele. "Marriages" between corsairs and locals are frequent, which bodes well for the continued maintenance of the planet's

		1124				1129	
Trot	2415 C110464-E	Ni O:2414	301 Li	C110431-8	Ni	301 Ou	M4 V M0 D
Chief	2417 B100246-F	Ni Va Lo	814 Li	E100287-9	Ni Va Lo	814 Ou	K0 V
Didinka	2419 D378200-C	S Ni Lo	803 Li	D378240-7	Ni Lo	803 Wi	F7 V
Layne	2420 C796A9C-D	Hi D:7	305 Li	C796A94-A	Hi D:7	305 Wi Dr	G2 V M3 D

Bc = Backman Cluster, Li = Lucan's Imperium, Ma = Margaret's Stronghold Ca = Alurzan Cartel, Dr = Droyne-dominated worlds

Pasadaruu (H) Subsector

Clarksphere	2519 D324300-B	Ni Lo	113 Li	X324272-3	Ni Lo F	913 Wi	G9 V
Westfir	2613 B326841-D		701 Ma	B326882-B		601 Ou	M1 V
Teeque	2614 C545569-C	S Ni Ag C:2 O:2716	613 Ma	C545532-7	Ni Ag C:2	613 Ou	M3 V K3 D
Samar	2615 B476510-E	Ni Ag	803 Ma	C4765C6-9	Ni Ag	803 Ou	M0 V M5 D
Dema	2618 C200431-E	Ni Va	300 Li	X200400-4	Ni Va F	200 Wi	M3 V
Feme	2711 C456300-E	Ni Lo	912 Ma	D456375-8	Ni Lo	912 Ou	M8 VI
Beso	2713 D000301-D	Ni As Lo	321 Ma	D000382-5	Ni As Lo F	321 Ou	K2 IV M9 D
Campobello	2714 A00046A-F	Ni As O:2716 A	703 Ma	D0004C9-7	Ni As	703 Ou	M1 V M2 D
Jeddel	2716 C4349BC-D	Hi Cp	915 Ma	D434900-8	Hi	915 Wi	M4 V
Jodhpur	2717 D332445-C	Ni Po A	304 Ma	E332496-6	Ni Po	304 Wi	M1 V
Riishu	2720 D225333-C	Ni Lo	914 Li	D2253A5-5	Ni Lo	914 Wi	M2 IV
Aarishuu	2814 A995544-F	Ni Ag	800 Ma	D995587-9	Ni Ag	800 Wi	M1 V
Icestar	2911 D799000-A	Ni Ba Lo	114 Ma	D799020-4	Ni Ba Lo	114 Ou	K5 V
Konya	2914 B200205-F	Ni Va Lo	104 Ma	D200294-5	Ni Va Lo F	104 Wi	K4 VI
Bail 4	2917 D799755-A	S	505 Li	E799710-6		505 Wi	G7 IV
La Motte	2918 C63A404-F	Ni Wa	604 Li	D63A484-7	Ni Wa	604 Wi	M0 V
Raziira	2919 C866102-D	Ni Lo C:2 A	100 Li	X866175-5	Ni Lo C:2	100 Wi	M0 V M6 VI
Hice	2920 A795222-E	Ni A	904 Li	X795187-3	Ni I	904 Wi	M1 IIM4 V M8 V
Shamaar	3012 C544335-C	Ni Lo	702 Ma	E5443F7-5	Ni Lo	702 Wi	M1 V
Karoo	3013 A667357-F	Ni Lo	924 Ma	C667363-9	Ni Lo	924 Wi	G5 V
Mohler	3015 C8A5588-B	Ni FI	813 Li	D8A5595-5	Ni FI F	713 Wi	M0 V M1 D
Ifuwana	3016 C59845A-D	Ni	414 Li	E598462-7	Ni	414 Wi	G0 V
Asmera	3020 A110653-F	N Ni Na A	915 Li	B110630-9	Ni Na	915 Wi	M2 D
Khedas	3112 C7A4232-C	Ni Lo FI A	614 Ma	E7A4200-2	Ni Lo FI D	314 Wi	M6 VI
Farris	3115 C536125-C	Ni Lo	324 Li	E536175-4	Ni Lo F	224 Wi	M7 V M2 D
Cadiz	3116 D799450-C	Ni	902 Li	D799432-7	Ni	902 Wi	M4 V
Ephraim	3118 C78977B-C	Ri C:4	710 Li	D789787-8	Ri C:4	710 Wi	G8 D M2 D
Gashiila	3211 D879457-B	Ni	614 Ma	E879465-5	Ni	614 Ou	G2 V
Serege	3212 AAD647A-F	Ni FI	720 Ma	DAD6450-8	Ni FI	720 Ou	K4 V M0 D
Nantes	3219 C200442-C	Ni Va	602 Li	C200453-5	Ni Va F	602 Ou	M0 V M6 D

Li = Lucan's Imperium, Ma = Margaret's Stronghold

Ebasha (I) Subsector

Cod	0121 D553200-9	Ni Po Lo	504 Fd	E553241-3	Ni Po Lo	504 Ou	M2 V M3 D
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environmental systems. This intermarriage, frequently involuntary, is a source of sadness for the inhabitants, though they hide their sorrow behind eager, ingratiating smiles when the next shipload of raiders comes to call.

Campobello (2714): Pirate activity in this system has always been extensive. For decades, the Campobello belt was little more than a collection of pirate shanty-towns. Now, corsair activity is being expanding and the loose pirate organization has been replaced by a powerful, almost religious, raider-cult led by Indro the Lightless.

Campobello system is a weapon-free zone, by order of Indro. All individuals, even non-pirates, who arrive there enjoy the "Lightless Peace," a strict prohibition against violence of any sort. Only one small moon of the outermost gas giant is exempt. The moon is known as Duel, and if that's not what you're there to do, you have no business being there.

Karoo (3013): This planet was seized in 1128 by a mercenary company built around a renegade Army platoon from Lucan's Imperium. Unable to make a good living because of poor supply, the company's officers decided to quit the mercenary game and acquire some real estate. They chose Karroo.

Twenty-five percent of Karroo's people support the usurpers, who are led by Captain Shakala Iirdiisi. The rest would rebel, but can't get off-world help: Captain Iirdiisi has prohibited suspected partisans, on penalty of death, from leaving the world, and even from working near the starport.

Fortunately, the Union of Sufren has learned of their plight and has asked Skerrit Adan to handle it. Adan is assembling a strike force to eliminate the invaders. Line troops and unit commanders are in equal demand.

Ifuwana (3016): This system is currently being held hostage by three renegade Imperial warships, two of which are armed with particle beam weapons. Representatives of the local government have travelled off-world and made a number of general requests for help and intervention—all of which have gone unanswered, thus far.

Gashiila (3211): This once balkanized world is occupied by a battalion of grav cavalry troops from the Vassalry Judicate. One of Gashiila's warring powers decided it could win a quick victory if it imported some high-tech help. The arrival of the Judicate troops had the desired effect, but now the troops won't leave.

Supposedly the Union of Sufren is willing to commit a company of mechanized infantry to expel the Judicate forces, but is looking for irregular units and private ships to support and lead the operation.

Ebasha Subsector: The postwar population of Ebasha subsector is 220 million, a negligible decline from pre-Rebellion totals. The only world that experienced a noteworthy decrease in population is 572-108. The highest tech is D at Ebasha.

Waken (0227): A revolt in Waken's largest multi-leveled subterranean city prompted its parent world—Ebasha (0228)—to ask the Solomani for help in defeating the rebels. SolSec was only too glad to oblige.

Only three weeks after Ebasha's Planetary League made its request, a pair of 10,000 ton frigates arrived in the Waken system, conspicuously armed with particle accelerator bays. This did not end the revolt, but it certainly prevented a rebel takeover.

