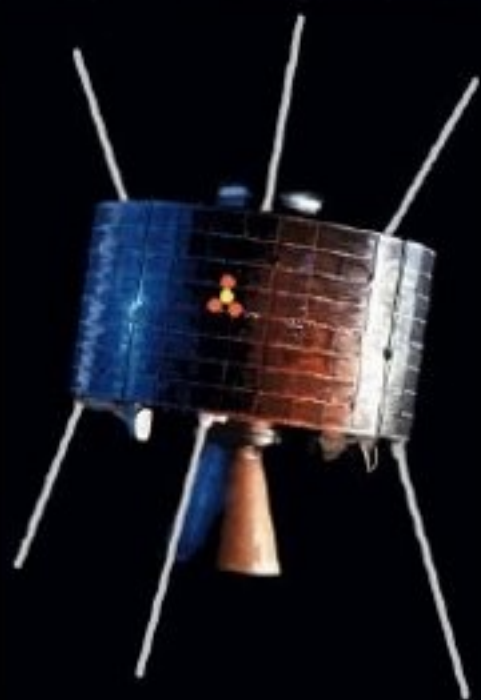


Into The Deep

Issue Two



*Exploring
TL8 Zemlya
and the rift subsectors*



A Fanzine For Classic Traveller: Set in Reavers Deep

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Into The Deep

Issue Two - June 2010

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LETTER FROM THE EDITOR

Welcome Citizens!

Well we made it to the second issue of INTO THE DEEP. In case you missed the first issue this is a free PDF based fanzine dedicated to the Traveller Role Playing Game (RPG) sector of space called Reavers' Deep. Each issue endeavours to develop some aspect of the Reavers' Deep sector, it's citizens, the worlds they inhabit and the adventures awaiting them. Hence the title!

What does this issue of the fanzine cover? The Travellers Guide details the world of Zemlya, a balkanized world in the Riftrim subsector of Reavers' Deep. In the Ship's Locker you will find weapons your adventurers can use aboard ship. The Construction Yard this issue details the Type D Frontier Trader, a 600 ton medium range freighter. In the Bestiary this issue you will find a discussion of the beasts of Zemlya. Two companies are detailed in Business As Usual, Medels Mega Mart - an Imperial Chain Store, and Quantum Mining Ventures - an upstart LSP Competitor. Our featured articles this issue includes an outline of the polities of Reavers' Deep, plus two extra articles from other authors. There is a Who Are You article from Bonni Feltz (including artwork from her private collection) and an article on Nobility Variants from David Billinghamurst. The library data section covers the rift subsectors of Reavers' Deep. Finally I wrap up with news feeds hot off the Imperial nets.

My goal will be to release an issue of INTO THE DEEP each quarter to six months, with twenty or more pages of content, although this really depends on my creative juices and any submissions I might get. On the topic of content and submissions INTO THE DEEP will support Classic Traveller at the present time. Submissions can be for other Traveller systems but they must be either set in the Reavers' Deep sector or be generic enough to work on a world in that sector. See the first issue for my requirements for article submissions.

Most of my articles will be set in the Official Traveller Universe (OTU) and will be in line with existing canon, although I will happily accept non-canon and other Traveller universes (MTU) as well. Just remember that the goal of this fanzine is to develop the Reavers' Deep sector. If you are thinking about submitting an article then I would recommend looking at the ads within the fanzine as I will be targeting them at topics that I hope to cover in the next issue or two.

This fanzine is to be a non-profit endeavour, written totally for the love of the game. It is hoped that someone, somewhere will find the content within these pages useful in inspiring a great adventure with a group of friends, and if not then just have a good read. I am happy to receive feedback, especially if an article of mine contradicts canon, but please remember I am doing this in my own time so I may or may not get time to respond to all correspondence.

Finally I would like to thank my 'Crew', the regular players of my Reavers' Deep PbEM group - Bonni, David, Gabe, Matt, Pat, Rat and last but by no means least Sue. A lot of the concepts and ideas in this fanzine have been tested by the Crew and I can't thank them enough for the hours of entertainment that they continue to provide.

Anyway, onto the second issue. You never know what you will discover in the Deep!

Brett Kruger
Editor of INTO THE DEEP
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TRAVELLERS GUIDE

Zemlya

By Brett Kruger

System Data:

Zemlya (2310 C767976-8) is found in the Riftrim subsector of Reavers' Deep. The primary star is called Novaya and has a spectral classification of G0V. The Zemlya planetary system has 9 major bodies with the only inhabited world being Zemlya. There are four gas giants and two planetoid belts in the system.

Orbital Dispersion Table:

- 0 - empty
- I - empty
- II - Belt
- III - Barents
- IV - Zemlya
- V - Belt
- VI - Large Gas Giant
- VII - Small Gas Giant
- VIII - Small Gas Giant
- IX - Small Gas Giant
- X - Shar

Planetary Data:

Zemlya itself has one satellite, Matochkin. Zemlya's Diameter is 11,892 kilometres and it has an atmospheric composition of a standard oxygen-nitrogen mix. Hydrographic percentage is 70% liquid water, with a depth of up to 2300 meters. The population of 4 billion is 90% mixed human stock, with the final 10% Aslan. Zemlya has a trade classification of high population. The government is balkanized with 3 major nations and 4 minor nations. Law levels vary from nation to nation, with the largest nation of Sukhoy controlling all weapons above shotguns in the population.

Ownership of weapons is allowed but carrying any weapon in public is strongly discouraged. Current technology levels on Zemlya have been graded by the ISS at a maximum of eight.



Early History:

The history of Zemlya can be traced back over 3300 years, to a few years before Caledon was settled. A troop transport from the Solomani sector settled Zemlya during the Ninth Interstellar War in -2265. Finding the world pleasant and very Earth-like the troops on board decided to mutiny and after taking control of the ship forced the crew to change course. Landing on the largest continent they called it Sukhoya and began to populate the world. However things didn't go as planned.

While the world is lush and fertile, it was also poor in metals. After 500 years the trooper's technology started to fail and with only small metal deposits spread across the world the raw materials required to repair them could not be found quickly enough. Zemlya's technological slide had begun and after another 500 years it was barely at level four.

During this time the need for raw minerals caused The Great Expansion, a time when the three largest continents of Zemlya were explored and settled. While raw minerals were scarce, labour was not and the population of Zemlya exploded to around 500 million during these years.

It was in -1100 that an Aslan colony ship mis-jumped into the system. Seeing that humans had spread across the three largest continents and their jump drive was beyond repair, the small Aslan clan decided to set down on the northern island. The original Aslan plan was to build an army to subdue the humans and take over the world, however the same lack of minerals that afflicted the human settlers quickly became apparent to the Aslans. Soon

it became a struggle to survive and all thoughts of war were put aside. It would take another 2000 years for the world to claw its way back to its current level. During the early part of this period the rest of the land masses of the world were settled.

Around -100 the humans become aware of the existence of the Aslan tribes on the northern continent when a group of prospectors sailed to the southern tip of Gusinaya looking for mineral strikes. The Aslan population had grown steadily since they had landed and they had splintered into a dozen tribes, but hundreds of clan wars over resources had kept the population from exploding like that of the humans.

