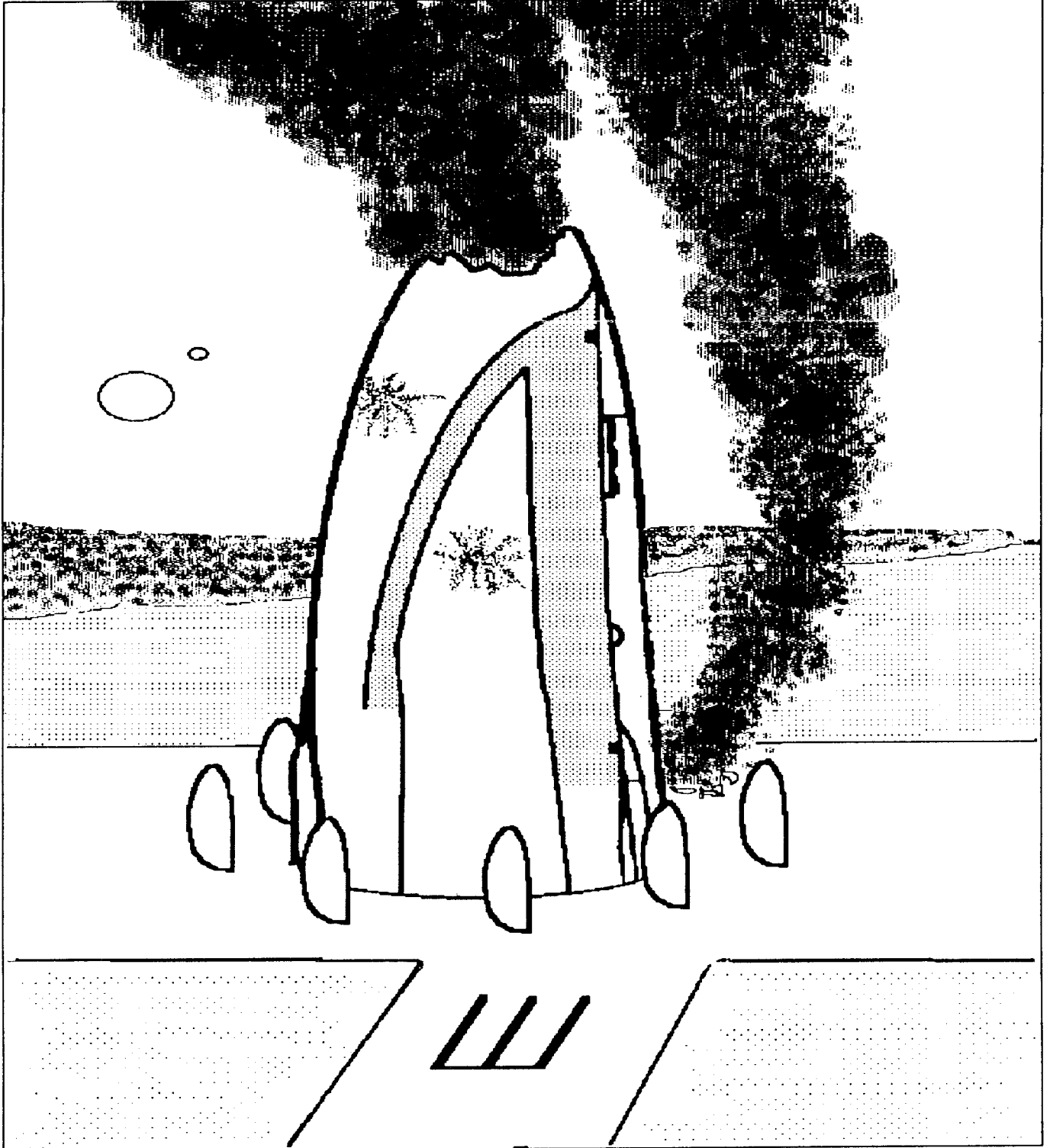


COREWARD

Dedicated to the MegaTraveller Universe

Issue 1/bis FREE! (yes, free!)



THE EDITOR'S SPACE

The Next Generation

There have been big changes here at Galactic Central since the first issue (I know some of you are going "Isn't *this* the first issue?". Hang on, I'm getting to that). Since June, yours truly has made contact with the History of the Imperium Working Group (HIWG) and picked up the Julian Protectorate as a quasi-official "area of detailing".

I'm guessing about half of you have read the first issue of Coreward, released last July (there are about thirty of you as far as I can tell). Unfortunately, I've had to declare that issue deceased. As much fun as I had putting it together, the very first person who answered the *Challenge* classified ad for Coreward was Mike Mikesh, the HIWG overlord for the region containing the Empire of Gashikan and one of the authors of *Vilani & Vargr*. He is also author of "Julian Protectorate", an upcoming *Challenge* article which contains no little amount of information about Gashikan. Needless to say his article blew portions of Coreward #1 into electron-sized pieces. This issue of Coreward (issue 1/bis) has replacements for all of the articles in issue 1, and all of them jibe with the "official" MegaTraveller universe.

With the urging of M. Mikesh, Rob Prior and others (their letters said "you know, you should look into HIWG" with depressing regularity), I ended up joining HIWG, and managed to snag the position of Julian Protectorate analyst.

What *that* means is that Coreward's focus will be widening to include the Julian Protectorate, and since the Julian Protectorate is a whole lot more important in the MT scheme of things it will be getting the lion's share of space in Coreward from now on. I can't imagine that anyone will object to this, but in case you do (or if you'd rather I dropped Gashikan altogether) let me know. I am available on GEnie as P.DRYE as well as through the regular mails, and I'm always interested in talking about Coreward, Traveller, or just shooting the breeze.

Say Your Piece

Right now Coreward is a one man show, but like this I can only put out a magazine every four months or so. If you can write a little or draw a little *send it in!* If you've thought about trying to submit something for *Challenge* or *The Traveller's Digest* but backed off because of the competition this is your chance. Coreward has a circulation of about one third of one percent of *Challenge's* and about as many submissions. Absolutely guaranteed the worst thing that will happen to you is I will write you back with a letter explaining why I didn't take your article or picture, and give suggestions about how to fix it up. If you have any skill at all, though (and if you didn't you wouldn't be thinking about it, right?), you're in.

Here's our guidelines:

- 1) Please type or word process your article. Double spacing would be nice too.
- 2) Articles can be any length, but 2,000 to 10,000 words is best.
- 3) Drawings are put into the computer with a scanner, a device about four inches wide, so they can't be any wider than this.
- 4) Avoid greys, since the scanner can't handle them very well. Black and white, pen-and-ink are best.
- 5) I can't send you your articles or pictures back, so send a good photocopy that you can write off.
- 6) Put your name on every piece of paper as well as your name and full address on one piece. Envelopes get thrown into the recycling bin once I open them.

What you get for submitting:

- 1) Your name in print! And one copy of the issue your submission appears in.
- 2) Your name in the hands of GDW and Digest Group! Copies of each issue of Coreward are sent to both companies.
- 3) No money! Sorry, I'm picking up the cost of Coreward as it is. One day...

Design Credit

The snazzy new Coreward logo is by Stephen C. Drye.

THE THIRD EMPIRE OF GASHIKAN

The Third Empire of Gashikan, sometimes called the Trenchans Empire, is a major interstellar state of over six hundred worlds located further towards the galactic core than any other Solomani/Vilani derived state of note. The Second Empire perceived itself as an advance guard for Humaniti against "the Vargr Menace", but this attitude was challenged during the Gashikani Civil War. The result of that war is the Third Empire, whose centre of power lies away from Gashikan, and which stands against the three thousand years of race hatred that is part of the Gashikani psyche.

The following was culled from the Asimikigir information net, 341-1120, search key "Regional History\$Gashikan"

Culture and Language

This area of space has never experienced a long period of cultural discontinuity like Imperial Space did during the Long Night. For the better part of a millennium the Second Empire followed a course independent of the rest of Humaniti, and this is reflected in its culture and language.

The language of the Empire is Coranglic, a variation of Galanglic. Based on both Anglic and Vilani, Coranglic speakers are quite understandable to Galanglic speakers and vice versa. The two languages were once more different (the peak difference occurred about -100) but over a thousand years of cross pollination via the Julian Protectorate has made Coranglic distinct based only on a preponderance of Vilani words in comparison with Galanglic.

Being a mixture of Solomani and Vilani stock, like the vast majority of Imperial citizens, the psychological makeup of an Empire citizen is much like an Imperial Human's. The major difference between a Gashikani and an Imperial is his or her attitude to non-humans. Within the Imperium aliens are generally accepted as equals, though the relatively low populations of these species may prevent equality in actual fact. Within the Third Empire, however, humanocentric ideals are widely held by all but a small, educated minority that (thankfully) holds the reins of power. All aliens are held in low regard, but particular antipathy is directed towards the Vargr. Worlds throughout Gashikan and Gzaekfueg sectors (the latter called Fringe sector within the Empire) routinely advocate the killing or enslavement of Vargr. In Trenchans sector the efforts of the Imperial government (based within Trenchans) has been successful in battling discrimination against Vargr on most worlds, and overt racism is has declined slightly in the past century.