A week later, the Ebashan Expeditionary Force arrived, a 10,000

1124				1129			
Karakaara	0225 C642356-C	Ni Po Lo	603 Fd	C642350-8	Ni Po Lo	603 Ou	G8 V
Waken	0227 D100762-C	Va Na O:0228	602 Li	D100761-9	Va Na O:0228	602 Ou	F0 IV M2 D
Ebasha	0228 A579546-F	Ni Cp	423 Li	A579574-D	Ni	423 Fr So	M2 V M3 D
Hannah	0323 D979369-9	Ni Lo O:0422	402 Fd	D9793CB-5	Ni Lo	402 Ou	M5 V
Kendell	0324 B896664-D	Ni Ag O:0422	803 Fd	D896632-A	Ni Ag	803 Ou	A4 V
Ebekiigase	0326 C110543-D	Ni	802 Li	C110586-9	Ni	802 Ou	M3 V M5 D
Pane	0327 C747676-9	Ni Ag	503 Li	C747684-7	Ni Ag	503 Ou	K2 V
Hideous	0422 C222798-D	Po Na A	302 Fd	D222754-B	Po Na	302 Ou	G4 V
Flehemu	0425 B458544-D	N Ni Ag	914 Li	C458541-9	Ni Ag	914 Ou	G4 V M2 D
Laruusalii	0430 C410311-C	Ni Lo A	314 Li	E4103A6-6	Ni Lo F	314 Fr So	M2 VI K6 D M9 D
Vigo	0521 D252664-8	Ni Po O:0621	615 Li	E252630-5	Ni Po	615 Ou	M2 V
Pesuuuz	0524 B766569-E	N Ni Ag O:0526	204 Li	B766564-B	Ni Ag	204 Ou	G1 V
Aahasu	0526 C323100-E	Ni Po Lo	600 Li	E323187-6	Ni Po Lo	600 Ou	M2 II
Jinchi	0529 C581212-A	Ni Lo	523 Li	D581210-5	Ni Lo	523 Ou	K5 V
Zokku	0530 B475444-E	Ni Lo	504 Li	B475494-9	Ni Lo	504 Fr	K2 V
Hatfield	0621 C100534-F	Ni Va	612 Li	C1005CB-9	Ni Va	612 Ou	M0 V
Careful	0626 D100757-C	Va Na	304 Li	D100730-8	Va Na	304 Ou	M1 V M6 D M9 D
531-210	0627 X9BA675-7	Ni Wa FI R	304 Li	X9BA682-6	Ni Wa FI F	304 Ou	M8 II
Arappa	0628 C110663-C	Ni Na O:0629	811 Li	C1106C9-8	Ni Na	811 Ou	G1 V
Quioxan	0629 B100534-F	Ni Va A	601 Li	C1005A8-9	Ni Va	601 Ou	M3 V M2 D
Jene	0721 C655543-A	Ni Ag	700 Li	C655543-7	Ni Ag	700 Ou	M2 V K0 D
Zekhesii	0722 B765379-C	Ni Lo	104 Li	D765395-7	Ni Lo	104 Ou	M9 V K9 D
Six Gun	0723 D98A868-9	Ri Wa C:2 O:0821	113 Li	D98A864-8	Ri Wa C:2	113 Ou	K3 V
Oyster	0726 D200568-A	Ni Va O:0526	204 Li	E200560-7	Ni Va	204 Ou	M3 V
Rouen	0729 C382577-C	Ni	120 Li	E382585-8	Ni	120 Ou	K2 V
Bones	0821 B778635-B	Ni Ag	603 Li	D7786A6-7	Ni Ag	603 Ou	M8 IV
Justabit	0823 D445689-A	S Ni Ag C:4	804 Li	D445698-9	Ni Ag C:4	804 Ou	M2 VM4 D M6 D
Szeged	0828 C9B7335-C	Ni Lo FI	702 Li	D9B73C8-6	Ni Lo FI F	702 Ou	K5 V
572-108	0830 X8C1200-8	Ni Lo R	524 Li	X8C1271-3	Ni Lo FI D	324 Ou	M8 III M3 D

Fd = Federation of Daibei, Li = Lucan's Imperium

So = Provisional Worlds of the Solomani Confederation

Iusea (J) Subsector

Naknek	0927 DAC9788-A	FI	602 Li	EAC9752-5	FI F	402 Ou	K1 V
Palastrop	0928 A10077A-F	Va Na	500 Li	A100773-D	Va Na	500 Ou	K0 V M9 D
Poldepi	0929 E667101-B	Ni Lo	603 Li	E667140-7	Ni Lo	603 Ou	G8 V M5 D
Gegaasha	1021 C7647BC-A	Ag	612 Li	D7647B5-7	Ag	512 Ou	K0 VI M1 D
Shoehorn	1123 B200322-E	Ni Va Lo	804 Li	E200395-5	Ni Va Lo F	704 Wi	G5 V M6 D
Wellun	1124 B99A888-F	Wa	213 Li	E99A896-9	Wa	113 Wi	F6 III M2 D
Pequot	1128 A767885-F	Ri A	503 Li	B767894-C	Ri	403 Wi	M0 V M8 D
Ledge	1223 B658A9B-B	Hi	201 Li	D658A61-7	Hi	101 Wi	M1 V M0 D
Nani	1229 D657414-9	Ni	512 Li	E657432-6	Ni	512 Wi	G1 V M6 D

man military contingent comprised mostly of NOVA (New Order Vigilance Alliance) units from Sunz and Vornam (0237 and 0338). Volunteers from various Solomani client systems in Hijiri subsector comprised the rest of the Force. There were only 200 Ebashans in the whole contingent.

The Expeditionary Force's reprisals against rebel activities are swift and brutal, but not always accurate. There have been over 30 cases where terrorist suppression raids were carried out against innocent individuals and their families.

Expatriate Wakeners have recently learned that the two frigates have left the system. This means that the hope of a counterstrike now exists. Now, if only they can locate a unit of willing counterstrickers...

Six Gun (0723): Honorably dismissed from service with Daibei in 1127, Six Gun's returning Colonial Army found the local government in complete disarray. They threw out the Colonial Proctors from Six Gun's parent system—Bones (0821)—and set themselves up as the new leaders. However, they are even more hierarchical and painfully orthodox than the old government.

The Fishing Admirals of this water-world's most influential Sweeper Fleets (Six Gun's primary source of income) have requested that the current junta step down. Naval units have been dispatched from the small rocky island capital of Blackspire to deal with these "seditious buccaneers." In response, the Fishing Admirals have accepted the services of a company of Cumberan light infantry which happened to pass through the system.

Oblivious to these dire portents of civil strife, the planet's almost 20 million chirpers continue to produce large numbers of aquatically-

adapted mutant offspring. This trend, which has been noted for 200 years, has accelerated. Almost 10 percent of all hatchlings have the new amphibious physiology.

Rouen (0729): Best known for its ornithopter training schools and custom construction shops, Rouen has wholeheartedly adopted the 'thopter life. Almost everyone on this planet travels by 'thopter if their journey is under 100 km. Locals are glad to show off-worlders how to "spread their wings."

Iusea Subsector: Iusea was designated a war-zone during the Rebellion. The postwar population of Iusea subsector is 19.95 billion, a decline of 11.23 billion from pre-Rebellion totals. Worlds that experienced noteworthy decreases in population are Naknek, Gegaasha, Shoehorn, Wellun, Pequot, Ledge, Helena, Birii, Whereitsat, Ebekhar, St. Denis. The highest tech is D at Palastrop and Iusea.

Ledge (1223): The greatest tragedy in this subsector was on Ledge, where 10 billion died. A three-year conflict between Lucan and the Solomani systematically shattered the world's cities. Only 300 million were combat casualties; the remaining 9.7 billion succumbed to disease, starvation, dehydration, and lawlessness. Ironically, the battle for Ledge continues.