Immediately the group was attacked and slaughtered, with only two men making it back to their craft and returning to Sukhoy to report their find. The Sukhoyan nation sent a peace envoy to meet with the Aslan leaders, but once again the Aslan attacked and murdered the perceived invaders. Three hundred years of bloody war followed, with the Sukhoyans finally gaining the upper hand due to their greater resources and sheer number of troops.

They forced the Aslan tribes to sign the Gusinayan Peace Accord in 285.

Modern History:

With a population of just over 4 billion, Zemlya has the largest population in the Riftrim subsector of Reavers' Deep. Seven nations make up the population of Zemlya, the human nations of Sukhoy, Susaleka, Kostin, Nersk, Belusha, Chenit and the Alsan tribes of Gusinaya. Almost fifty percent of the population, 2 billion, live on the largest continent of Sukhoya in the nation called Sukhoy. Sukhoy is a largely benevolent nation, fearing little from the surrounding nations, and has a policy of non-interference.

Sukhoy also has the highest technology level of all nations on Zemlya, thanks mostly to the years of war with the Aslan.

The nation of Susaleka calls the continent of Salek home and has a population of 500 million. The nation is open and generally friendly and with large mineral deposits discovered in the last fifty years it is becoming the largest trading nation on the world. Its technology level is lower than Sukhoy at six but is catching up fast with the flood of trade

coming to its shores.

Sitting to the south of Salek is the third largest continent and nation, Kostin, having a population of just under 500 million. Around two decades ago the Kostinian government closed its borders to all outsiders, especially off-worlders, after a civil war broke out. While the Kostinian government still maintains some diplomatic ties with its two larger neighbours all information into and out of the nation is tightly controlled. The Kostinian technology level was last assessed at around level seven.

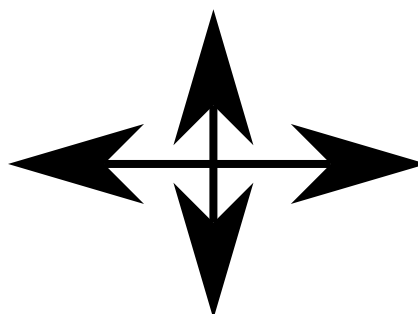
On the continent of Gusinaya lives the population of 400 million Aslan and, although they are considered a nation by the rest of the world, the Gusinayan Aslan are actually made up of a dozen different clans. The continent is often subject to clan wars over land disputes.

The nation of Nersk on the island of Nikovol has a population of 250 million. It is still barely scratching technology level four and is very poor. Constant droughts and few mineral resources plague this nation but the people are tough fighters, often being hired as mercenaries by the other nations in the recent past.

The nation of Belusha settled the ring of islands called Belush, with 200 million humans calling the island chain home. All of Belusha's trade and resources come from the ocean.

The Chenit nation on the island of Chenobos has a population of 150 million and in the last ten years the Chenites have become very hostile to the other nations and are threatening to break the world's non-nuclear pact. Currently at early tech level six the Chenites have forwarded an aggressive plan of industrialisation and the island has become heavily polluted with industrial wastes.

Satellite reconnaissance of the island by the Sukhoyan nation has revealed possible missile and rocket testing sites. Trade embargoes by the other nations appear to be having no effect on the Chenites.



Kostin Armed Forces Emblem

Geography:

With seventy percent of the world water, land is starting to increase in value as the population continues to grow. The continent of Sukhoya constitutes 40% of the world's land masses. Salek, the next largest continent at 20% of land masses, sits to the north west of Sukhoya and has the largest mineral deposits on the planet. Sitting to the south west of Sukhoya and south of Salek is the third largest continent Kostin which makes up 15% of the land mass. In between these three continents, off the coast of Sukhoya, sits the island of Mollera. This island is mostly considered neutral territory as it is the location of the starport, however one quarter of the island houses the Sukhoyan space port. All of the Zemlya nations have diplomatic stations located on this island.

To the north of Sukhoya sits the continent of Gusinaya, making up a further 10% of the land mass. Sitting high in the northern hemisphere makes Gusinaya the coolest land mass on the world. To the west of Salek sits the island of Nikovol which consists of 6% of the land mass. South of Nikovol is the ring of islands called Belush, which constitute 4% of the land masses. It is suspected that the island chain was created by an asteroid strike, but there is little evidence of the higher mineral content needed to support that claim.

The final major island on Zemlya is Chenobos, south east of Sukhoya, and it contains the final 5% of the land mass.

Ecology:

Zemlya is a fertile world, ideal for agriculture, but does have an unusually low amount of raw materials and metals. There is a wide abundance of flora types as well as fauna on the world. Sukhoy has the largest variety and widest range in sizes for flora and fauna. Most notable are the large herds of herbivores that roam the inner plains. Some of these creatures, such as the Ground Slugs, can grow up to three meters high and five meters long and can weigh several tonnes.

Gusinaya, with its cooler climate, tends to have smaller and more compact flora and fauna. Of note are the Gusina Trees, which make up the majority of large flora across Gusinaya.

These trees grow between two and three meters tall and have short, blade shaped leaves. The Aslan clans discovered that if you applied heat and pressure to these leaves after picking them they turned into sharp and durable blades. Some Clan blades have histories tracing back hundreds of years.

With a tropical climate Belush has the most dense flora systems on the planet, with a corresponding reduction in the size and variety of wildlife. Belush is fast becoming a holiday destination for the citizens of Sukhoy who are attracted to its sandy beaches and colourful bird life.

Society:

Except for the minimal mineral resources, most nations of the world are fully self-sufficient and generally have excellent transport networks. The Sukhoyans are a peace loving and quiet people as evidenced by their principle of non-interference with the other nations of Zemlya, however they are not pacifists. Hundreds of years of war in their history books reminds the people of Sukhoy to always be ready to defend their way of life, as can be seen by the continuing strong enrolments in the Sukhoyan military forces.

To have served in the military is considered by Sukhoyan citizens to be a badge of honour and shows their national pride.

The people of Susaleka are very similar in nature to the Sukhoyans but without the history of warfare. Always open to trade the population are generally agreeable to haggling over anything. They enjoy the quiet life and are quite happy to let the events of other nations pass then by. With the new discovery of mineral reserves on Salek Sukhoyan mining companies are beginning to invest heavily in the nation.

The Kostin people are reserved, almost to the point of paranoia, and are rarely seen beyond the borders of their nation. Those that are seen always travel in groups of six or more. They are notable for their uniform dress of dark grey material, their devotion to discipline, and their lack of humour.

The people of Nersk are noted for their tough, gritty individuality and their willingness to start a fight at the drop of a hat. While easily offended they will pledge their allegiance to anyone that defeats them in a fight.



They consider anyone who will not fight as worthless and as such have little regard for Susaleka citizens. They do respect anyone who will stand up and fight them, even if they don't remain standing for very long.