With regards to psionic powers, the Empire does not share the Imperium's active hatred for psionic adepts. Still, Gashikani feel profoundly uncomfortable when dealing with a known psionic, mostly out of fear that their privacy will be compromised by telepathy or

some such. A known psionic in the Empire will likely be a very lonely person.

Laws and Political Organization

Many Empire worlds in Gashikan and Gzaekfueg sectors have stringent laws that advocate the killing or (more often) enslavement of Vargr. Within Trenchans sector these laws once existed, but have largely been repealed through the efforts of the new government. It is up to individual worlds within the Empire to decide how to deal with aliens (or even if they should be "dealt with" at all), but it is clear that the government would like to guarantee the emancipation and equality of Vargr everywhere. Fear of a civil war is all that prevents this step from being taken, as alien inferiority is strongly ingrained in the Gashikani society. It is likely that open rebellion would result should the Emperor attempt to become a modern-day Martin Luther Lincoln (the revered, pre-Jump, Solomani emancipator and founder of the still-extant Protestant religion).

The Empire is controlled by a two-tier government. The holder of the hereditary office of the Emperor is the formal ruler of the Empire and an organization called the Parliament occupies the lower tier. Since the fall of the Second Empire of Gashikan, however, the power of the Emperor has been restricted in ways that will hopefully prevent the recurrence of the sort of tyrants who ruled during the previous empire. Both tiers are capable of enacting laws, but the Parliament has the power to veto the Emperor's acts while the Emperor does not possess the opposite ability. The Parliament is composed of one seat for each world in the Empire, and is an elected body in the sense that seats are not hereditary, and each world gets to decide who sits for it. Exactly how this is decided is left to the individual world.

Before the Civil War the Emperor could not be vetoed, and each seat in the Parliament had one vote per human it represented. As a result, despots caused great damage to the Empire, and small worlds were often "out-shouted" by high population worlds.

The peculiar political circumstances of the Third Empire's founding have added other complexities to the Empire's government, but none of them are "official". For example, in exchange for the Gashikani

navy's help in the coup that toppled the Second Empire the first Emperor was the navy's commander-in-chief. Each successive Emperor has been the first born of the previous sovereign, and has always received education on Verej (the primary world of the Third Empire and leader of the Parliament) with no regard for his or her royal status. To this day the Parliament relies on the continuing support of the navy, as their controlling bloc is composed entirely of intellectuals and reformers who do not represent the majority view i.e. they do not support the continued maltreatment of Vargr.

Population Makeup

The Empire is thoroughly dominated by humans. Though surrounding areas are predominantly Vargr, the effects of biological warfare and years of genocidal practices have eliminated Vargr almost completely in Gashikan. In Trenchans Vargr are more common, but total only ten percent of the population. Three major cultural groups of Vargr are found throughout the Empire, with Irilitok (the slave and ex-slave population) most common, the Urzaeng (found in small settlements to extreme coreward/spinward) less so and the Suedzuk (the remnants of the original Vargr population) rare in the extreme. Forty-four races are known to be native to the Empire, and there are some representatives of all the major races and many minor races from outside the Empire as well.

History

The stars that would one day become the rimward half of Gashikan sector began forming 1.3 billion years ago when a supernova erupted in Mendan sector (modern-day science places the event in or around Mendan 3026). The resulting shock wave passed through the dense interstellar medium of the region and triggered a period of intense stellar formation. The vagaries of chance caused a significantly higher proportion than usual of these stars to be sun-like, of F, G, and K spectral class. By -1 billion a dense ring of clustered stars had formed. Today this cluster is known as the Coreward Star Cloud. Worlds formed around these stars, and life evolved on many of them.

Intelligent life had very little impact upon the region until it was colonized by the Ancients. About three hundred thousand years ago three worlds in Gashikan sector are known to have been inhabited, but two were reduced to asteroid belts during the Final War. The other world was Gashikan itself, which had humans planted on it. Gashikan's environment was less-than-ideal back then, and this prevented these humans from advancing beyond the early iron age until the arrival of the Vilani.

The Vilani colonized the region in the -2670's, very late in the era of the Ziru Sirka. At this time the First

Imperium had entered its long period of decline, and dissidents were leaking across her borders at an ever increasing rate. Several such groups came coreward and most colonized the best worlds in rimward Gashilean subsector: Khimgush, Amiili, Ikuu, Suugik, Arim, Ukshimshi and Kanlamiur.

One group did not settle on a prime world, and went instead to Gashikan (then called Yilea), a dry world orbiting a variable M-class sub-giant star. This group, Muremgoni ("The Concerned"), chose to settle Gashikan because of the native human population. Theoretically anti-technologists, the Muremgoni admired the primitive native culture and decided to join it rather than start up a new colony of their own. Their concepts of "anti-technology" and "joining" left something to be desired, however, as they preceded to use their technical superiority to set themselves up as the rulers of Yilea, then discarded most of their technology when their position was secure. Renaming their world Gashikan, they settled back to let the universe pass them by.

Several generations later attitudes had changed. The anti-technological bent of the Gashikani forebears had disappeared and the descendants of the Vilani began warring over the remaining technological items, intent on using them to dominate the other nobles as their ancestors had dominated the Yileans. Eventually the majority of the northern hemisphere fell under the control of one man, Shaanim Iskha. Shaanim advocated technical advancement (perhaps hoping to conquer the rest of Gashikan), but he died before any great leaps forward were made. The advancement plan continued however, and with the pre-existing artifacts to examine the Gashikani had reached Tech 8 and united the rest of the planet by -2400.

Meanwhile, the rest of the universe continued through history, and as the Gashikani were poised to re-enter space the First Imperium lost the Nth Interstellar War and surrendered to the Solomani. Solomani immigrants soon spread through the entire Second Imperium and beyond. When they finally arrived in Gashikan sector they discovered the colonized worlds and found virtually all of them to be low-population, mid-technology with one exception: Gashikan. Technology on Gashikan was average for the region, but the mixed Vilani-Yilean population numbered some five hundred million, almost as many as the next three most populous worlds put together. Gashikan soon became the advance base for Solomani colonization of Gashikan and Trenchans sectors, and trade began building her into the queen world of the Coreward Star Cloud. In time Solomani culture came to dominate Trenchans, though Gashikan sector remained coloured by Vilani ideals. The area remained a frontier during the entire Rule of Man, however, and never formally entered the Second Imperium. Most worlds were content to become client states of their enormous neighbour.

Shortly before the collapse of the Second Imperium, about -1900, several waves of Vargr expansion swept across the region. Most of these colonists moved on, but tens of millions settled in Gashikan and Mendan sectors. The influx of population created new markets and industries, and as the Second Imperium collapsed the economy of the Star Cloud grew stronger and more integrated.

The First Empire

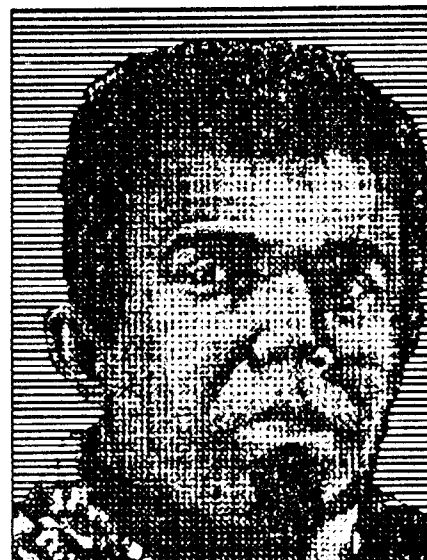
In -1666, tired of seeing their resources and industrial goods head rimward to prop up various shards of the Rule of Man, the thirty-three worlds nearest Gashikan declared themselves independent and formed the Empire of Gashikan. Gashikan became the capital world. The engineer of the independence effort, and the richest man in two sectors, Viktor Gilaan, became the first Emperor. Using the best of Vilani planning skills and Solomani technical expertise, the Gashikani set out to create an island of stability in the collapsing interstellar civilization of Humaniti. Despite their best efforts, though, the Empire was to last only eight years.

One of the most heavily populated Vargr worlds in the Empire, Baerrgh (now called Plantiver/Gashikan 2633) rose up in revolt behind a Vargr leader, Karrdengsoeth, who advocated secession from the Empire and the expulsion of non-Vargr from the planet to reverse a downturn in the local economy. The ruling class of the Empire took a rather dim view of this, as they perceived this act as kin to the collapse occurring outside the Empire, particularly when several other Vargr worlds followed Baerrgh's lead. The Emperor dispatched Empire forces to eliminate Karrdengsoeth, quell the rebellion, and reestablish the Empire's authority.

The rebellious Vargr worlds could not hope to combat the other worlds of the Empire directly (comparisons of military ship tonnage show the Empire to have had a ten-to-one advantage), and fell back on a two-part plan. Military units would hold off the Empire as long as possible, while Vargr corsairs hired from outside the Empire would wreak enough economic damage on the central worlds of the Empire that a peace treaty would be more attractive to Gashikan than continued war.