The loyalist planetary military forces still hold the upper hand, cadred by the last of Lucan's troops. The Solomani forces are their primary opposition and remain holed up in the mountain ranges that ring the edge of the southern polar circle. Twenty percent of the planet's population supports the Solomani, whose conduct has been

1124			1129				
Helena	1230 D532420-A	Ni Po	703 Li	E532497-3	Ni Po F	503 Wi	F4 V M9 D
Birii	1321 D100554-E	Ni Va	202 Li	E1005A6-6	Ni Va F	102 Ou	M0 V M3 D
Chimborazo	1324 C200003-E	Ni Va Lo	700 Li	E200071-5	Ni Va Lo F	700 Wi	M7 II
Iusea	1325 A454985-F	Hi Cp	114 Li	A454997-D	Hi	114 Ou	M8 III
Hammett	1328 D200512-C	Ni Va	224 Li	E2005B7-4	Ni Va F	224 Wi	M4 V M4 D
Rocha	1422 X6A2022-4	Ni Lo Fl R	103 Li	X6A2000-0	Ni Lo Fl Ba	003 Ou	G3 II
Iqorr	1426 B435488-F	Ni	612 Li	X435462-5	Ni	612 Wi	M0 V
St. James	1521 C553410-B	Ni Po RsB	412 Li	D553430-7	Ni Po RsB	412 Ou	K2 V
Cheetah	1522 B100877-F	N Va Na	310 Li	C100897-9	Va Na	310 Ou	M5 III
Bezan	1524 A663100-F	Ni Lo	604 Li	E663173-7	Ni Lo	604 Ou	K9 V
Martinique	1525 E465314-9	Ni Lo A	312 Li	X465310-4	Ni Lo	312 Ou	G6 V
Kennebunk	1530 C69469D-9	Ni Ag A	801 Li	E694698-5	Ni Ag	801 Wi	G2 V M6 D
Nilaa	1621 B697733-D	N Ag	804 Li	B6977A9-A	Ag	804 Ou	M5 VI M8 D
Wellfleet	1622 C100533-F	Ni Va	402 Li	D1005A9-8	Ni Va	402 Ou	G9 III
Whereitsat	1624 C1006B9-D	Ni Va Na	302 Li	C1006BA-9	Ni Va Na	202 Ou	M8 IV M7 D
Ebekhar	1628 C989642-A	Ni Ri	802 Li	E989674-9	Ni Ri	702 Ou	F1 V
St. Denis	1630 C1109CB-F	Hi In Na	902 Li	C1109CA-B	Hi In Na	802 Ou	A3 III

Li = Lucan's Imperium

The Blight (K) Subsector

Mogumba	1821 X561410-5	Ni R	203 Li	X561410-3	Ni F	203 Ou	M9 D
Iiselu	1826 B557563-C	Ni Ag O:1628	802 Li	D5575CB-9	Ni Ag	802 Ou	M1 V
Pugout	1923 E100120-D	Ni Va Lo	323 Li	E100174-5	Ni Va Lo F	323 Ou	M5 V
Jump	2022 B665432-E	Ni	211 Li	C6654B7-7	Ni	211 Ou	G0 V
Torngat	2023 E596446-8	Ni	303 Li	E596472-5	Ni	303 Ou	M3 V M6 D
Overature	2124 B000541-F	Ni As	703 Li	C000571-9	Ni As	703 Ou	M3 V
Moncton	2125 D8A3596-A	Ni Fl RsD	704 Li	E8A3550-4	Ni Fl RsD F	604 Ou	M3 V
Fuji	2127 C578544-9	Ni Ag	802 Li	D578583-5	Ni Ag	802 Ou	K5 IV
Akko	2129 C300110-E	Ni Va Lo	235 Li	E3001C8-6	Ni Va Lo F	235 Ou	M1 V
Eberly	2130 A686775-E	W Ri Ag	223 Li	B686785-D	Ri Ag	223 Ou	M1 VM6 D M2 D
Maaduura	2221 E554312-A	Ni Lo	604 Li	E5543A9-4	Ni Lo	604 Ou	G8 VI M9 D
Tarsale	2224 B200830-D	N Va Na Cp	100 Li	D2008C8-A	Va Na	100 Ou	K2 V
Heart	2225 A978143-F	Ni Lo	513 Li	C978173-A	Ni Lo	513 Ou	M4 IV
Mason	2226 C441676-C	Ni Po	302 Li	C441684-9	Ni Po	302 Ou	M3 IV
One Star	2227 D746599-9	Ni Ag	600 Li	E746554-8	Ni Ag	600 Ou	K0 IV
Sivo	2229 C886755-C	Ri Ag	702 Li	D886763-9	Ri Ag	702 Ou	M4 VM5 D M6 D
Veejay	2321 BAD3364-F	N Ni Lo Fl O:2420	503 Li	CAD33C9-8	Ni Lo Fl	503 Ou	K6 V M0 D
Wescap	2322 D5738BD-8	A	514 Li	D5738B6-6		514 Ou	M0 V
Ayden	2423 C100312-F	Ni Va Lo	701 Li	D1003C6-8	Ni Va Lo	701 Wi	G1 V M3 D
Thicket	2424 D45199C-A	S Hi Po	914 Li	E451954-6	Hi Po	914 Wi	M1 V

more humane than Lucan's legionnaires'.

With the planet's economic infrastructure blasted to smithereens, the sides produce their own materiel. The locals manage TL 7 production, and the renegade Solomani make do with TL 6, but both seek out high-tech imports.

Ledge is a grim paradise for mercenaries and scavengers. Most mercenaries work for the loyalists, including two TL 9 mechanized infantry regiments from the Vassalry Judiciate. The units working for the Solomani are reserved for special operations and include armored battalions from the New Order Vigilance Alliance.

Civilian life is profitable for scavengers and technicians which are highly sought by both sides.

Birii (1321): Unlike the worlds of Hammett and Shohorn (1328 and 1123), which hired outside contractors to help them, the laconic folk of Birii have solved their water problems themselves.

Birii is an iron-cored moon of a large gas giant. In the next orbit out, there is a small icy moon. The Biriis have built a number of TL-6 spacecraft to serve as shuttles between their homeworld and the icy moon, where they can gather ample supplies of water and hydrogen. They have also established extensive hydroponics farms on the icy moon, which now produces almost 50% of their food. Birii itself is mined for iron and other native ores essential to spacecraft and hydroponic operations.

Birii's self-reliant survival is even more remarkable in that 50% of its original population either died or emigrated over the past ten years.

The Blight Subsector: The postwar population of The Blight

subsector is 10.5 billion, a negligible decline from pre-Rebellion totals. The only world that experienced a noteworthy decrease in population was Moncton. The highest tech is D at Eberly.

Moncton (2125): Home of the highly unusual swarmer, Moncton was the site of an Imperial research station before the Rebellion.

The swarmer is a shaggy, quadrocular multiped that grows more legs as it grows older and larger. Up to nine radially-arranged legs have been observed on old specimens. Most noteworthy, the swarmer has a complex society but no apparent means of communicating. It has no sound-producing organs, signalling plumage, or other structure typically used for transmitting information. This has puzzled scientists for centuries.

In 1108 the means of communication was accidentally discovered. The clouds of insect-like "idiot gnats" that accompany the swarmers are actually cellular repeaters for extremely high-frequency radio emissions from the swarmers. The gnats are produced within the swarmers' bodies, secreted in their waste, and nourished by secretions on their skin; they function as mobile, reconfigurable antennae for the swarmers. Once this was discovered, researchers contacted the swarmers by radio, and found that they had an unusual facility for linguistics. Further research was cut short when the research station was evacuated during the Rebellion.

Eberly (2130): This planet is a welcome sight for most starship captains; for them, arrival here means that half of the Gap has been travelled.