The people of the island nation of Belusha have a great love of the sea and at least 75 percent of the ships on the oceans of Zemlya call one of the ports of Belusha home. A hard people with a great respect for life, they realise the oceans can take their lives whenever it so chooses. Some of the best warships on Zemlya were built in Belusha shipyards. The citizens of Belusha are proud of their way of life and will always welcome strangers into their communities.

The Chenit people are disillusioned and resigned to their positions in life. Once they had a similar outlook to Susaleka citizens but after years of military leadership they are looking to escape the dreary life and pollution of Chenobos and are now willing to take whatever they want by force. They are quite happy to stab both friend and foe in the back, quite literally.

The Aslan tribes of Gusinaya place the well-being of the tribe above all else, and while interacting with the humans of Zemlya, place priority of the clan and its place in Gusinayan tribal matters above all else. They are more interested in fighting amongst themselves than building relations with the humans.

Government:

Zemlya is balkanized, with 3 major nations and 4 minor nations. The largest nation, Sukhoy, is a participating democracy with general elections held every four years.

There are one hundred provinces each electing a representative to the government.

Each representative belongs to one of six political parties. The one hundred representatives then elect the Prime Representative, who serves for twelve months. This is a once in a lifetime election as once the person has served their term they can never be re-elected to the position.

The Prime Representative has the power to set or over-rule government policy, though they rarely do.

The Susaleka government is a representative democracy, similar to Sukhoy,

however the people also elect a president to rule the government. The party of the President then becomes the ruling body for a term of three years.

The Kostin nation has a hidden government, but is believed to be a charismatic oligarchy run by the group that won the civil war.

The nation of Nersk is lead by a non-charismatic leader, Lenis Vladstock II, who took control of the government after his father passed away. The Vladstock family have led the nation of Nersk for four generations.

The island nation of Belusha is a feudal technocracy with a central government, with the people of each island ranked within the nation by the resources they provide to the central government. The central government of Belusha controls the economy but little else.

The Chenit nation is lead by a charismatic dictator, General Stalik Genethalk, the leader of the Chenit military. In 1102 General Genethalk led a bloodless coup to oust the previous government. He has attempted to industrialise the nation as quickly as possible which has lead to an increase in technology but at the expense of environmental pollution.

The Aslan tribes of Gusinaya have no formal government, with each of the twelve tribes lead by the leader of the largest family in the clan. Clan ties can and do change as often as the cold northern winds.

Military:

Military forces vary greatly from nation to nation on Zemlya. Sukhoy made military service compulsory during the war with the Gusinaya tribes and currently has a standing defence force of around 200 million troops.

Susaleka has the smallest military per population at 1 million, but with the increase in trade to the nation the government is actively working to increase its size. The strength of the Kostin military forces is unknown at the present time. Nersk has an army of 2.5 million troops with another 2.5 million troops engaged in mercenary or defensive force actions elsewhere on the planet, mostly on Susaleka.

Belusha has only a small army but an extensive naval presence. Around 80 percent of the 2 million military personnel serve in the Belushan navy. The Chenit government has



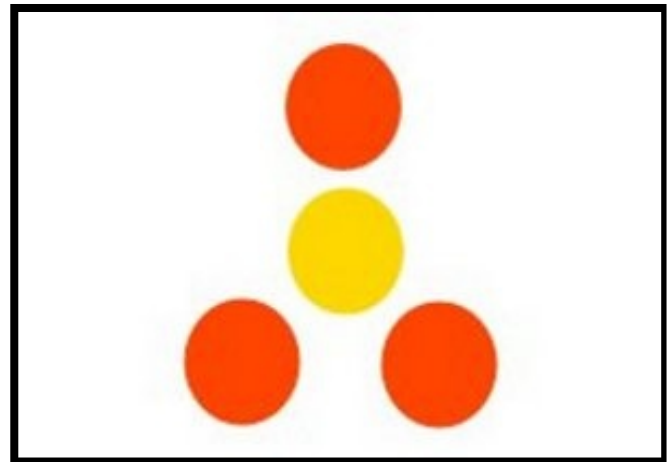
embarked on a massive military build up in recent years and has a military presence of 20 million troops. The military forces of the combined Alsan tribes of Gusinaya is estimated at 100 million, however this figure varies depending on the level of inter-clan warfare.

Trade:

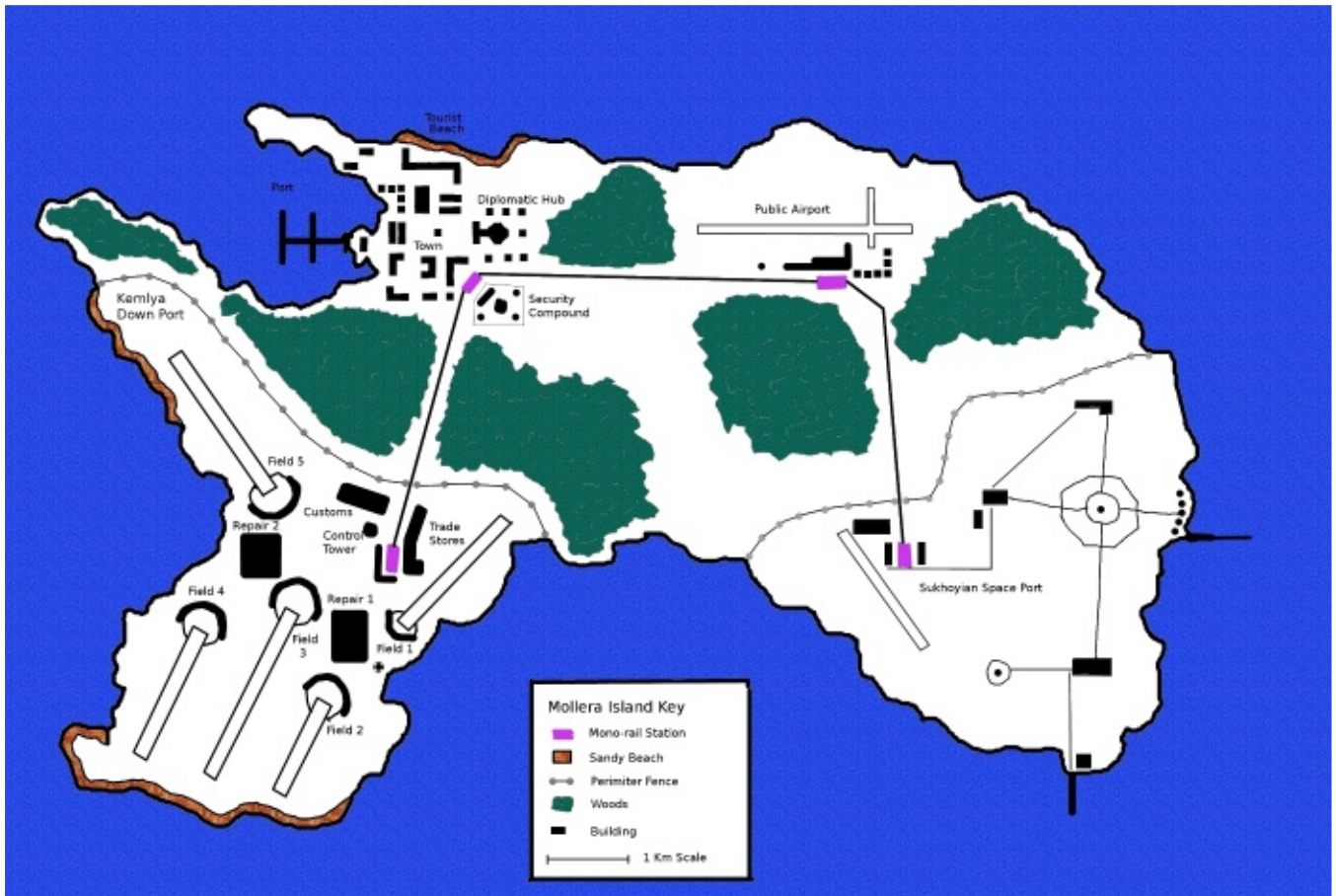
Starships approaching Zemlya are required to transmit their arrival notice on a broadband gigahertz range and wait in orbit until a signal to land is received from the Zemlya down port. A small geosynchronous satellite transmits the holding signal and marks the waiting location in orbit. The Sukhoyan nation has an excellent communications and surveillance satellite network around the world and it even has a small orbital space station. However the space station is off limits to non-Sukhoyan citizens. Trade is high amongst five of the seven nations and although mineral deposits on the world are poor the two belts in the system more than make up for this. The Sukhoyan government is currently in negotiations with an undisclosed stellar corporation to bring metals in from the belts for their use.