At first the strategy worked. Political pressure from the planets being raided forced the Gashikani navy to waste valuable resources chasing after the corsairs instead of concentrating on the rebel worlds. Only rarely was even one corsair caught and destroyed as the navy constantly played catch up with a highly manoeuvrable enemy. The forces loyal to Karrdengsoeth used the valuable time gained to build up their military capability in case Gashikan could not be brought to the negotiating table.

After several successful months, however, the corsairs decided to increase their profits to a considerable degree by double-crossing their allies. Their various groups of ships banded together in the Lirshigir system, (Gashikan 2631) then laid low for about three weeks while the navy took advantage of the "disappearance" of the corsairs to destroy the rebels. They then proceeded to Gashikan, two parsecs away, where they executed one of the most daring and profitable raids in Vargr history.



Emperor Viktor I

In order to hunt down the corsairs the Gashikan system had been stripped of its defensive contingent of ships, which were transferred to several of the corsairs' favourite targets throughout the subsector. Only four system defense boats remained, and they were swept aside in short order by the "massed" Vargr ships (there were only about three dozen in total). Small tactical nukes were used to destroy Gashikan's ground defenses and then, under the threat of further nuclear bombardment, over MCr 7500 in gold, fissionables, art objects and the like were taken by the Vargr. More important historically was the resistance encountered by one band of Vargr in the southern coastal region of Laakida. Unable to cow the local population while on the surface the captain of the band returned her ships to orbit and proceeded to drop a series of large nuclear devices on Laakida and then, for no apparent reason, on other regions as well. Exactly why she took such an extreme tack with her retaliation is unknown, as her ships were shot out of the sky by the remaining Vargr captains (many of whom still had crew on the planet's surface). All told the ships' total complement of twenty-four nuclear weapons, totalling five hundred and fifty megatonnes, was used on Gashikan. Shortly thereafter the corsairs left the system, then the Empire altogether, leaving Gashikan in total chaos.

Total casualties were very high, about seventy five million from the direct effects of the nuclear strike. Another four hundred million died in the next three months from the resulting starvation, disease, and a mild nuclear winter that coincided with a low output period of the variable sun. The Emperor was killed in the attack, as was most of his immediate family. Only

one daughter survived, Irina, though she distinguished herself as a rallying point for shattered Gashikani pride. In the end only fifteen percent of Gashikan's population survived through the next three years. Worse yet, Gashikan's biosphere was completely wrecked. By the end of the first winter over seventy-five percent of Gashikan's plant and animal species were extinct from the unexpected drop in temperatures and the loss of food sources in the mass dyings. With the collapse of Gashikan the Empire fell apart as well. Each of the Empire's various worlds went their own way for a century or two. In the end, despite their military defeat a few days before the Sack of Gashikan, the rebellious Vargr worlds had won their independence. The cost of their victory was the whole Empire (and as it would turn out, the future well-being of the Vargr race).

Upon receiving word of the attack, the Gashikani navy returned to its stricken homeworld to help rebuild it.

Arriving at Gashikan a month after the attack the trained personnel of the First and Third fleets of Gashikan were transferred to the surface to help with the rebuilding of the world's cities. Their ships were pressed into service with skeleton crews to beg or borrow badly needed supplies from nearby worlds. The ships of the Second Fleet were decommissioned and cannibalized for equipment that could help on the surface, particularly fuel purifiers, which were modified to provide clean water supplies, and power plants. Quick action and hard work by the Gashikani military personnel kept Gashikan from complete collapse.

The Second Empire

It is a testament to the ability and drive of the average Gashikani that Gashikan's industry and economy recovered enough from its crippling blow to return to interstellar space in a scant sixty years. It was toward the end of this period of recovery that one of the most ambitious projects of ecological management Charted Space has ever seen was undertaken. Using Gashikan's denuded ecosphere and sophisticated computer modelling techniques as a starting point, the local University of Ligishu developed a complex, long-term plan that would allow them to revitalize Gashikan's biosphere. Over the course of two hundred and fifty years plant and animal species from worlds for parsecs around would be genetically engineered to withstand the dry climate and highly variable temperatures and gradually be introduced into the planetary ecology. As Gashikan reestablished itself in interstellar space, the plan was implemented. The scheme took considerably longer to complete than expected, but by -1000 Gashikan sported a lush and vital ecology matched by few known to Humaniti. Before the plan was complete, however, Gashikan had reasserted its presence on the political landscape of Gashikan, Mendan and Trenchans sector.

From the Sack of Gashikan until about -1575, Gashikan was in no position to impose its will on other worlds. The Second Empire had been founded in -1646, only twelve years after the Sack, but it was genuinely considered a joke by nearby worlds, since at the time it did not control anything beyond Gashikan's atmosphere. Instead it joined a trading coalition of nearby worlds, the Coreward Cluster Federation in order to further its own interests. The Gashikani advocated Human superiority and Vargr extermination from the very beginning of their recovery, but other worlds just viewed this as an understandable quirk under the circumstances and ignored them at first. Still, as the economy of the region began to feel the effects of the Long Night, and as sporadic Vargr raids made trade more difficult, the Gashikani began to win converts. As Gashikan continued its recovery it positioned itself to regain its old power and more.

By -1500 Gashikan had completely dominated the Coreward Cluster Federation for a generation, and her leaders took the final step towards resurgence by abolishing the Cluster Council and annexing all their worlds to the Second Empire of Gashikan. Perhaps mindful of how the relatively small size of the First Empire had made Gashikan vulnerable to her destroyers, the Second Empire immediately embarked on an ambitious policy of expansion. The Empire's anti-Vargr rhetoric swayed some worlds, and others entered to relieve the terrible depths of the Long Night, but most of the new worlds submitted to Gashikan's strong-arm tactics. Generally, superior Empire military ships would appear in the sky of a human-populated world, making membership in the Empire a *fait accompli*. If a local Vargr population was available the Gashikani would invariably demonstrate their weapons' effectiveness on it, with the implied threat that the weapons could also be used on troublesome humans or recalcitrant planetary governments. Worlds populated entirely by Vargr were treated even more harshly. Such worlds would be interdicted by the Gashikani navy, and the interdiction enforced with lethal efficiency. Any native space-faring craft, no matter how small, would be destroyed, as well as any installations that could repair or build any vehicle capable of leaving the world's surface. Despite the Gashikani hatred for Vargr these encounters were incidental only to the expansion of the Empire, but by -1430 the Empire had become large enough that they felt confident enough to truly attempt revenge on the entire Vargr species. After this time the several hundred worlds of Gashikan and Trenchans sector under Empire control turned their attention to what became known as the Race Wars.

The general plan of action for the Gashikani military was divided into two pieces. The Gashikani navy would first drive into Mendan sector, which was relatively isolated from the rest of the Vargr Extents, then after the pacification of Mendan, they would work up through Gzaekfueg and into the main body of the

Extents. At first the plan went smoothly as the Vargr defenses were fractured among several factions, but resistance gradually increased beyond expected levels until the Navy was pushed back to the border of Gashikan and Mendan, where the war degenerated into a stalemate. Something else was clearly required, and the Gashikani settled on a strategy rarely used in Charted Space due to the tremendous risks involved: biological warfare.

Project Wolvesbane was begun in early -1428, and by late -1427 a series of synthesized viruses were surreptitiously injected into Vargr captives who then "managed to escape before their mandatory executions". Each of the viruses was designed to latch onto the nervous systems of Vargr only, usually causing death by paralysis and suffocation, or by instigating a complete collapse of mental faculties. All were extremely difficult to detect (to casual inspection they appeared to be nothing more than simple RNA strands normally found in healthy cells), were highly contagious, and had long incubation periods (over a year on the average). The long incubation period allowed the diseases to spread far along trading routes before the first signs of illness began to appear. Mendan suffered the brunt of the attack, and collapsed by -1424. The Gashikani Navy poured across the sector border once again, and this time made no mistake in eliminating the Vargr from the entire sector. They then followed the spread of the disease into Meshan and then Gzaekfueg sectors, massacring the few remaining Vargr as they went. Eventually heroic efforts by Vargr scientists in Kharrthon sector produced a general immunization against the plague, which was quickly given to the worlds of Oeghz Vaerrghr sector, Kfazz Ghik sector and the Vargr Enclaves. Even so, the Race Wars were effectively over, as the Empire had cleared an area of over five sectors of any notable Vargr presence. Rather than attempt an invasion of the near-full-strength Vargr sectors further to coreward immediately, the Empire pulled back to the three central sectors (Gashikan, Trenchans, and Mendan) and planned on expanding into the newly cleared space around them.

Expansion took place along two fronts, one into relatively unoccupied trailing Trenchans and the other into the empty Vargr worlds of Mendan and Gzaekfueg sector. The colonization of Trenchans went well, and the border reached the far edge of Trenchans by -1200. The expansion into Mendan was less successful, however, as the Empire encountered unexpected resistance from the remaining human population of the sector. Though the repercussions of the Sack of Gashikan had left the humans of Mendan with no small dislike of Vargr, now that the Vargr were gone they had no intentions of joining the Empire. Though the area was annexed to the Empire quickly for lack of any opponent, for two hundred years small wars and rebellions broke out almost constantly, and the Empire found Mendan to be a tremendous drain on

its economy. By -1000 all of the Empire's military resources were concentrated on Mendan, even to extent of ignoring a few Vargr colonies that sprung up in previously cleared territory.