The locals have renamed their bustling starport Halfway Starport. In addition to lively trade, there is an equally lively startown and black market on Eberly, where skullduggery still goes on between Solomani agents and any other power center which wishes to monitor, or foil,

		1124				1129	
Elusive	2426 C11037A-E	Ni Lo	513 Li	D110310-5	Ni Lo	513 Wi	K9 V
Daariida	2429 D356443-B	Ni C:0	300 Li	D356471-5	Ni C:0	300 Wi	K5 III M6 V
Aaneru	2430 C978875-B		823 Li	D978895-8		823 Wi	M2 V

Li = Lucan's Imperium

Promise (L) Subsector

Seagull	2521 D7B1430-9	Ni FI	103 Li	E7B13EB-2	Ni FI Lo D	603 Wi	G2 V
Amoy	2524 D454634-8	Ni Ag	305 Li	E454632-5	Ni Ag	205 Wi	G0 V
Baraduusa	2528 C342231-D	Ni Po Lo	215 Li	E3422FA-4	Ni Po Lo	215 Wi	G3 V
Ferenira	2724 B100165-F	Ni Va Lo O:2825	123 Li	D1001A5-7	Ni Va Lo	123 Wi	M3 V
Daaliisa	2725 D7677B8-7	Ag C:1 A	114 Li	E767600-3	Ag C:1	914 Wi	M1 V
Eloji	2728 B846647-C	Ni Ag	302 Li	D846691-9	Ni Ag	302 Wi Pr	M0 V
Exeter	2729 A769895-F	Ri	524 Li	C769891-B		424 Wi Pr	K3 V M9 D
Muni	2825 B3428C9-C	Po A	605 Li	D3428B8-6	Po	505 Wi	K4 VI M6 D
Promise	2827 A542999-F	Hi In Po Cp	502 Li	B542998-D	Hi In Po	502 Wi Pr	M1 V
Poznan	2830 C232888-A	Po Na	403 So	E232883-5	Po Na	403 Wi	M4 V
Orsk	2922 B535321-F	N Ni Lo D:0 A	912 Li	D535397-8	Ni Lo D:0	912 Wi	M4 V M9 D
Lot	2925 A245666-F	Ni Ag O:2825 A	503 Li	C245690-B	Ni Ag	503 Wi Pr	M5 V
Vahana	2926 B65A577-F	Ni Wa	703 Li	E65A595-9	Ni Wa	703 Wi Pr	M2 V M5 D
Udone	2927 A000599-F	Ni As	314 Li	D000590-9	Ni As	314 Wi Pr	M0 V
Gorky	2929 A200542-F	N Ni Va	911 Li	D200586-8	Ni Va	911 Wi	G1 V
Execute	2930 C684588-A	Ni Ag	303 So	X684598-4	Ni Ag	303 Wi	M1 V
Asena	3022 C354855-C		114 Li	E354832-9		114 Wi	M7 II
Napiresha	3023 B559230-D	Ni Lo	623 Li	X5592B5-4	Ni Lo	623 Wi	M6 V M3 D
530-053	3027 X443201-7	Ni Po Lo R	822 Li	X443200-3	Ni Po Lo F	822 Wi	M3 V M4 D
Davao	3029 D100677-D	Na Ni Va	113 So	D100696-5	Na Ni Va F	113 Wi	M3 V
Nysorb	3030 C9B6525-C	Ni FI	733 So	C9B6584-6	Ni FI F	733 Wi	K2 VI M4 D
Tenmet	3121 B110725-F	Na	203 Li	C110774-8	Na	203 Wi	K2 III
Tazmania	3123 A456527-F	Ni Ag	104 Li	B456540-9	Ni Ag	104 Wi	M1 VM9 D M6 D
Sligo	3126 B878322-D	Ni Lo	703 Li	X878386-5	Ni Lo	703 Wi	K7 V
Sittahr	3129 C766530-D	Ni Ag RsG	405 So	E7665A4-8	Ni Ag RsG	405 Wi	K0 V M3 D
Ijiwa	3224 B300864-F	Va Na O:2827	202 Li	E3008A4-9	Va Na	202 Wi	M2 V M6 D
Lekhaana	3225 E100223-B	Ni Va Lo	424 Li	X100298-2	Ni Va Lo D	124 Wi	G6 V
Cosenza	3228 B527485-F	Ni	312 So	C527464-8	Ni	312 Wi	K2 V M2 D

Li = Lucan's Imperium, So = Solomani Confederation

Pr = Unity of Promise

Hijiri (M) Subsector

Keeper	0137 C256312-D	Ni Lo	403 So	C2563A6-7	Ni Lo	403 Fr So	K9 V
Ranushana	0138 E100586-C	Ni Va	304 So	E100551-7	Ni Va	304 Fr So	K3 V
Kiev	0139 A533132-9	Lo Ni	102 So	B5331C7-6	Lo Ni	102 Fr So	M8 V
Kimba	0232 C55576A-B	Ag O:0233	301 Li	D5557CA-8	Ag	301 Fr So	G5 VI M5 D

their activities in Diaspora.

Thicket (2424): Thicket is attempting to attract more planetfalls from merchants making the Remington-to-Promise journey which is now being called the Thicket Run. However, ongoing strife between Thicket's wealthiest families of the ruling "techno-elite" makes off-worlders wary.

Promise Subsector: The Promise subsector was designated a war zone during the Rebellion. The postwar population of Promise subsector is 6.63 billion, a decline of 302 million from pre-Rebellion totals. Worlds that experienced noteworthy decreases in population include Seagull, Amoy, Daaliisa, Exeter, Muni, Poznan, and Lekhaana. The highest tech is D at Promise.

Asena (3022): Although the war spared the people of Asena, internal disputes have caused widespread destruction. These disputes involve economic imbalances, military suspicions, and most destructive of all, disagreements over cultural matters.

Asena has for centuries maintained a rigid social structure, stratified by age. This gerontocracy is advantageous to many Asenans, but stifles off-world trade. While hard-liners refuse to soften Asena's traditions, Asenan liberals agitate for at least moderation in the property and exchange laws to attract much-needed trade.

The conflict heated up recently with the arrival of ex-Duke Starkar Beres, formerly the subsector Duke until stripped of his title in 1122 by Lucan. Beres has gathered a following which includes troops from the Union of Sufren and Skerrit Adan's regulars. With these crack units spearheading his forces, Beres has returned to Asena, his

homeworld, to begin a bid for control of the subsector. He is also thought to have allies in the Solomani Reform movement.

Tazmania (3123): The local government of Tazmania is currently advertising for mercenaries, troubleshooters, or even vikings to dislodge a large pirate band. A mixture of Vargr and humans, the band is currently holed up in a fortified base in the northern uplands of the main continent.

In fact, the pirates would leave if they could, but their crash-landing on Tazmania wrecked their vessel's maneuver drive. Having no way to leave, the pirates have accepted their situation and are now engaged in sustenance raiding.

Cosenza (3228): This planet, recently seized by a large pirate band, is advertising for mercenaries on Promise. The payment is certainly attractive: solid gold ingots and a shipment of radioactives.

Promise is willing to commit a squad of its own troops to a rescue operation, but is looking for freelancers to plan and lead the attack.

Hijiri Subsector: The postwar population of Hijiri subsector is 24.55 billion, essentially identical to pre-Rebellion totals. The highest tech is C at Siphon, Sequoia, Cumber, Fuquay, and Domo.

Doom (0236): Originally a prison world, the inmates helped their Solomani "liberators" overpower the Imperial guards. Now ruled by the oldest, wisest, and most ruthless of the criminal masterminds, Doom is posing as a supplier of rough-and-ready mercs. In actuality, its oligarchs are using this as a cover for their real objective; attracting black-market investors to fund their evolution into a major smuggling power within the region.