Adventure Hooks:

- A group of Aslan rebels from Gusinaya kidnap one or more of the player's party. They will target anyone with military training, and will force the player to train them.
- The party is arrested when they land on Mollera Island by security forces on suspicion of spying, after entering the no fly zone around the Sukhoyan space station.
- Under strict secrecy a representative from the nation of Kostin approach the party to scan for and deliver to them a quantity of several tons of rare metals from the nearby belt.

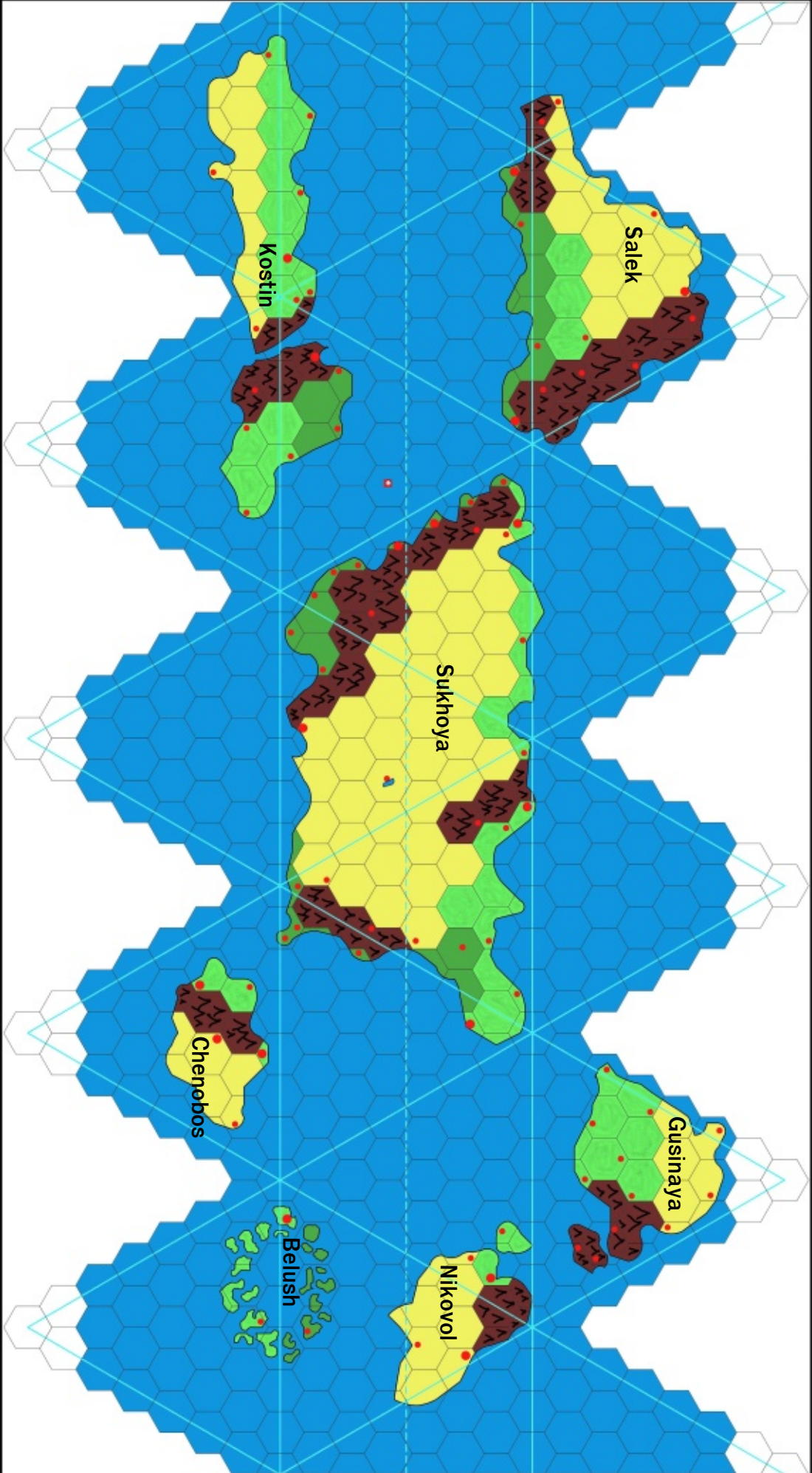


Sukhoy National Flag



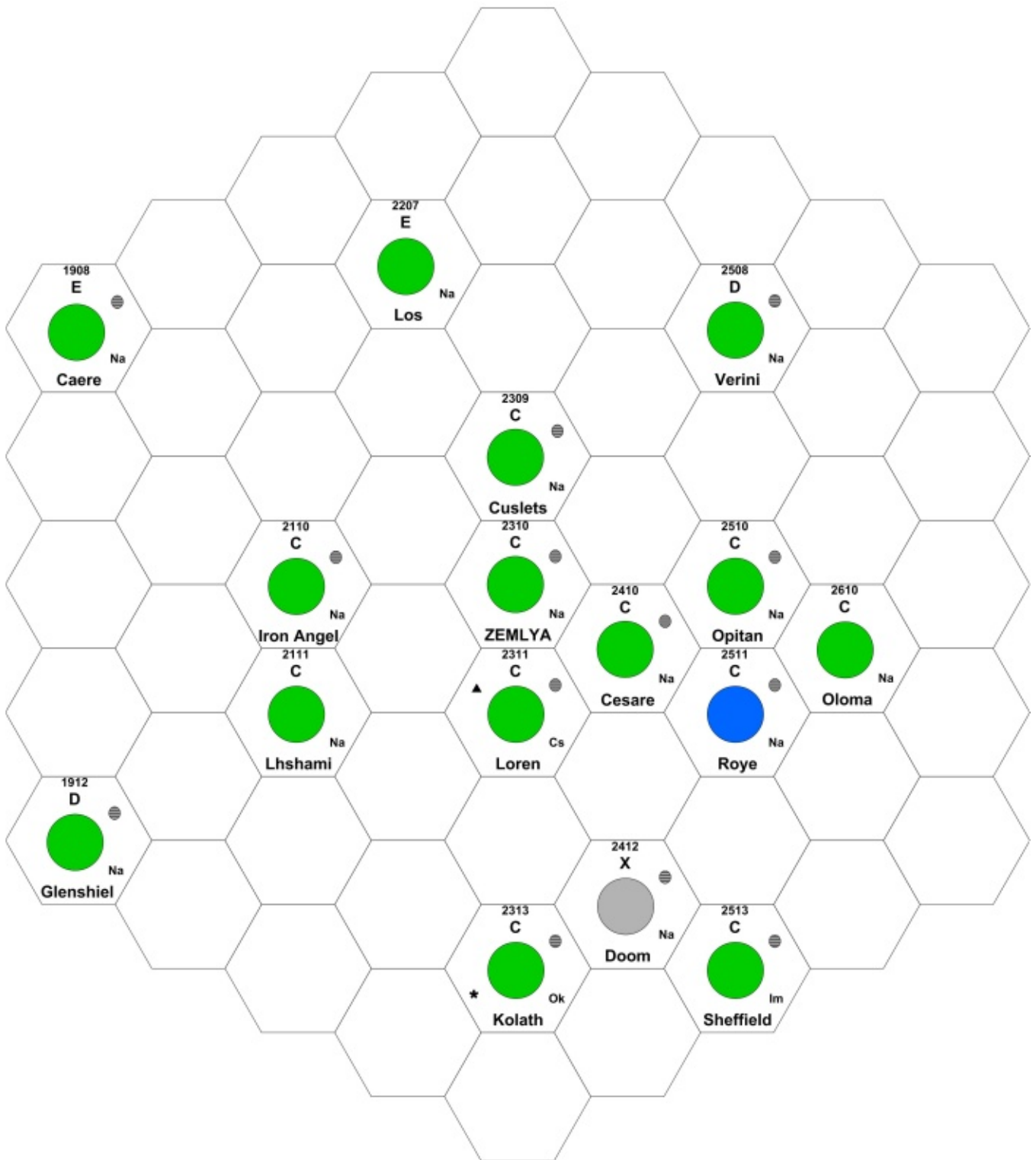
WORLD MAP GRID

1. Date of Preparation 123-1114 2. World Name Zemlya 3. UPP C 7 6 7 9 7 6 8 4. Hexagon Scale in Kilometers 1067 kms



- LEGEND
- Water
 - Plains
 - Forest
 - Jungle
 - Mountains
 - Ice caps
 - Major City
 - Minor City
 - Airport

Zemlya Jump 4 Map



Worlds within jump 4 of Zemlya

WANTED:

Merchants and Merchant vessels for trade routes on the Drinsaar Main. Worlds in the Eakoi and Drinsaar subsectors are in desperate need of high quality trade goods. Exceptional profits to be made, with the option of operating from Carrillian Assembly ports.

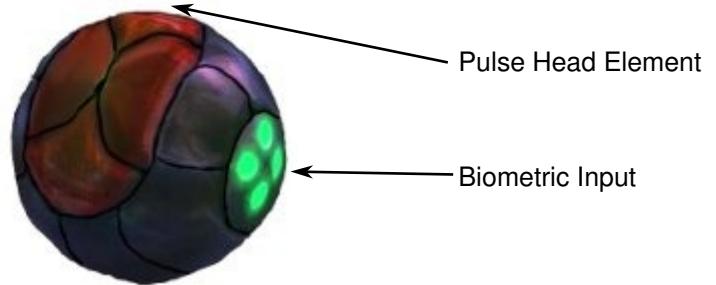
SHIPS LOCKER

Lethal and Non-lethal Ships Small Arms

By Brett Kruger

Stun Grenade

Manufacturer: United Weapon Systems,
Gerim/Caledon
Tech Level: 9
Weight: 250 grams
Diameter: 8cm
Effective range: 10 meters
Price: 200CR each



The UWS Stun Grenade is manufactured in four models, each based on tech level. The basic TL9 model sends out an electromagnetic pulse attuned to the brainwaves of humanoids, causing 20 combat rounds of unconsciousness to anyone within range. However it is not always successful. Roll 2D6 for each attacked person. On a result of 2, 3 or 4 the person is not effected. However on a roll of 12 the neural pathways of the victim is overwhelmed and suffers brain death.