Little known to our modern period, never-ending rebellions like the eighty year Endicott War were what eventually ground Gashikani expansion to a halt. For three hundred and fifty years colonization of Trenchans was put on hold pending the pacification of Mendan. By the time the worst of the violence was over, however, the Gashikani ruling class had begun to lose control over the other worlds of the Empire, and it had become nearly impossible to begin any concerted colonization efforts. Some few colonies were begun in Gzaekfueg and Trenchans after -900, but for all intents and purposes the Empire was no longer growing.

The situation grew worse (from the Gashikani viewpoint) as the increasingly independent worlds of the Empire went against the Gashikani laws decreeing instant death for all Vargr. Slave markets began springing up on many worlds, and captured Vargr were sent to them instead. Vargr were pressed into any job that was too unpleasant for a human and not profitable enough to warrant a robot. The trade soon spread beyond the Empire into Mendan and Amdukan sectors, and further. The Irilitok Vargr subspecies so common in this area of space came about as a result of this trade as Vargr slaves (mostly Suedzuk and Urzaeng) were mixed and often bred for human-like characteristics.

Decadence

The Second Empire then entered a phase that was perceived at the time as a long period of peace and stability, but is now known to have been a long decline. Behind the mask of Gashikani prosperity the slave trade was gradually strangling the Empire's economy. As the slave population grew, jobs that required motivated labour were being filled by Vargr instead. Output dropped slowly, as did the general quality of life and technical ability behind goods in general. Nevertheless, the Empire was stable for a very long time, until 1070.

The events leading up to the end of the Second Empire began with the founding of the Julian Protectorate, which began to demonstrate that Humans and Vargr could live side by side on more-or-less equal terms. The effect of the Protectorate's success against the Imperium had a subtle effect on one Empire world in particular: Verej, one of the foremost worlds of Trenchans sector. Before 175 Verej was as dedicated to human superiority as Gashikan, but cultural divergence made the expression of this belief different. Vereji humans tried to show that they were smarter, stronger, kinder and better in every other way than non-humans, and they regularly excelled in most aspects

of life. As "superior" beings only humans could stand up to a free existence. All other species (though Vargr were the only species with which the Vereji interacted) were kept as slaves in order to protect them. From an objective viewpoint Vereji society was an improvement over the base Gashikani culture, but in the end it was every bit as oppressive. The situation changed, however, when Protectorate forces, notable only for their integration, defeated the Third Imperium in the Julian War. The advancing, intellectual aspects of Vereji society forced a complete reevaluation of their attitude towards nonhumans and, after several centuries of debate, their doctrine of nonhuman subjugation was discarded. All slaves on Verej were emancipated on 001-832, and the Vereji set about trying to convince the rest of the Empire that they were right.

Had all this happened a thousand years before, Gashikan would have come after Verej with the blaster-and-broadsword attitude that had served them so well. By this time, however, centuries of decadence had softened Gashikani fervour to the point that the struggle for supremacy between the two worlds was a slow battle of assassination and treachery.

Verej's cultural insistence on excellence allowed them to make considerable gains at first, but simple force of tradition caused many worlds to back Gashikan. The Empire immediately split into two factions along the Trenchans/Gashikan border, and Mendan flared up again when the "war" soured the local economy. Several decades passed with the advantage seeing back and forth, but neither side could overcome the other. Eventually the Vereji resorted to a pact with the sole faction in the Empire that had refused to take up sides: the Imperial Gashikani Navy.

The Navy had been basically autonomous from the government for several hundred years as Gashikani interests turned away from the military to more "refined" pleasures. Essentially they were charged with vague orders to defend the Empire, and only the strong tradition of military discipline in the Empire had prevented this from becoming as bad as it could have been. This all changed about 900 when the K'kree (who had discovered a jump route across the Lesser Rift) began making their presence felt in the Empire's far trailing reaches. Quite rightly the Navy brass perceived this to be a tremendous threat to Empire security, and when the Emperor directly denied them more funds to deal with the threat they decided that the Gashikani government had become a threat to the well-being of the Empire in general. The Navy became a third faction in the civil war, and from this point on it truly became a war, with less and less of the dirty politicking of the previous years.

The stalemate between the factions finally came to an end in 1065, when an alliance was formed between the Navy and the Vereji. The pact was essentially a

power-sharing agreement between the two, outlining both what authority each would have during the dismantling of the Gashikani government and in the new government that would follow it. Using the Vereji's superior intelligence gathering network the Navy was able to put together an offensive that drove through Gashikani defenses and on to Gashikan itself. Rather than risking another bombardment of the home planet, the Gashikani surrendered, even though their strategic position would still have been tenable had they not done so.

The Second Empire had finally fallen, though it took another eight years of military rule (with the backing of the Vereji) before the other worlds backing Gashikan could be pacified. Once this short period was over the Third Empire of Gashikan was founded, with its capital on Verej and surrounding worlds, a Parliamentary structure that favoured the less-populous worlds that backed Verej, and an Emperor who had previously headed the Imperial Gashikani Navy.

A source of much argument among political analysts outside the Empire was the reaction of the new government to the refusal of the Empire's worlds in Mendan to join the Third Empire: nothing. Instead of trying to hang on to the Mendan worlds they were allowed to become independent, then left alone when most joined the Julian Protectorate a few years later. Wild theories flew around most of Antares quadrant, including a secret deal between the Protectorate and The Empire that would see the Julians support the Vereji should the Civil War flare up again. In the end, though, the reason was probably much simpler: after all the trouble the humans of Mendan had caused, the new Emperor simply felt it would be better to let them go.

The Modern Day

Under the Emperor and the Parliament the Empire has begun to reverse the downward slide that had affected it for so long. Tech levels, which had been as high as 13 during the First Empire, are now back to that level or a little higher after a long period of tech 10-11 (higher for military items). Trade is now taking place on routes that had not been used since -500, and new colonies are once again being placed in Trenchans and Gzaekfueg sectors. The core regions of the Empire are in poor shape, though, and are managing to recover only with the resources pouring in from the new worlds. Whether the Empire can continue expanding long enough to complete rebuilding remains to be seen.

The attitudes embodied by the Gashikani have far from disappeared with the change in government, however. Without the continuing support of the Navy, it is uncertain whether the Vereji could remain in power. Efforts are continuing to convert the general population to the new ideals (surreptitiously, more often than not),

but only slightly more than half of the worlds and only some thirty percent of the population do not actively oppose species equality within the Empire. Those actively supporting it number far fewer.

There is some fear that, as the pro-Vargr attitudes of the new government really begins to take effect on Empire society, pro-Gashikani elements will revolt despite the presence of the Navy. The foundation of the Vargr Union of Yoetyqq within the borders of the Empire provoked a near-rebellion eight years ago. Only fast action by the Parliament prevented the more reactionary elements of the Empire from crushing the fledgling state.

Also troubling is the increase in K'kree activity towards trailing. When the Two Thousand Worlds discovered a jump route across the Lesser Rift they began settling the coreward side of Gelath sector. They also began to make their presence felt in several adjacent sectors, including Trenchans. Several Vargr worlds were assimilated, which generally meant the extermination of the local population. The depth of the mutual antipathy that has developed between the Vargr and the K'kree since first contact is difficult to fathom. Suffice to say they get along less well than any other two major races. The end of the Civil War has apparently stayed their expansion for the moment, but the Empire is believed to be looking around for some means of protection from future K'kree incursions.

@END OF TRANSCRIPT

Referee Notes

The new Empire government maintains a small security organization whose purpose is to speed acceptance of the Vargr within the Empire. Missions may take any form, but include breaking up anti-Vargr organizations, protecting politicians who publicly express unpopular pro-Vargr opinions, dealing with the remnants of pro-Gashikani government elements, and more.

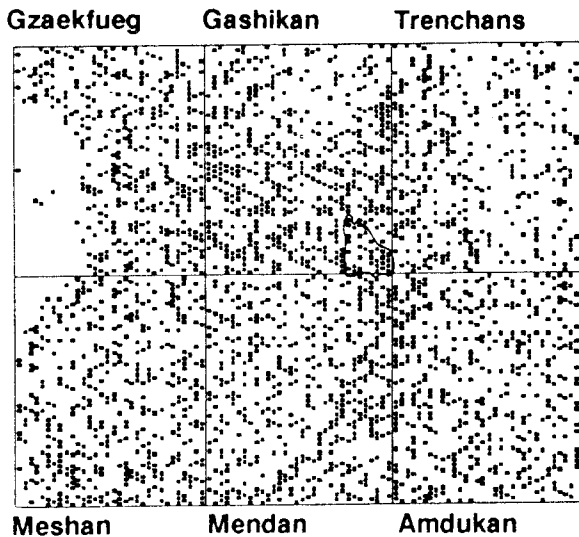
The Third Empire has already taken action to check the K'kree. An alliance has been struck between the Empire, the Julian Protectorate, and the otherwise isolationist Hezeraek Connective (in Ogzuekhfos and Ogadogorz sectors) to protect the three and their client states from K'kree attacks. The alliance has not been made public because of the reaction signing treaties with Vargr states would bring within the Empire.