Carl's World (0336): First claimed and settled during the Terran ex-

Siphon	0233 B86A533-F	Ni Wa 1124	204 Li	B86A5C6-C	Ni Wa	204 Fr So 1129	M4 VI M6 D
Doom	0236 X100566-7	Ni Va O:0237 R	723 So	X100532-5	Ni Va	723 Fr So	M1 V
Sunz	0237 C8679A8-B	Hi	904 So	C8679A9-8	Hi	904 Fr No	K9 D
Kashi	0238 C312488-C	S Ni Ic	600 So	D312410-7	Ni Ic	600 Fr So	F6 IV
Khaasamiiri	0335 C675468-C	Ni O:0336	222 So	C675460-7	Ni O:0336	222 Fr	M0 V
Carl's World	0336 B567844-B	Ri	425 So	C567840-A	Ri	425 Fr	K2 V M7 D
Vornam	0338 E675979-B	Hi In	604 So	E675979-8	Hi In	604 Fr No	M0 V M5 D
Sequoia	0339 A446548-D	Ni Ag	212 So	A446542-C	Ni Ag	212 Fr No	G2 V
Vision	0431 A675553-F	Ni Ag	500 Li	A675530-A	Ni Ag	500 Fr Co	M4 V M0 D
Angebo	0432 C200856-E	Va Na	903 Li	D200830-A	Va Na	903 Fr Co	M0 V M0 D
Maasii	0440 A240330-B	Lo Ni Po	703 So	C240330-7	Lo Ni Po	703 Fr So	G7 V
Attax	0531 B4875BE-D	Ni Ag A	413 Li	B4875B9-A	Ni Ag	413 Fr Co	K0 D
Cumber	0532 B1109CB-F	Hi In Na Cp	813 Li	B1109A7-C	Hi In Na	813 Fr Co	F4 V
Sheshene	0533 B100733-F	Va Na	614 Li	C1007C6-9	Va Na	614 Fr Co	M2 V M2 D
Alone	0534 E559532-B	Ni	323 Li	E5595A9-7	Ni	323 Fr So	M9 II G2 D
Jue-ni	0535 B756358-D	Ni Lo	512 So	C756350-A	Ni Lo	512 Fr So	M1 V M5 D
Akureyri	0536 C000555-F	Ni As	714 So	C000564-B	Ni As	714 Fr So	M0 V
Fazed	0537 D110724-C	Na	124 So	D110772-8	Na	124 Fr So	K4 V M1 D
Sanzbur	0538 C522743-C	Po Na A	500 So	D522787-8	Po Na	500 Fr So	M4 V
Fuquay	0632 A22316B-F	Ni Po Lo O:0532	103 Li	B223165-C	Ni Po Lo O:0532	103 Fr Co	M5 IV
Varina	0633 C769436-D	Ni	904 Li	D7694DB-6	Ni	904 Ou	K1 III M0 V
Tulane	0731 C381100-D	C1 Ni Lo A	814 Li	C381173-8	Ni Lo C:1	814 Ou	F6 V
Zee's Place	0732 D100132-C	Ni Va Lo	423 Li	E1001EA-4	Ni Va Lo F	423 Ou	M7 V
Pettelli	0734 B451113-F	Ni Po Lo	504 Li	B4511A7-9	Ni Po Lo	504 Ou	M3 IV M0 D M2 VI
Amaani	0740 C100213-8	Lo Ni Va	312 Li	C1002A7-3	Lo Ni Va D	112 Ou	M0 V
Domo	0831 A464536-F	Ni Ag	200 Li	A4645A4-C	Ni Ag	200 Ou	G3 V M4 D
Cunning	0832 C788530-A	Ni Ag	602 Li	C788530-7	Ni Ag	602 Ou	M1 V
Isee	0833 C334840-D	Ni	112 Li	D334874-B	Ni	112 Ou	M0 V
Dunoon	0839 B100488-E	Ni Va	804 Li	C100495-9	Ni Va	804 Ou	K3 V M7 D
Khasiigu	0840 C580331-8	S Lo Ni De	403 Li	C580332-5	Lo Ni De	403 Ou	F6 VI

Li = Lucan's Imperium, So = Solomani Confederation

Co = Cumberan Confederation, No = New Order Vigilance Alliance,
So = Provisional Member of the Solomani Confederation

Shumisdi (N) Subsector

Frock	0931 D5A49A9-C	Hi Fl	711 Li	D5A49FC-7	Hi Fl	711 Ou	K2 V
Nappa	0932 D696754-9	S Ag	222 Li	E696752-9	Ag	222 Ou	F3 V
Emeluura	0935 D200767-9	Va Na O:1136	204 Li	E200730-7	Va Na	204 Wi	M4 V M5 D
Woken	0936 C998565-A	Ni Ag D:0 O:1136	601 Li	D998530-5	Ni Ag D:0	601 Wi	M4 V
Chamawa	0938 C743689-9	Ni Po	302 Li	D743687-6	Ni Po	302 Wi	M3 III
Dilkon	0940 E529675-7	Ni	900 Li	E529683-4	Ni F	800 Wi Dr	M6 V

pansion by geologist-pro prospector-entrepreneur Carl Sickles, this mineral-rich world quickly became a source of raw materials for the coreward Terran expansion. The world became well-known for its vast supplies of unusually large quartz crystals which appeared very close to the surface and were often exposed by river channels. These crystals were useful for industrial purposes, but also became a tourist attraction, attracting thousands each year to ride rafts through Prism Valley.

Although the mineral deposits would last long past his lifetime, Sickles knew that they would eventually be played out, and wanted to ensure that his world would have lasting value. He began planning to gradually convert the world to a planet-sized amusement park, continent by continent, as each was exhausted of its mineral wealth. Today, 3300 years later, mining still continues, but several large theme areas have been created, including a small continent devoted entirely to genetically engineered dinosaurs from Terra's Mesozoic era. The most popular attraction on the world is the floating crystals. These flying crystalline mountains are each equipped with a central anti-gravity drive, power plant, and several weeks of fuel. They are used by most visitors as flying houseboats to leisurely cruise the skies of the world at a maximum speed of 30 kph, and can be rented in one of three configurations: pre-programmed to fly a certain course to various of the planet's tourist sites, with full controls to allow passengers to fly them wherever they like, or with no directional controls at all, so they float free on the wind.

Larger models are also available for group package tours and executive conferences.

Tulane (0731): Many ornithopter racing enthusiasts in this part of

the sector spend time on Tulane training for Tsinan's (2503) endurance races.

Tulaners have a long tradition of being among the most graceful of 'thopter pilots, but they are not among the strongest. Tulane's low gravity and dense atmosphere make 'thoptering almost too easy.

An interesting relationship has developed between Tulane's 'thopter enthusiasts and the local chirpers, who have retained some capacities for flight in this environment. The chirpers, who dwell primarily in the sharp peaks of the southern hemisphere, love playing an aerial version of hide-and-go-seek with 'thopter regulars.

Isee (0833): Solomani/Cumberan tensions have escalated into war on this balkanized world. Although Isee's major powers have remained outside the primary conflicts, their allegiances are revealed by their choice of allies and dependent states. Various mercenary units are on-planet now, spearheading offensives in small, second-rate nations that are ideological surrogates of the larger governments.

Most dreaded of these units are Torchevskoyev's Tacklers, a crack Solomani mercenary battalion with a 431 year history of victory and viciousness. The Tacklers are employed by a small but well-financed country. A threatened neighbor has put out a desperate call for mercenaries and other troubleshooters who can deter this menace. So far, only one Cumberan grav armor troop has responded.

Shumisdi Subsector: Shumisdi subsector was designated a war zone during the Rebellion. The postwar population of Shumisdi subsector is 9.92 billion, a decline of 127 million from pre-Rebellion totals. Worlds that experienced noteworthy decreases in population

1124			1129				
Quafe	1007 C433267-D	Ni Po Lo O:1109	323 Li	E4515CA-5	Ni Po D:7	113 Wi	M3 V
Gus	1034 D654401-B	Ni	204 Li	X654483-3	Ni	204 Wi	M6 D
Cole	1035 A210227-F	Ni Lo	603 Li	E210273-6	Ni Lo	603 Wi	M3 IV
Frey	1133 B5369B6-E	Hi Cp	204 Li	B5369B6-B	Hi	204 Ou	M5 V
Alki	1136 B100847-E	N Va Na	704 Li	D100884-8	Va Na	604 Wi Du	K8 V
Usheriima	1138 D534333-B	Ni Lo	513 Li	D5343A6-5	Ni Lo	513 Wi	M3 V
Adryanne	1139 D530554-7	Ni De Po	711 Li	D530550-4	Ni De Po F	611 Wi	F6
Musiiba	1233 D344201-C	Ni Lo	924 Li	E344242-4	Ni Lo	924 Wi	M
Snoqualmie	1236 B786500-D	Ni	400 Li	E786540-8	Ni	400 Wi Du	M0 V
Chicago	1331 D371403-B	Ni C:3 A	504 Li	D371484-3	Ni C:3 F	504 Wi	M3 V M7 D
Duwamish	1336 C466744-B	Ag Ri	225 Li	C466784-9	Ag Ri	225 Wi Du	K5 II
Ica	1338 D000200-E	Ni As Lo	824 Li	D000276-6	Ni As Lo F	824 Wi	M0 V M1 D
Nape	1339 E000695-6	Ni Na As	524 Li	E0005CB-3	Ni Na As D	924 Wi	M2 V M4 D
Dawns	1340 B656745-5	Ag	202 Li	E656743-3	Ag	102 Wi	F3 V M8 D
Semaachi	1433 C2547B8-9	Ag	503 Li	X2547B8-4	Ag F	503 Wi	G0 V
Burien	1435 C201566-E	Ni Va Lo Ic	303 Li	E201595-8	Ni Va Lo Ic	303 Wi Du	A9 V K8 D
Garaag	1438 D380686-5	Ni De Ri	312 Li	E380651-2	Ni De D	112 Wi	F4 V
Obidos	1440 C000754-A	As Na	822 Li	E000710-5	As Na F	822 Wi	G9 IV M7 V
Prosser	1536 EA887BB-7	Ag	910 Li	EA887FA-5	Ag	810 Wi Du	K2 V
Prestwick	1639 C76A558-8	Ni Wa	502 Li	E76A5C8-3	Ni Wa	502 Wi	F5 V
Biremeruun	1640 C9867BB-5	Ag	610 Li	C9867B8-5	Ag	610 Wi	M5 V