If the person has psionic strength of 1 to 6 then +2 to the roll, if their psionic strength is greater than 6, +4. Non humanoids such as Hivers are not effected by the basic model. The TL10 model added stronger batteries for more uses between charges as well as biometrics to key the devices to their owners. This model also has a wider pulse range to effect non-humanoids. The TL11 model added the capability of keying the pulse range to one or two races as well as the broad range of the previous models.

Finally the TL12 model added a variable range field, from as little as two meters up to a maximum range of 20 meters. However the range on all models can be affected by large metal objects such as walls, causing unintended changes in the range of the field.

Because of the adverse effect on psionic capable humanoids the Zhodani Consulate have declared the use of these devices a war crime.

Stun Pistol

Manufacturer: United Weapon Systems,
Gerim/Caledon
Tech Level: 10/11
Weight: 800 grams
Length: 20cm
Effective range: 30 meters
Price: 200CR/300CR



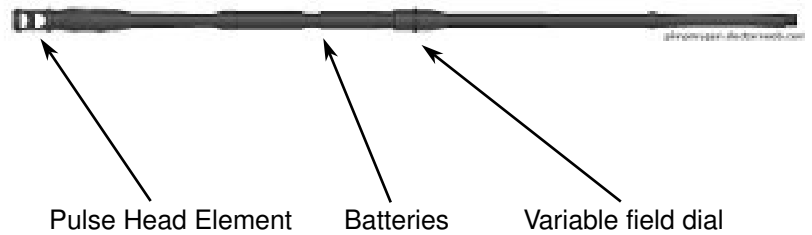
pimpmygun.doctornoob.com

The UWS Stun Pistol works in the same fashion as the Stun Grenade, except it uses a focused beam instead of a broad area pulse. This means the pistol can only be used against one target per combat round. The TL10 pistol has the same effects as the TL10 grenade, as does the TL11 pistol and grenade.



Stun Staff

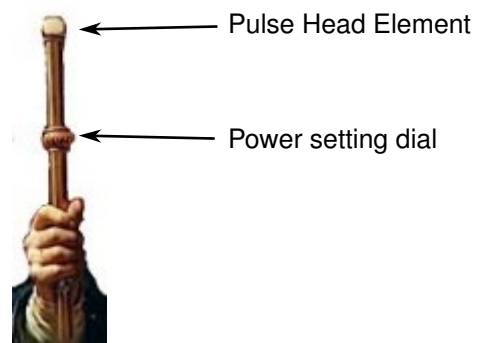
Manufacturer: United Weapon Systems,
Gerim/Caledon
Tech Level: 11/12
Weight: 2Kg
Diameter: 2cm
Height: 150cm
Effective range: 50 meters
Price: 500CR/600CR



The UWS Stun Staff is a combination of the grenade and pistol technologies. A 45 centimetre wide beam emanates in 360 degrees from the head of the staff. The operator drops to one knee before activating the staff to ensure they are not effected. As the batteries are built into the staff handle the device has a greater range as well as more charges than both the pistol and grenades. The TL12 staff also comes with the variable field capabilities of the grenade.