The splintering of the Imperium has had little effect on the Empire, mostly because of the distance between the two states. The Emperor and Parliament have maintained a studious neutrality, though some unpublicized links exist between Duke Brzk and the two.

Playing Notes

There are two main ways of running an Empire campaign. The first is fairly straight, with the Vereji being good and the Gashikani being bad, with no argument about it. This is probably the easiest way of approaching the topic.

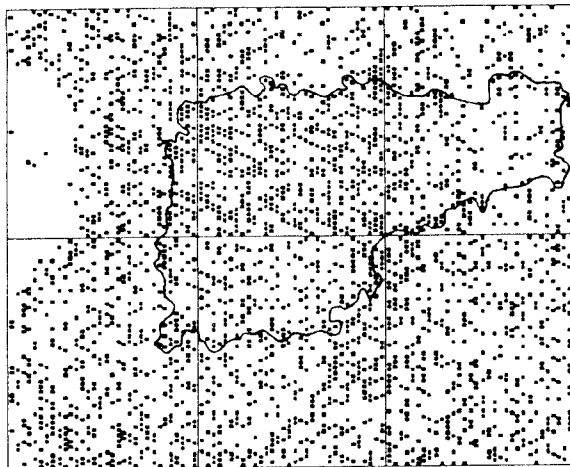
More difficult (and probably a good deal more interesting), is to cloud the issue. Players would remain on the side of the Vereji (it is difficult to conceive of any but the most twisted players enjoying playing Gashikani), but several issues will have to be dealt with. First comes the simple fact that the Vereji do not represent the majority view of the citizenry. Is it alright for the players to help in the suppression of the masses if the cause is just? Second, the Gashikani and their backers need not be purely evil villains. After all, their primary concern is for the future of Humanity in the face of a race that nearly bombed their home world into oblivion. Given the current situation in Lishun and Corridor sectors are they wrong to feel this way? Are their excesses justified?



The Empire of Gashikan (-1666 to -1658)

The Coreward Star Cloud is clearly obvious in this map, extending from the edge of the Windhorn in Gzaekfueg sector, through Gashikan and Mendan sectors, then faintly towards the edge of the Windhorn in Meshan sector.

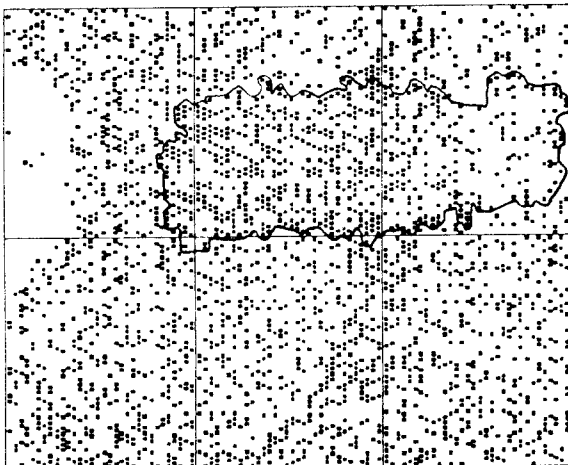
The First Empire consisted of just thirty-three worlds in rimward Gashikan sector. Were it not the ancestor of two major interstellar states, the short life and small size of the First Empire would have given it only a minor place in history.



The Second Empire of Gashikan (-1411 to 1070)

The Second Empire dominated Gashikan, Mendan and Trenchans sectors. The Empire worlds in Gashikan sector were the Home Worlds, those that were truly loyal to the Empire. The worlds of Mendan sector were generally brought into the Empire by force, and were always agitating for independence.

The borders of the Empire fluctuated only slightly after -900. The border shown is from the time of the First Survey.



The Third Empire of Gashikan (1078 to the Present Day)

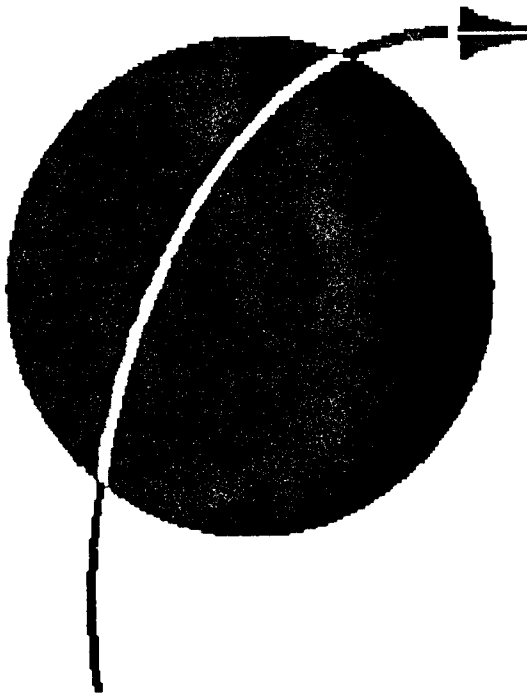
The Third Empire began in possession of all the worlds of the Second Empire, but soon lost the worlds of Mendan sector. The Empire has since expanded somewhat further in Gzaekfueg and Trenchans.

IGN: THE IMPERIAL GASHIKANI NAVY

All interstellar states of note have a space navy to defend themselves against attacks from outside their borders. The Third Empire of Gashikan is no exception. Major differences exist between the forces of The Empire and those of the Imperium, though, mostly due to philosophical differences between the two states.

Ship Design

Naval ships are generally designed with one main goal in mind: to win any naval engagement that ship may be involved in. Secondary purposes are also involved, and for the Imperial Gashikani Navy that consideration is self-sufficiency. The Empire navy feels that any one ship should be viable as a combat unit unto itself, and in connection with this, that all ships should maximize the survivability of their crews.



This attitude stems from beliefs left over from the dark days following the nuclear bombardment of Gashikan. Back then, independence and adaptability were survival characteristics, and each individual had value in a depopulated world. Since the end of the civil war and the transfer of Imperial power to Verej, this philosophy has continued.

The effect of this is to make Gashikani fighting ships radically different from those in the Imperium. All combat ships, except for those designed to stay in one system, are equipped with jump drive. This allows Gashikani ships to leave an engagement even if all other ships in their unit are destroyed. In contrast, Imperial craft are taken into battle by one jump

capable carrier: the destruction of the carrier means the marooning of the fighter and her crew. Gashikani ships are often also equipped with a few square metres of solar panels in the hope that minimal life support can be maintained if the power plant is destroyed. Batteries are occasionally found for the same purpose.

Ship Definitions

The IGN divides its fighting ships into four categories.

A *boat* is any craft, regardless of size, that is incapable of entering jumpspace. Gashikani design philosophies notwithstanding, boats are very common and are usually encountered on permanent assignment to some inhabited system.

A *destroyer* is a jump capable craft of 100 to 3200 tons. Destroyers are the second most common type of craft in the Empire, and generally fill the role of Imperial, 10-ton fighters (Imperial Encyclopedia, page 80).

A *battleship* is a jump capable craft of 3200 to 51 200 tons displacement.

A *dreadnought* is a jump capable ship larger than 51 200 tons. The largest Gashikani Dreadnoughts are about half the size of the largest Imperial ships (about 200 000 tons).

Organization

The smallest subdivision of IGN forces is the individual ship (usually a destroyer), as single ships are often found defending minor systems from Vargr corsairs. Six destroyers and a battleship form a unit, the formation most often seen defending important systems that are not really subject to attacks. Six units, one dreadnought and several support ships form a squadron, and six squadrons (and support) form a fleet. Squadrons and fleets are not generally assigned to systems permanently, except for the half dozen or so most important systems in the Empire. They are instead assigned to sectors and shuttled around the systems that most need them. The 1st, 2nd, 3rd and 7th Fleets are assigned to Gashikan sector, the 4th, 5th and 8th are in Trenchans, and the 6th Fleet is in Gzaekfueg sector. Hundreds of other independent ships and units can be found throughout the Empire as well. Fleet personnel are almost entirely human. Only those ships assigned to Trenchans sector have

non-humans in their crew, and there are only two all-Vargr units in the entire navy.

The "six and one" combination that composes units and squadrons is a reflection of the standard Empire ship formation. Around one central ship (for a unit) or unit (for a squadron) the other six components are arrayed in front, in behind, above, below, to starboard and to port. In standard Gashikani naval parlance these positions are called, respectively, "point", "rear", "high guard", "low guard", "right", and "left". These last two terms have been known to give the willies to naval officers from outside the Empire. The command of the unit or squadron lies in the component to rear.