Li = Lucan's Imperium

Dr = Droyne dominated world, Du = Duwamish League

Madoc (O) Subsector

Waverly	1733 BAA7203-E	N Ni Lo Fl	800 Li	XAA7282 3	Ni Lo Fl D	600 Wi	G4 V
Manna	1737 C8D5359-C	Ni Lo Fl	812 Li	D8D5330-6	Ni Lo Fl	812 Wi	M5 V
Galuuda	1739 E79A883-5	Wa	402 Li	E79A883-4	Wa	402 Wi	M4 V M3 D
Berens	1740 A846143-A	Lo Ni	911 Li	C846140-5	Lo Ni	911 Wi	G1 V M3 D
Dinklewater	1838 B98A213-B	Lo Ni Wa	514 Li	X98A230-5	Lo Ni Wa	514 Wi	F5 V M8 D
Kinos	1840 E558874-8		723 Li	E558874-6		723 Wi	K5 V
Ruffian	1933 C44858B-D	Ni Ag	314 Li	D448593-9	Ni Ag	314 Ou	M1 V
Bellin	1934 C996786-A	Ag	802 Li	E996785-8	Ag	802 Ou	K0 D
Tygger	1938 D768321-9	Ni Lo	103 Li	D768384-4	Ni Lo	103 Wi	M9 V
Hewlett	2031 A110748-F	Na	603 Li	D110743-B	Na	603 Ou	G2 V
Seben	2037 C694896-A	A	103 Li	D694896-8		103 Ou	M4 V M8 D
Epic	2040 E434745-4		912 Li	X434774-2	D	712 Ou	G6 V
Geonia	2134 D53A110-C	S Ni Wa Lo	902 Li	E53A1CB-7	Ni Wa Lo	902 Ou	M4 V
Tavara	2136 A67A338-F	Ni Wa Lo	412 Li	B67A3A8-B	Ni Wa Lo	412 Ou	K0 II
Pekhuraa	2236 A784220-F	Ni Lo	605 Li	C784242-B	Ni Lo	605 Ou	M6 IV K5 V
Saagii	2333 B444736-E	Ag	514 So	D4447BA-9	Ag	514 Ou	M2 V M0 D

are Dilkon, Alki, Adryanne, Nape, Dawns, Garaag, and Obidos. The highest tech is B at Frey.

Frey (1133): Well-preserved despite several invasions, Frey now makes extensive investments in its own security, in the form of encouraging "homesteading" by star viking groups. This has a two-fold benefit: the star vikings, with an investment in preserving their Freyan homes, function as planetary defense forces, and also boost the local economy with the income they earn by hiring out as mercenaries.

Nape (1339): Another doomed society in which resources are precious, Nape contends with a difficult situation: producing air and water in an asteroid community with a declining tech level.

Unfortunately, local efforts are not meeting the challenge; the technology is not sufficient. To hold off what seems to be the community's inevitable demise, Nape's leadership is instituting a "100% biomass reclamation program." This requires all materials, even deceased citizens, to be recycled to preserve Nape's resources.

Resistance to the program is growing, as the restrictions on resources make emigration attempts all but impossible; attempts to illegally tap the water-holding tanks near the asteroid's core are increasing. The deadly reprisals provide more bodies for the water stills, and tensions are rising.

Garaag (1438): On this planet, the ornithopter is not a sporting vehicle; it is an essential tool in the struggle for survival. A desert world, Garaag's only water collects at night, falling as snow.

Each night, Garaag's 'thopter-equipped water-wingers scout for areas of considerable snowfall. The 'wingers descend, gather the snow, and return to their communities. Since the location of the

snowstorms is not predictable, the people of Garaag (who number barely a third of the planet's pre-war population) depend upon the water-wingers for their survival.

Madoc Subsector: The postwar population of Madoc subsector is 7.86 billion, a decline of 520 million from pre-Rebellion totals. Worlds that experienced noteworthy decreases in population are Waverly, Epic, Forgotten, and Bernens. The highest tech is C at Lexol.

Waverly (1733): A prime candidate for full depopulation within the next decade, Waverly is a planet in desperate straits.

Those few ships which do visit Waverly do *not* get swamped by desperate emigres as in other Doomed communities. Instead, the arrival of a ship is handled in a somber fashion. The local leaders politely request to purchase as many low passages as the ship can offer. They then conduct a lottery among the entire population to see who gets those berths. Any persons who attempt to stow away or otherwise attempt illegally to obtain passage are cast into Waverly's lethal atmosphere, and the rest of the community is forced to watch, in order to teach adherence to the lottery.

This grim approach is paying off. Those few captains who do pass through Waverly have come to respect its people and always try to come back for a few extra passengers, including a few whose tickets are "on the house."

Ruffian (1933): Aptly named, this world is known for its rough-and-tumble startown. The rest of the world isn't much better; the Justice Ministry can't keep up with its devastating case load.

Ruffian is a choke-point of Eberly Gap, and a part of most every Gap-

1124			1129				
Kiiki	2334 C225666-B	Ni O:2333 A	524 So	D225636-A	Ni	524 Ou	M9 III
Saratov	2338 D559348-9	Ni Lo	803 Li	D559347-6	Ni Lo	803 Ou	M2 V
Kelvin	2340 B6409BB-9	Hi De In Po Cp	604 Li	B6409EC-8	Hi De In Po	604 Fr So	M6 V M2 D
Lexol	2434 B100664-F	Ni Va Na O:2333	110 So	C100632-C	Ni Va Na	110 Ou	M3 V M9 D
Forgotten	2438 E630886-5	De Na Po	401 Li	E630898-3	De Na Po D	101 Ou	K1 V
Bernens	2440 E5508C8-5	De	500 Li	X5508D9-2	De D	300 Fr So	G2 V M9 D