Powered Stun Baton

Manufacturer: United Weapon Systems,
Gerim/Caledon
Tech Level: 10
Weight: 500 grams
Diameter: 3cm
Length: 45cm
Effective range: Close
Price: 100CR



The UWS Stun Baton is the predecessor to the staff, however it is also designed to kill. Variable power settings mean the baton can inflict more damage than usual. The batons came with seven power settings, starting at 0 for the standard stun setting. Each power level increase added a corresponding positive addition to the effect role. So the maximum power setting of 7 usually means brain death for the victim on a roll of 6 or more on two dice.

RANGE MATRIX

Weapon	Close	Short	Medium	Long	Very Long	Wounds
Stun Grenade	+1	0	-2	No	No	Special
Stun Pistol	+1	0	-1	No	No	Special
Stun Staff	+1	0	0	No	No	Special
Stun Baton	0	No	No	No	No	Special

WEAPONS MATRIX

Weapon	Nothing	Jack	Mesh	Cloth	Reflec	Ablat	Battle	Uses per charge
Stun Grenade(TL9)	+1	0	-1	0	+1	+1	No	1
Stun Grenade(TL10)	+1	0	-1	0	+1	+1	No	4
Stun Grenade(TL11)	+1	+1	0	+1	+1	+1	No	8
Stun Grenade(TL12)	+1	+1	0	+1	+1	+1	No	16
Stun Pistol(TL10)	+2	0	-1	0	0	0	No	20
Stun Pistol(TL11)	+2	+1	0	0	+1	+1	No	40
Stun Staff(TL11)	0	0	0	0	0	0	No	20
Stun Staff(TL12)	+1	+1	+1	+1	+1	+1	No	40
Stun Baton(TL10)	+2	0	-1	0	0	0	No	*Varies

*Stun Baton charges = 60 units of charge. Each hit uses (Power Setting) + 1 units of charge. e.g. Power setting 0 = 60 uses maximum, power setting 7 = 7 uses maximum plus one use at setting 3.



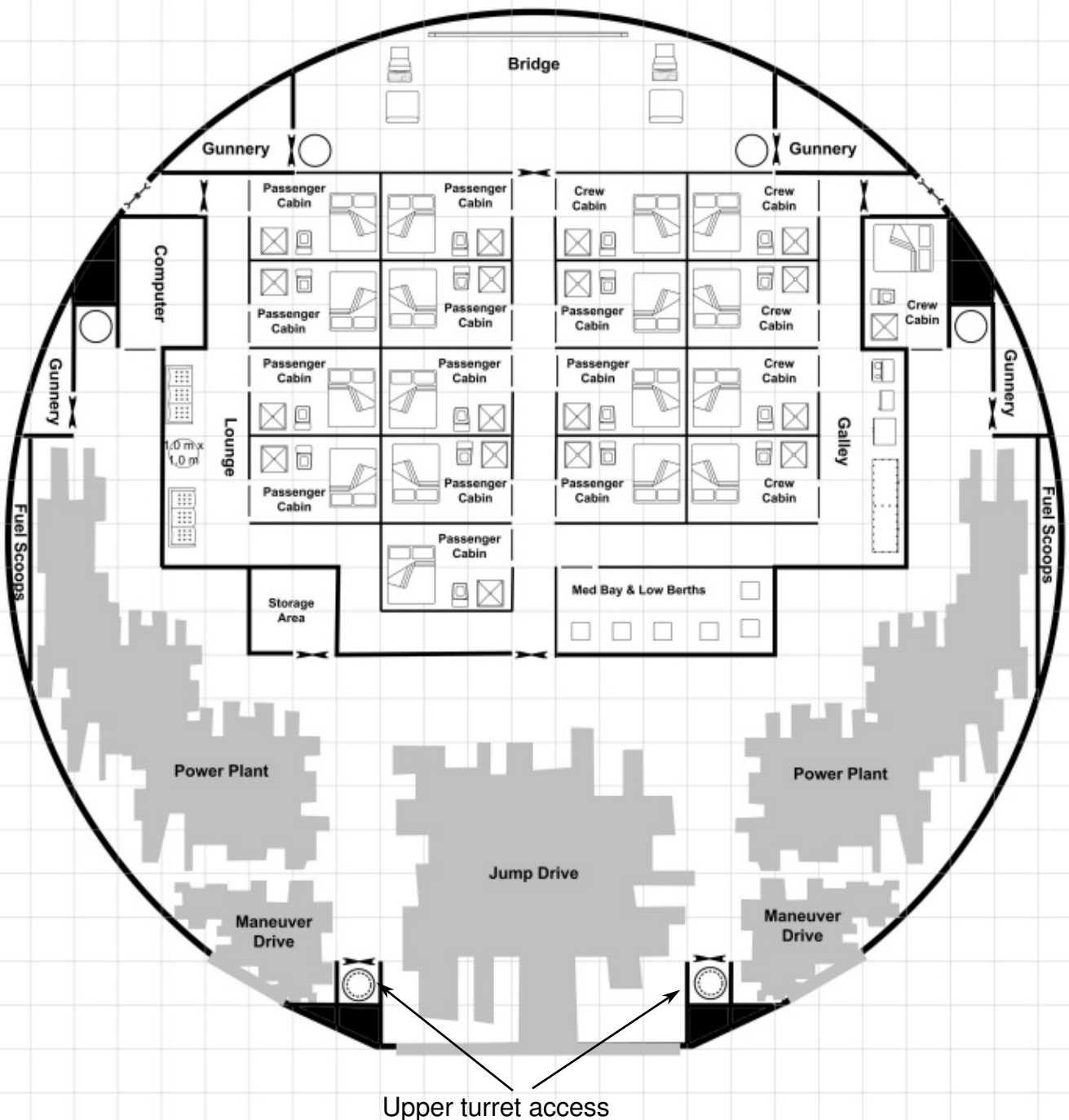
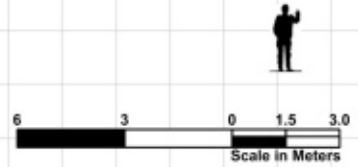
Type D Frontier Trader Deck Plan