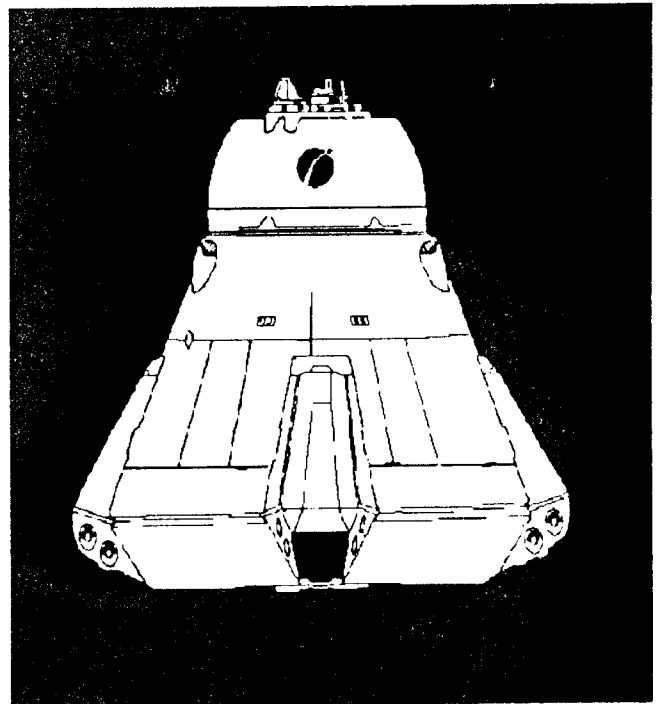
There are only six sub-components in a fleet since, at the scale of a fleet, the time it takes a radio wave to go from one end of the formation to the other is noticeable (about a tenth of a second). Coordination becomes that much more difficult. The rear component is removed, and command shifts to the centre position. It should be noted that fleets are rarely together in one spot. They are usually broken into smaller formations during peace-time.

A Sample Gashikani Ship

RALEIGH-CLASS DESTROYER

CraftID: Destroyer, Type D, TL 14, MCr 483.5475
Hull: 720/1800, Disp=800, Config=2SL, Armor = 45G, Unloaded = 8138t, Loaded=9467t
Power: 4/8, Fusion=5000 Mw, Duration=30/90, SolarPanel=0.162 Mw
Loco: 54/72, Maneuver=2, 54/72, Jump=4, NOE = 40kph, Cruise = 1590kph, Top=2120kph, Agility=1
Commo: Radio=System
Sensors: EMMask, PassiveEMS=Interstellar, ActiveEMS=FarOrbit, Densitometer=LowPen/100m, Neutrino=10kw ActObjScan=Simple ActObjPin=Simple PasObjScan=Routine PasObjPin=Difficult PasEngScan=Simple PasEngPin=Routine
Off: Hardpoints=8 (Weaponry on a *Raleigh* is highly variable)
Def: DefDM = +10
Control: Computer=Model 8x3, Panel=HoloLink x389, Special=HeadsUp x 10, Environ=BasicEnviron, BasicLife, ExtendedLife, AirLock, GravPlates
Accomm: Crew=8, Staterooms=15, EmergLowBerths=5
Other: Cargo=1000klitres, Fuel=4700klitres, Fuel-Purifier=1000klitres/6hr, Fuel Scoops, ObjSize=Average, EMLevel=Faint

One of the most common models of combat ship in the Third Empire of Gashikan is the *Raleigh*-Class destroyer. Designed at the Gashikani Naval Yards in the Shagikar Belt (Gashikan 3237), *Raleigh*'s are now built throughout the Empire. By Imperial standards, a *Raleigh* is very small for a self-sufficient fighting ship, as the Imperium has geared itself to producing extremely large naval ships. Modern strategic analysis would show a "large-ship" Imperial fleet defeating a "small-ship" Gashikani fleet of equal tonnage. Gashikani naval officers would dispute this finding, but in any case the Gashikani navy is geared towards defending against much smaller forces than the navy of the Imperium was. While the Imperium had to defend against vast fleets of Solomani and Zhodani, the Gashikani are engaged primarily in repelling Vargr corsairs. The *Raleigh* has been one of the most successful ships ever designed by the Gashikani for this purpose.



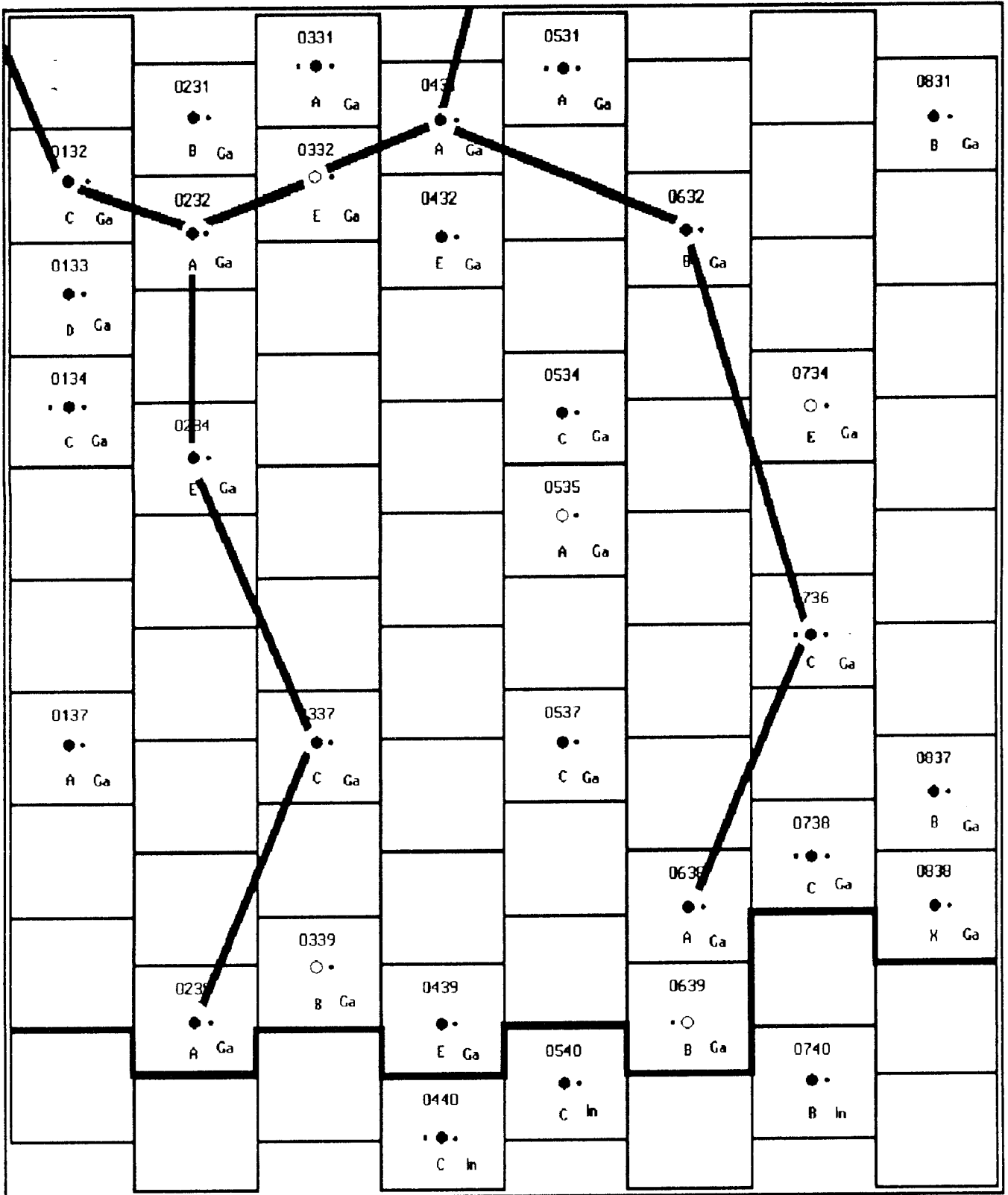
VEREJ SUBSECTOR

Verej subsector (subsector M of Trenchans sector) is the location of Verej, the new capital of the Empire of Gashikan. As such it has gained considerably in importance in the fifty years since the transfer of power. Verej directly controls the governments of three colony worlds in this subsector.

Girsa has been interdicted by the Navy because of lethal flares of radiation emanating from its gas giant primary at random intervals. The remaining local population has been forced into caves for protection.