Li = Lucan's Imperium, So = Solomani Confederation

So = Provisional Member of the Solomani Confederation

Khulam (P) Subsector

Kappa	2535 E224444-B	Ni	803 So	E224484-7	Ni	803 Ou	M1 V M6 D
Boley	2539 C434745-4		111 Li	D434642-4		911 Fr	F6 VI
Egg	2631 C000543-D	Ni As	514 So	E000598-8	Ni As	514 Wi	G2 V M6 D
Donegal	2632 E100424-C	Ni Va	704 So	E100476-5	Ni Va F	704 Wi	M1 V
Bikar	2633 D79A322-A	Ni Wa Lo	913 So	D79A343-5	Ni Wa Lo	913 Wi	K7 III
Lira	2635 D527222-9	Ni Lo	602 So	D527271-3	Ni Lo F	502 Ou	M7 V
Ekhapen	2636 E100555-C	Ni Va	404 So	E100554-8	Ni Va	404 Ou	K0 V M6 D
Khesanadu	2731 B788310-D	Ni Lo	700 So	X7883C7-7	Ni Lo	700 Wi	M5 V K2 D
Ryvo	2734 C682425-C	Ni	221 So	C682483-6	Ni	221 Ou	K4 IV
Khirekhera	2834 B451464-E	Ni Po O:2835	604 So	D4514C9-7	Ni Po	604 Ou	M4 V
Acorn	2835 C100400-F	Ni Va C:1 A	102 So	E100373-6	Ni Va Lo C:0 F	902 Ou	M1 V
Montezuma	2836 B562768-B	Ri O:3138	104 So	B562762-B	Ri	104 Fr So	K4 V
Dijon	2838 A234548-A	N Ni	634 So	A234540-A	Ni	634 Fr	M7 V M9 D
049-949	2839 X620588-5	Ni De	813 So	X620582-4	Ni De F	713 Fr So	M8 V M1 D
Suudo	2840 D778535-7	Ni Ag	302 So	E778530-5	Ni Ag	302 Fr So	F1 V
Quarry	2933 B99A343-F	Ni Wa Lo RsA	104 So	C99A371-A	Ni Wa Lo RsA	104 Ou	M9 V
Sofar	2939 A8B4575-8	N Ni Fl	400 So	B8B4573-7	Ni Fl	400 Fr So	K9 V
Taumotu	3033 X100436-7	Ni Va R	305 So	X1003B9-2	Ni Va Lo D	705 Ou	F0 V
Mitchell	3034 A10078C-F	Va Na	903 So	B100795-C	Va Na	903 Fr So	M3 V
Agiruur	3036 C9A3565-C	Ni Fl O:3138	803 So	C9A3530-7	Ni Fl	803 Fr So	M9 VI
Kide	3131 C684675-A	Ni Ri Ag	920 So	D684675-8	Ni Ri Ag	820 Ou	M4 V
Lefiguura	3132 C868552-C	S Ni Ag A	410 So	D868550-8	S Ni Ag	410 Ou	G2 V M9 D
Kipper	3134 D110110-B	Ni Lo	923 So	D110110-6	Ni Lo F	923 Fr	M3 V
Gresham	3138 A1109BE-F	Hi In Na Cp	804 So	D110900-A	Hi In Na	704 Fr So	M1 V
Uppsala	3139 C9795BB-6	Ni	512 So	E9795B7-3	Ni F	512 Fr So	F4 V M8 D
Futok	3140 B594633-A	Ni	901 So	B594630-A	Ni	901 Fr So	M1 V M8 VI
Desel	3231 C1006BC-D	Ni Va Na	403 So	E1006EC-7	Ni Va Na	403 Ou	M3 V M2 D
Lebherz	3236 C657834-9		213 So	D657830-8		213 Fr	G1 V

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runner's itinerary. It is a good place to locate contracts and patrons of every kind. Consequently, star vikings (usually disguised as locals) frequent the back alleys, looking for fresh recruits and possible employers.

Hewlett (2031): The other choke-point of Eberly Gap, Hewlett is known for its lax customs officials, whose eyesight gets blurrier with every credit they're given. Despite thriving black and "gray" markets, there is very little crime planetside, where the local government strictly enforces the few laws it imposes.

Khulam Subsector: Khulam subsector was declared an Intensive War Zone in 1118 and remained the scene of the bitterest Imperial-Solomani fighting until 1122. The postwar population of Khulam subsector is 7.3 billion, a decline of 1.002 billion from pre-Rebellion totals. Worlds that experienced noteworthy decreases in population are Boley, Lira, Acorn, 049-949, Taumotu, Kide, and Gresham. The highest tech is C at Mitchell.

Acorn (2835): On Acorn, chirpers have long been a regular feature of the community. They live in a combination hydroponics park/preserve.

When this tiny planet's service grid was knocked out in 1119 by a terrorist attack, the locals realized that the new life-support margins did not permit all of the chirpers to be saved. Food shortages compelled the community to use the chirper carcasses as meat. Now, the community is debating whether or not the surviving chirpers should be used to reduce the agricultural demands on the hydroponics farms.

These ghastly events underscore an important point: although Imperial decree and long tradition recognizes chirpers as sentient, there is a

tendency among the major races to see these timid beings as only clever pets. As Hard Times brought strife and death to regressing worlds, this assessment of chirpers dropped yet another notch. Now, once-compassionate people conveniently forget that chirpers are sentient, and treat them as livestock. No doubt, word of this has inflamed Droyne emotions throughout the sector. Acorn's humans do not welcome questions from outsiders about their diminished chirper population.

Montezuma (2836): This world is occupied and controlled by Solomani forces. The Confederation has found it difficult to recruit local collaborators, despite Montezuma's strong Solomani roots. Anti-Solomani rebels continue to fight the occupation forces and have sent covert hiring agents off-world to locate mercenary units.

Sofar (2939): Sofar's current tech level is insufficient to support its starport. The Solomani Confederation has offered aid in rebuilding the technological infrastructure, but Sofar's International Diet is deeply divided over accepting the assistance. Violence has erupted over this issue, but the Reform-influenced Confederation commanders of Khulam subsector are loath to send in a peacekeeping force. They feel that if the planet settles its own affairs, it legitimizes the Solomani assurance that Sofar will retain its sovereignty. Rumors suggest that the anti-Solomani Rejectionist Alliance has hired a star viking band to attack the pro-Solomani Redevelopment nations, but so far, there have been no assaults.

Lefiguura (3132): The Scout base on Lefiguura is an island of TL 11 efficiency and has a live-and-let-live understanding with Solomani patrol units. The Scouts' supplies reach Lefiguura via a tenuous logistical line from the Unity of Promise. In exchange, the Scouts serve the UP as sky watchers and as liaisons to the Solomani.