Upper Deck

Deck Plan Key

- Interior Wall
- Sliding Door
- Bulkhead
- Access Panel
- Ramp or Lift

Automatic Hatch	Manual Hatch
Wall	Wall
Floor	Floor
Ceiling	Ceiling
Both	Both



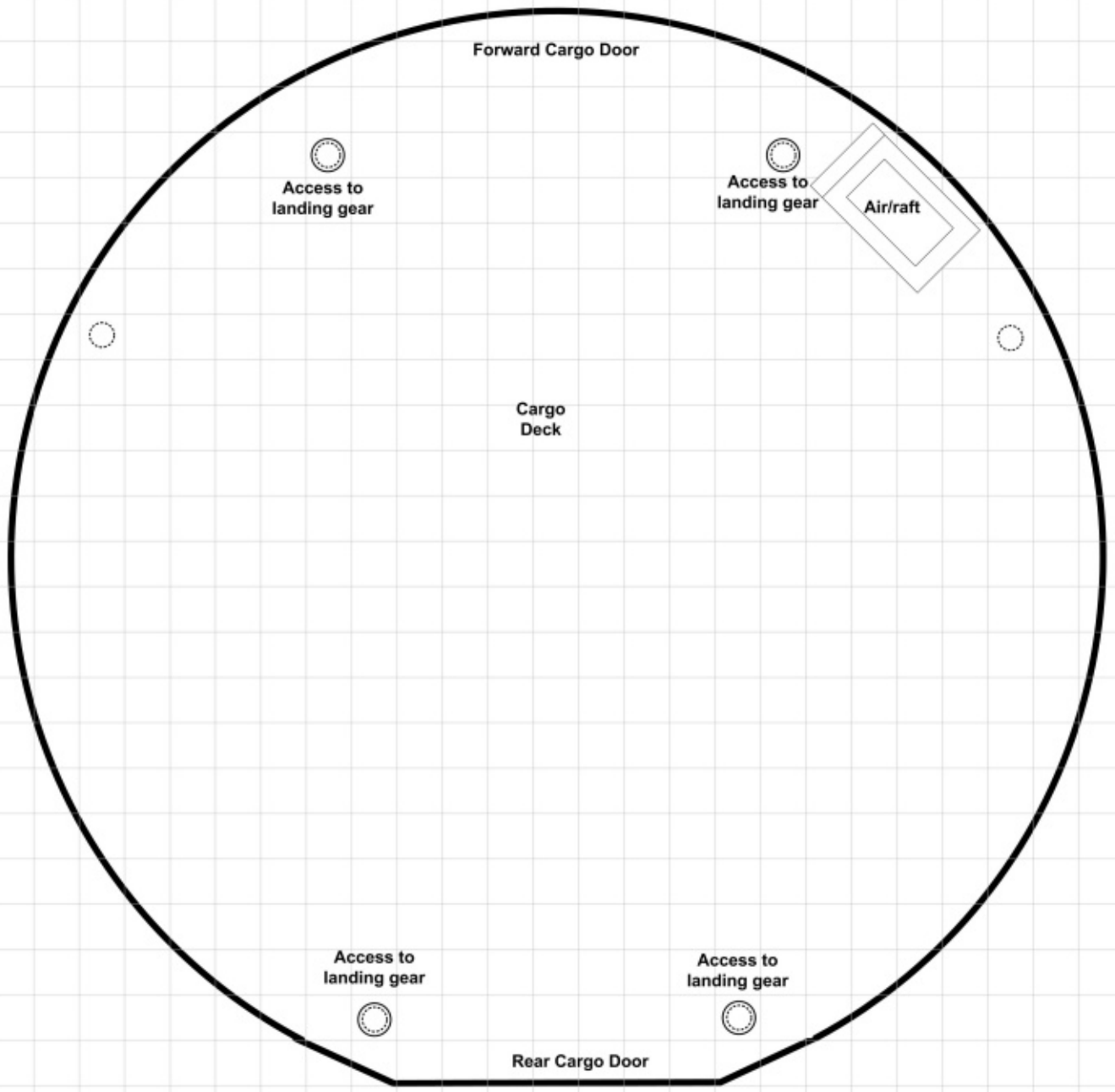
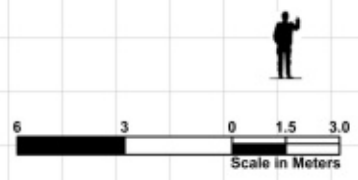
Type D Frontier Trader Deck Plan

Lower Deck

Deck Plan Key

- Interior Wall
- Sliding Door
- Bulkhead
- Access Panel
- Ramp or Lift

Automatic Hatch	Manual Hatch
Wall	Wall
Floor	Floor
Ceiling	Ceiling
Both	Both



WHO ARE YOU?

Who Are You?

By Bonni Feltz

The following dialogue is an interview between two of Bonni's characters, a journalist called Siofra Catherwood and a doctor from my PbEM CT game called Jewele Andresen. The piece is designed to show players that characters other than the traditional military styles can be successfully played - Brett Kruger, Editor.

Catherwood Comments!

A monthly column by Siofra Catherwood on topics that YOU, the reader, are interested in.

Hello Everybody! This is Siofra Catherwood once again reporting on what YOU want to hear. I have received a lot of inquiries on what it is like to be a female on board a ship full of testosterone driven men. That led me to investigate further and search out other females who were in similar situations. I sent out a survey to my loyal readers and the results are in. After carefully reading your responses, I contacted one of my readers, Dr. Jewele Andresen, to get her take on your questions. The Doctor was about to depart for a new assignment aboard the Emerald Fire when I caught up with her. Let's see what Dr. Andresen had to say on the topic.

Siofra: Thank you for meeting up with me Dr. Andresen, I know how busy you are.

Jewele: Please, call me Jewele. I'm glad to help out.

Siofra: I sent out a survey recently asking women in various occupations if they had experienced prejudice from men when they have taken positions on board starships. Your survey response resulted in this interview. You chose to answer the question in more depth than most of our survey responses. This was, as you pointed out, due to your dual role as a female on board a



Dr Jewele Andresen

starship as well as a female in what was once a traditional male role. Would you care to elaborate.

Jewele: I'd be happy to. I experienced prejudice as soon as I received my license to practice medicine. That was not unusual since, as you have already mentioned, it was a field that on my home world has traditionally been off limits to women. Women were supposed to be nurses but not doctors. My family is a prime example of that. On one hand, my family always wanted a doctor but on the other hand they also wanted me to stay home, get married and raise a large family.

Then one day I walked past a Marine Recruiting station. It all sounded exciting and before I knew it I had signed up. When I was injured I discovered that there were not enough doctors to go around and patients had to wait for long periods of time. I decided to become a doctor. Upon further contemplation and investigation, I discovered that while there are never enough doctors to go around planetside, it is even worse in space. I decided to practice in space and, wherever

possible, try to take positions on starships where I could help people who otherwise didn't have access to a doctor. The demand for doctors on spaceships made it possible to be hired even if you are a woman. In this case space was an equalizer between the genders. Don't get me wrong; I'm a great physician but I have to wonder if I would have gotten this far in my career this soon if I had decided on a land based office.

I was accepted a little bit more because I had spent a couple of years in the Marines. I knew how to shoot before I knew how to patch up what I had shot and because of that I could understand a bit of what the men went through. There! See? I did it too. I grouped all Marines into the masculine. Our language is assumptive. Our default is to the masculine.

I know there are both females and males in the Marines but yet I call them all men. There are plenty of other words I could have chosen which do not imply one or the other sex, and yet I refer to them as guys. It is probably a carryover from all the training.