Loc.	Name	UWP	PGB	B	Trade Codes	Al.	Main Star	Companions
0132	Santarem	C54295A-A	352		Hi In Po	Ga	M2v	M1vi
0133	Tani	D364100-5	612		Lo Ni V1 Amber Zone	Ga	G1v	
0134	Korcula	C574420-7	252	M	Ni V2	Ga	F7v	
0137	Buraimi	A5A1554-D	341		Ni	Ga	M1v	M0d
0231	Shagiralug	B545562-8	540		Ag Ni O:0431	Ga	F7v	
0232	Cremazie	A553310-C	640		Lo Ni Po V1	Ga	G3v	M1d
0234	Ehrenburg	E473441-5	240		Ni V1	Ga	F2v	
0239	Giigam	A988864-C	820		Ri O:0439	Ga	F7v	M5d
0331	Puri	A401663-A	740	M	Ic Ni Va O:0431	Ga	M9iii	
0332	Ekadad	E3307AB-5	331		De Po V2	Ga	M7v	
0337	Esdraelon	C73A6BD-6	340		Ni Wa	Ga	G7v	M6d
0339	Ictin	B30078C-C	340		Va	Ga	M3v	
0431	Verej	A683987-D	430		Hi Cx	Ga	G0v	
0432	Ehud	E9C1367-5	442		Lo Ni V1 O:0431	Ga	F1iii	M4d
0439	Parsifal	E767411-5	140		Ni	Ga	F0d	
0440	Lodomeria	C557324-9	521	M	Lo Ni	In	F9v	
0531	Amesaariga	AAE2104-A	250	M	Lo Ni Amber Zone	Ga	A4iv	
0534	Cnidus	C765522-9	430		Ag Ni V1	Ga	G5v M3d	
0535	Isfahan	A220320-B	620		De Lo Ni Po	Ga	M5vi	
0537	Girzudar	C8C2584-5	530		Ni	Ga	M4vi	M1d
0540	Aekhkak	C588557-6	110		Ni V8	In	F0v	
0632	Valdivia	B4569B7-C	750		Hi V1	Ga	F2v	
0638	Icolmkill	A355554-F	222		Ag Ni V2	Ga	F6v	
0639	Ishamii	B110344-B	500	M	Lo Ni	Ga	G9v	M5d
0734	Gladstone	E610278-5	522		Lo Ni	Ga	K3iii	
0736	Webern	C8A6654-9	750	M	Ni	Ga	M4d	M7d
0738	Parowan	C474013-8	740	M	Lo Ni	Ga	K3iii	
0740	Inular	B352655-A	140		Ni Po	In	F1v	M5d
0831	Eraki	B879431-C	240		Ni	Ga	F9v	M8d
0837	Hewerstal	B442585-A	131		Ni Po Amber Zone	Ga	F1v	
0838	Girsa	X686323-1	620		Lo Ni Red Zone	Ga	F9v	

Verej subsector contains 31 worlds with a total population of 16.25 billion. The highest tech level is F at Icolmkill, and the highest population is 7.38 billion at Valdivia. The data column lists population multiple, number of gas giants, and number of planetoid belts. Key: M=Gashikani Naval base, Cx=Sector Capital, Vx=Vargr population in tenths, O:=Owner planet's location



WORLD PROFILE: VEREJ

Most species and societies believe that *their* way of doing things is superior to any other. Some even go out of their way to improve themselves in a manner that fits into their idea of superiority. Generally these efforts have failed, often as a result of war with a neighbour that was seen as inferior. Every now and then, however, a society will come up with something genuinely better. Whether Verej is one of the former or the latter remains to be seen. In any case, Verej may someday make an impact on Antares Quadrant as great as anyone has ever seen.

General System Data

Verej is the fourth planet of Ahira, a sun-like G0v star, which places it in approximately the same position as Mars in the Terra system. Its earth-like atmosphere and temperatures made it the first world to be colonized in the system, but as Verej became more populated and powerful other worlds in the system were populated as well. Currently the first and second worlds and the third moon of the outermost gas giant have outposts.

Physical Data

Verej is a small world, but exceptionally dense. This is fortunate in more than one way, as with this density Verej's gravity actually exceeds that of Vland by some sixteen percent and that of Earth by thirty-three percent. With this extra force behind it Verej is able to hold on to its dense oxy-nitrogen atmosphere, unlike so many other worlds of its size. It is largely due to this atmosphere that Verej has temperatures above most human norms. With its small size, orbital position, and relative lack of water, Verej bears more than a passing resemblance to Mars or Vland's neighbour Bikamakhu otherwise.

The atmosphere is also important in regulating temperatures Verej, or else the heat of equatorial regions would kill carbon-based life in short-order during the summer months. Large-scale circulation of the dense air at high altitudes keeps the temperature more even than would normally be expected for a terrestrial world. Verej has no ice caps at all, but even so the temperatures at the equator regularly top fifty-five degrees celsius. Unsurprisingly, the areas between +20° and -20° latitude are uninhabited.

During Verej's days as a nerve centre for the colonization of Trenchans thousands of ships passed through per year, many of which had refuelled at the gas giants insystem. There was something of an influx of hydrogen into the atmosphere (only a few billion kilolitres, a drop in the bucket on the scale of a whole atmosphere), but the hydrogen was absorbed by local rocks, displacing water that had bonded there before. The total effect was to increase the hydrographic percentage about three percent. Though the extra water was useful, the cost of rebuilding facilities lost to shifting coastlines was high enough to inspire action when the trade lanes swept across Verej again.

It is now illegal to refuel from the oceans of Verej. Refuelling must be done from gas giants on the way out of the system, or by buying refined fuel at a starport.

Considering Verej's density approaches that of most metals it is less than surprising that Verej is exceedingly rich in many elements beyond iron on the periodic table. During the early days of the colony these metals were mined, refined and sent off world. The mining industry has faded some as Verej becomes more important in other fields, but large-scale mining efforts still take place in the uninhabited equatorial regions.

Population Profile

The population of Verej is 4.8 billion. This population is largely urban and is grouped around the temperate polar seas. Since the emancipation of Vargr in 832 Verej has been a magnet for Vargr within the Empire, and they now total some fifteen percent of the population. This is a very high percentage for an Empire world with a human majority. Within the Empire Vargr usually number less than ten percent or, in rare cases where the Vargr dominate, over ninety percent.

The three cities largest cities on the planet are of approximately equal size, and in the spirit of Verej's competitiveness ("you may be superior, but we're more superior than you are") all three cities are trying to outdo each other. Each city boasts top-flight universities, cultural life, night life and more.

History

Verej was colonized during the second wave of human migration through this area of space, about -2250. Unfortunately, the exact early history of Verej is unknown, as the first recorded contact with the world in -2189 found a previously unrecorded tech 1 society. At first it was believed this was another human minor race, but genetic tests and archaeological excavations soon showed the inhabitants to be Solomani derived and present no more than two hundred years. It is now believed that the Solomani naval ship *Dirac*, which disappeared while exploring Trenchans in -2253 was forced down on Verej, and the crew of 5702 became unwilling colonists. The remnants of the *Dirac* have never been found.

One of the aspects of their culture that pointed to this explanation was the natives' tremendous poise when it came to dealing with stellar tech levels. Certain ideas held by local sages about "how the world works" were very close to the truth of modern society. Combined with cultural ideals of individual ability and submission to greater ability, the Vereji adapted to the Rule of Man rather than being swamped by the Solomani colonists who began arriving. As the population rose, so did the tech level. Verej was not one of the major colonies of the time, but the mixture of Solomani technology and Vereji excellence kept Verej from collapsing when the Rule of Man did. For the entire period of -1700 to -1420 the local tech level hovered at tech 9.

This period was not without its problems, however. During this time Vargr corsairs attacked the system dozens of times, and only the innovative tactical abilities of the Vereji allowed their Tech 9 system defense boats to defeat the high-tech corsairs as often as they did (though Vargr attacks often succeeded). The rare starship that came to Verej brought tales of corsair depredations on other worlds, and between this and memories of the Rule of Man the Vereji began to feel pretty cocky when the corsairs disappeared from the region in -1657.

The corsairs had, in fact, gone to spinward to prey on the remnants of the First Empire of Gashikan, but the Vereji had no way to know of this. Instead the Vereji began to feel that they had fought the Vargr off and they had gone back wherever they had come from. Gradually this idea began to take hold, and residual malice for the Vargr transformed into a feeling that Humaniti was a superior species.

When the Second Empire of Gashikan began the Race Wars, a wave of belligerent Vargr refugees swept across the region, inflaming Vereji hate for the Vargr and further entrenching the idea of Human superiority. Shortly thereafter the Empire made contact with Verej and she joined the Empire to combat the "Vargr Menace". Vereji military types began appearing on the front lines in Mendan sector, and soon came into prominence for their ability. When the wars were over Verej became one of the main worlds in the Empire. Money and trade poured through Verej on the way to the further reaches of Trenchans sector, and the population and tech level soared again.

Verej was somewhat away from Gashikan's main focus of attention, however (the endless rebellions in Mendan saw to that), and the Vereji possessed the ability to think for themselves. Once the Vargr were beaten back Vereji attitudes began to soften, and the idea began to develop that, perhaps, Human superiority meant that they had a responsibility to inferior species, a responsibility to protect them from a hard universe. By -1000 laws mandating the execution of

Vargr were repealed as barbaric, and were replaced with laws calling for all species to be placed in human care. This, quite frankly, was a euphemism for slavery.

The slave trade in Vargr was one of the most terrible series of events to take place in Imperial Space. Tales of the misery and atrocities of the time are still used as object lessons to Imperials today. It is only fitting, then, that Vargr slavery was what very probably prevented The Empire from becoming the successor to the Rule of Man. As unmotivated slaves began filling positions of import growth ground to a halt all throughout the Empire. Verej was no exception.

The next fifteen hundred years of Vereji history were of little note as the Empire lost ground to the Imperium and the Julian Protectorate. Verej finally began shaking off its lethargy around 500, when the success of the Protectorate touched the long quiescent Vereji ideal of excellence (after all, they thought they were perfect. Why change?), and their society began a long process that culminated in Vargr emancipation on Verej, and one day may result in freedom throughout the Empire.