Insignia of Diaspora

Governments and Selected Military Organizations



*The Ecclesiasty
of Narquel*



The Union of Sufren



Skerit Adan's Starmercs



The Vassalry Judiciate



*The Cumberan
Confederation*



The Khavle Accordment



The Alurzan Cartel



*The Unity
of Promise*



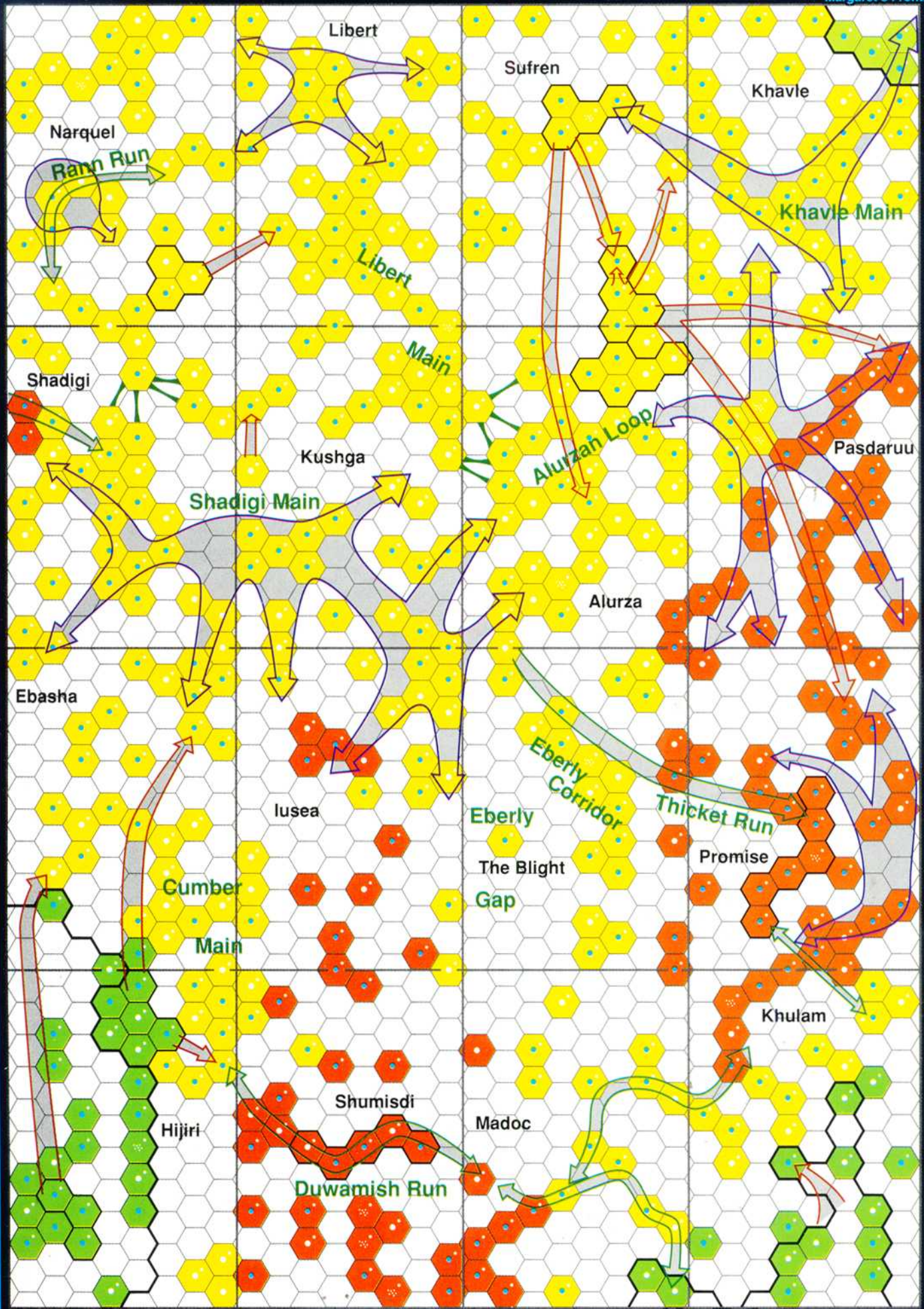
Hervestian troops



The New Order Vigilance Alliance



Duwamish League



Astrigators' Guide to DIASPORA Sector



Subsectors within a sector

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

- A Narquel
- B Libert
- C Sufren
- D Khavre
- E Shadigi
- F Kushga
- G Alurza
- H Pasdaruu
- I Ebasha
- J Iusea
- K The Blight
- L Promise
- M Hijiri
- N Shumisci
- O Madoc
- P Khuliam



WORLD CHARACTERISTICS

- No Water Present
- Water Present
- Asteroid Belt

BASES

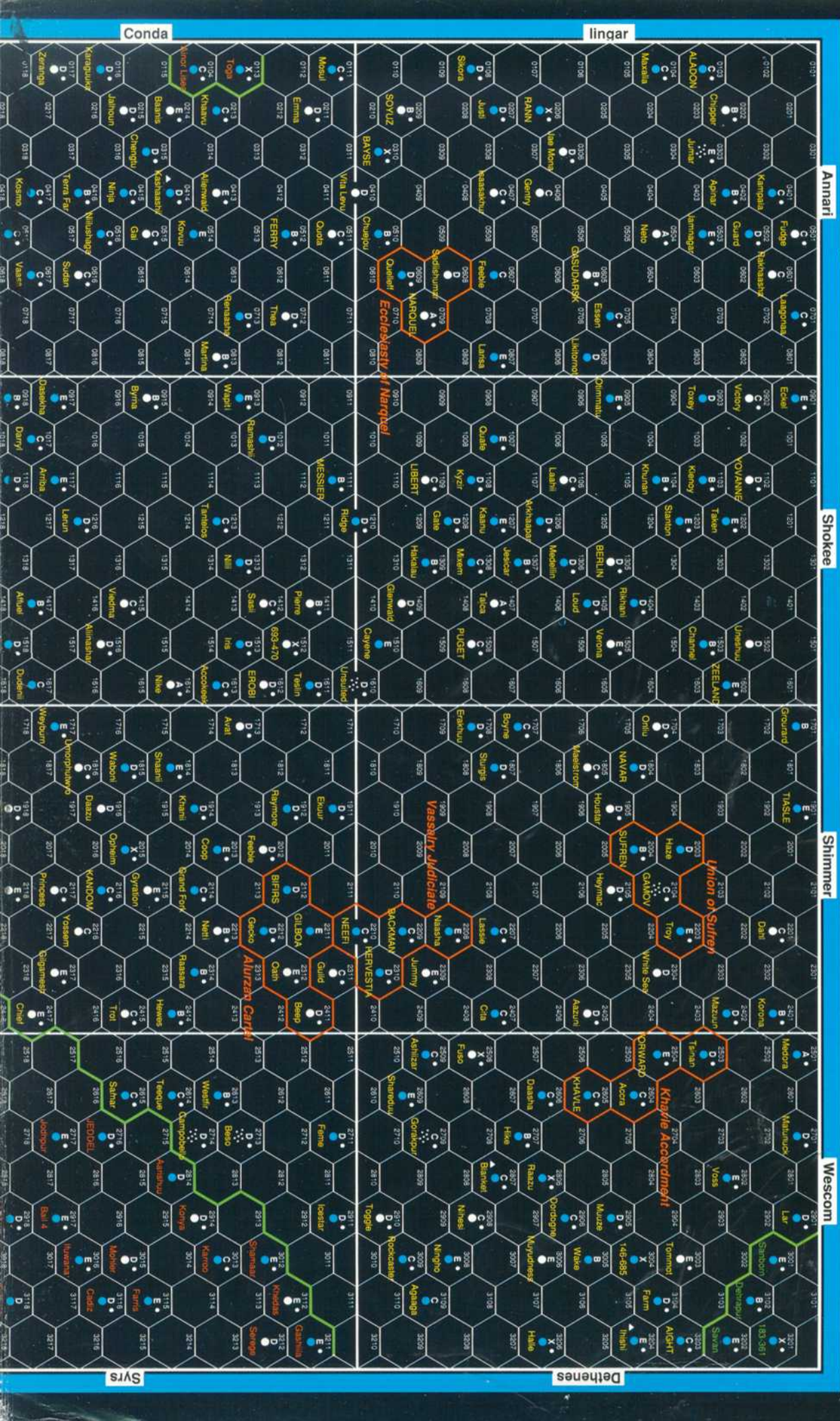
- ▲ Scout Base
- ▲ Research Station (Greek Letter)

TRAVEL AREA TYPE

- Frontier
- Outland
- Wilds

POPULATION

- Under one billion
- Over one billion



Conda

Ingar

Annari

Shokee

Shimmer

Wescom

Sviss

Dehnes

**Astrogators' Guide to
the Diaspora Sector™**

"Welcome to Diaspora"



is a phrase you haven't heard for quite some time. "Beware of Diaspora," on the other hand, does ring a bell. This once-proud subsector was the crossroads of contact between the Imperial Core and the Solomani Rim, but then it became the battleground for fleets of four governments: Lucan's Imperium, Margaret's Faction, Daibei, and the vengeful Solomani Confederation. Property values went down.

Now, thanks to the Rebellion, the Hard Times are in full swing. Mercenaries, free traders, and other travellers find the sector to be a confusing, dangerous, constantly changing environment. Raider bands prey on shipping, new local governments vie for influence, and long factional arms still reach out to create intrigue. This is no place to be without a guide.

At last, **Astrogators' Guide to the Diaspora Sector** presents you with up-to-date information on the worlds and interplanetary conditions of the sector that, perhaps better than any other, exemplifies the old curse: "May you live in interesting times."

Good luck.

Astrogators' Guide to the Diaspora Sector is a **MegaTraveller** folio intended for use with the **Hard Times** sourcebook.

Its features include:

- Color maps of all 16 subsectors and their current political and military situations
- 1121 and 1129 UWP data for all 476 worlds of the sector
- Color insignia and symbols of leading governments and military organizations

Sufren
2004 B686986-E
Hi An
623 Ou Un M1 V

Sufren is a major industrial hub, a garden-world, and considered by many to be the 'jewel' of the sector. Sufren is the capital of the Union of Sufren, a four-world alliance engaged in a serious political rivalry with the Vassalry Judiciate, headquartered at Backman (2209/Diaspora). The Union has sent troops to support allies on Kandom (2116/Diaspora) and Naasha (2208/Diaspora).

**Science-
Fiction
Adventure
in the
Shattered
Imperium**

0224 5.50



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