Cultural Profile

Vereji society is built around a single precept, one which is expressed in several different ways, mostly unknown in origin: "Be All That You Can Be", "Do Your Best", "A Healthy Whole Depends On Healthy Parts" (traced to a Vilani proverb), and others. Those of all species are given every opportunity to expand their minds and bodies. Education in the sciences, arts, athletics and more is available to those who want it regardless of age. Disregard for age is entrenched in selection for positions of responsibility as well. It is not unusual to see teenagers and precocious children making serious choices that are left to adults elsewhere. This is partly done to build self-esteem, but the bottom line is "can you do the job?" and nothing more.

The Vereji also believe that they have a duty to help out those who need their help. This does not mean that they engage in charity. Rather it is a somewhat obnoxious desire to bring their (admittedly logical and harmonious) culture to other worlds. The recent takeover of the Empire government is an extension of this idea. If it wasn't for the widely-based good intentions that Vereji have to all species this tendency might be dangerous. Some outside observers of the Empire are expressing concerns at the way the Vereji are suppressing the majority view in favour of their ideas.

WORLD DETAIL SHEET

1. Date of Preparation: 351-1120
2. World UWP: Verej/Verej/Trenchans
0431 A683987-E

SIZE RELATED

3. Diameter: 9440km
4. Density: 1.80
5. Mass: 0.73
6. Gravity: 1.33
7. Primary Mass (Star): 1.04
8. Orbit # (Planet): 4
9. Orbit Pd. (Planet): 724.84 days
10. Rotn. Pd. (Planet): 25h 39m 0s
11. Axial Tilt: 26° 32"
12. Orbital Eccentricity: 0.005
13. Seismic Stress: 3
14. Astd. Belt Zones: N/A
15. Pri Mass (Planet): N/A
16. Orbit# (Satellite): N/A
17. Orbit Pd (Satellite): N/A

ATMOSPHERE RELATED

18. Atm. Composition: Std. oxy-nitrogen mix
19. Surface Pressure: 2.00 atm
20. Stellar Luminosity: 1.05
21. Orbit Factor: 295.693
22. Energy Absorption: 0.860
23. Greenhouse Effect: 1.15
24. Base Temperature: 33.8°C
25. Orbital Ecc Mod: closest: +0.15°C
farthest: -0.15°C
26. Lat Temp Effects: +21°C to -49°C
27. Axial Tilt Effects:
0.00 hex rows 1 and 2
0.25 hex row 3, summer +4°C, winter -7°C
0.50 hex row 4, summer +8°C, winter -13°C
0.75 hex row 5, summer +12°C, winter -19°C
1.00 hex rows 6+, summer +16°C, winter -26°C
28. Daytime Plus: +8.4°C
29. Nighttime Minus: -12.8°C
30. Native Life: Yes
31. Atmosphr Terrafrm: No
32. Greenhs Terrafrm: No
33. Albedo Terrafrm: No
34. Atm/Temp Terrafrm: No

HYDROSPHERE RELATED

35. Hydro Percent: 35%
36. Hydrosphere Comp: Liquid Water
37. # of Tectonic Plates: 1
38. Hydro Terrafrm: Yes (+3%)
39. Terrain Terrafrm: Yes
40. # Major Oceans: 2
41. # Minor Oceans: 7
42. # Small Seas: 5
43. # Scattered Lakes: 8
44. Notable Volcanoes: None
45. Weather Control: Yes
46. Natural Resources: Ores, Radioactives,
Crystals, Compounds
47. Process Resources: Agroproducts, Metals,

Non-Metals

48. Manu. Goods: Durables, Consumables
49. Information: Recordings, Artforms,
Software

POPULATION RELATED

50. Total Population: 4 820 000 000
51. Local Customs:

•Certain blue food taboo

Certain plants native to Verej carry poisonous amounts of alkaloids in their leaves in order to ward off predators. The presence of these alkaloids always makes these plants bluish. As a result, Vereji do not eat any native blue foods, and those from off-world are always colored something else with food additives.

•Children are renamed upon marriage

Upon marriage, Vereji humans take on the birth name of their father or mother (who, in turn, took *their* parent's name upon marriage). The origin of this tradition is lost in the early days of Verej.

52. Primary Cities:

Kelemvor, 929 000 000, A starport
Valderina, 810 000 000, A starport
Mospos, 701 000 000, A starport
Edwin, 241 000 000, B starport
Scardess, 207 000 000, A starport

53. Secondary Cities: 29

54. Tertiary Cities: 72

55. Progressiveness: Conservative, Advancing
56. Aggressiveness: Competitive, Neutral
57. Extensiveness: Discordant, Friendly

GOVERNMENT RELATED

58. Repr. Auth: Several Councils
59. World Gov Desc.: Civil Service Bureaucracy
60. Second. Authority: None
61. Ter. Authority: None

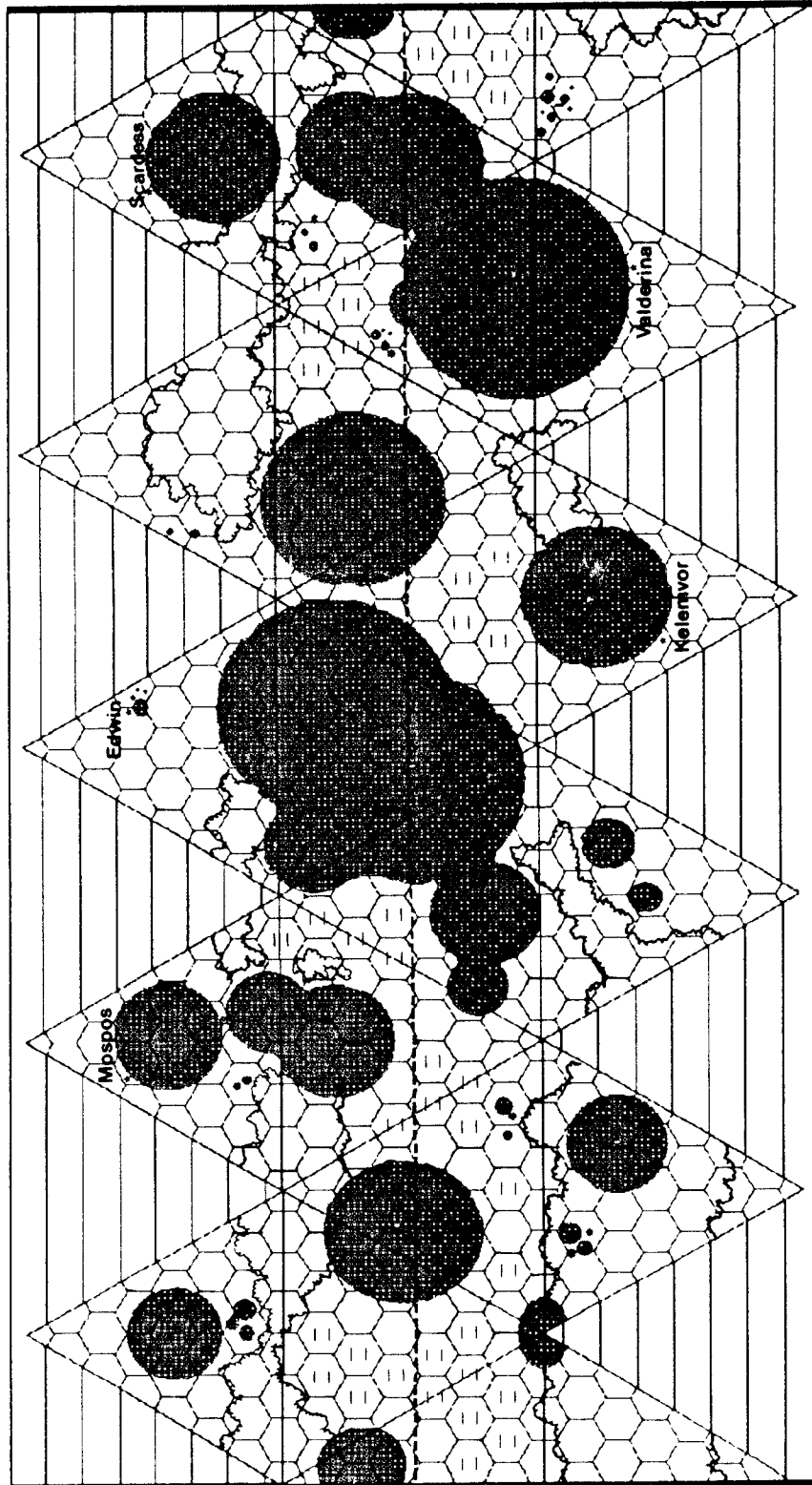
LAW RELATED

62. Religious Profile: N/A
63. Uniformity of Law: Undivided
64. Legal Profile: 7 over all
7 weapons
8 trade
6 criminal law
7 civil law
B personal freedom

TECHNOLOGY RELATED

65. Technology Profile: E/C high/low common
E energy
D computers/robotics
F communications
D medical
E environment
EEEE land, water, air, space
EE personal, heavy mil.
F novelty

VEREJ (A683987-E)



KEY
Open
Scrub Forest
Desert
Water