Forgive me. I was momentarily distracted. We were talking about women in a man's world. That REALLY is what it all boils down to isn't it? It takes a long time to change what has already been established as the norm and tradition for generations. It doesn't make it impossible, just harder to achieve. That is why all women who have achieved it should take pride in their accomplishments. For those who do not think that it should be hard to change, let me break it down a little bit more.

Pretend, if you have to, that you are a male captain of a starship. You have to hire some crew and you have all the applications in front of you. Your dilemma is they both look like equal candidates by their resumes, but one is male and the other is female. Whom do you hire?

Siofra: You're talking about living quarters or stateroom assignments, right?

Jewe: Correct. On board a starship, you have limited space and most of the time that space is predetermined. Is it wise to hire a female when she would have to share a room with a male? If there are mostly males on

board, unless the female is in a position to have a private room or bunk with another female, you have to consider that. If the male was already on board and he had seniority, would it be right to fire him just to give his cabin to a female? Not only would it not be fair but it would also probably be illegal.

That would be the case whether or not it was the male or a female who had seniority and was already on board the ship. So do not always think of it as a matter of prejudice. It could have been a matter of economics. As a doctor, quite often I have quarters off the medbay. I know many engineers who also have quarters or a hammock or something in engineering. If you want to avoid the "where do I sleep" question, go into a field that comes with it predetermined.

Siofra: What about mutual consent, if a male and female chose to share quarters?

Jewe: If both parties don't mind sharing with the opposite sex, you might have another problem. I don't need to tell your mature readers what that can lead to.



Siofra Brigid Catherwood

Most advanced military forces usually take care of that because of the regulations regarding birth control implants. That is fine when you are in the military but once you are out it is up to the responsible parties to take action. Most of the time it is the females responsibility because it is much easier for her to do so.

I think that it is fine for the female to take up that responsibility because then she would know she was protected. Do NOT trust someone in the heat of passion who says that they have protection taken care of. Make them prove it. All reputable doctors will have affidavits available to show that their client is protected. We have to verify this quite often before parties are hired. It is usually part of your medical records that you carry around with you. The last thing anybody probably needs is a lawsuit over custody rights and/or support payments. While it might be unfair for females to be expected to take control over this subject, it is also logical since it is the females body that will give birth, has a harder time with surgeries, and who will be expected to act as "mother" for the newborn for quite some time.

Siofra: Jewele, what other special needs are there on board starships?

Jewele: While I've covered some of the special needs under mutual consent, it is a medical fact that women have special needs. I will admit it, they get moody and can cause emotional trauma on board a starship. Will this affect their job performance? Will it affect the rest of the crew? It might. That question has been debated back to ancient times. There is no medical documentation that significantly shows female hormones hamper job performance any more than testosterone levels do. The military hires both sexes and trains them both the same way. Males fight next to females and both sexes rely on the other to cover their back in key situations. If that can be done in battle situations, surely it can be done in civilian situations as well? I guess what I am saying is give everybody, no matter what their sex, a chance. If you are wanting to be hired on a starship that is individually owned, not part of a fleet, then

you must expect that economic reasons might override other reasons for hiring you. Do your best to become recognized in your field. Do your best at any job you take and your reputation will follow you. If the ship wants you bad enough, they will try to work out something with you. Do NOT expect them just to do it because you are one sex or the other. It will only ruin the hard work everybody else has done and reinforce negative stereotyping. Look at the time, where did it go to? I'm afraid Siofra that I must close this conversation and get to my new assignment.

Siofra: Of course doctor but you didn't answer the initial question of what it is like being the only female on board a starship.

Jewele: Why Siofra, you can answer that yourself. All I would say to that is....I don't kiss and tell.

Siofra: Well that's it readers. The good doctor had to leave but I'm sure that we'll hear more from her later. While I don't kiss and tell, I will say that being female on board a ship of all males does have its advantages. You just have to have a good sense of who you are. Never forget that. Everybody wants to feel wanted and needed whether or not it is cooking a meal, fighting alongside a crewmate, or bashing the head in of the brute on shore leave that made the moves on your buddy, whether they are female OR male.

In my opinion it is not so much a matter of male verses female, but a matter of respect and camaraderie. They are your family in space. You might have arguments with them. You might get fed up with them when they treat you like you are still barely out of the womb. That is all part of being a big family. Remember that people often treat others as they have been treated. If you want respect then show respect. If you cannot respect the person, then perhaps respect the position. Either way, there is always shore leave and contracts usually come to an end.

This is Siofra Catherwood, signing off and wondering what YOU have on YOUR mind.

The underlying assumption would appear to be that the nobility in Traveller, like the English nobility of the Eighteenth and Nineteenth Centuries, is bred to command, and is bred to be loyal to those above them in social status. Terms like 'Duty', 'Honour' and 'to serve' seem to define their worldview.

I began to feel that the table of Noble titles, as presented in Classic Traveller, was a little too coarse and a little too flat. There seemed to be a huge gap between the knights and honour nobles on one hand, and the planet-ruling barons and subsector-ruling dukes on the other, especially when it was hinted that, in some places, there were also planet-bound orders of nobility as well.

In the end, it was Frank Herbert's 'Dune' that lead me to envisage a two-tier system of nobility - the Siridar or Great Nobility, the Houses Major, who rule entire planets, systems and groups of planets; and the Houses Minor who hold fiefs on planets and make up the planetary banking, industrial, military, political and scientific elites.

Player Characters who roll a high Social Status characteristic, or end up with high Social Status due to the Character creation

process, are from a House Minor.

House Major ranks have the same titles as House Minor ranks, but with the prefix 'Siridar' - 'Great'. The House Major Social Status characteristic is suffixed with an 'S' to indicate that the character is of Siridar status. The one exception is that of Social Status B Knight. The corresponding House Major title is Siridar-Lord and is the lowest rank of the Great Nobility to be assigned governorship responsibilities for an entire planet. Very few Siridar-Lords actually hold such positions and to many Houses Minor, merely obtaining the status of Siridar-Lord is the culmination of decades or centuries of effort. It should be noted that the titles of Duke (usually the short form of either Subsector or Sector Duke) and Archduke are not available to Houses Minor in the Imperial Rank system. Consequently, there is no need to prefix the title with 'Siridar' because if one is fortunate enough to encounter an individual of this rank, then one should be assured that one is in the presence of the ruler of a Subsector, a Sector or a Domain and act accordingly.

Social Status titles for Houses Minor:

Social Status Title		Number of Benefit Dice
11 (B)	Knight	1
12 (C)	Baron	2
13 (D)	Marquis	3
14 (E)	Count	4

Houses Minor that advance beyond the rank and title of Count have been elevated to House Major Status.

Social Status titles for Houses Major:

Social Status Title		Number of Benefit Dice
11 (B - S)	Siridar-Lord	5
12 (C - S)	Siridar-Baron	6
13 (D - S)	Siridar-Marquis	7
14 (E - S)	Siridar-Count	8

House Major titles extend beyond those of Houses Minor as follows:

Social Status Title		Number of Benefit Dice
15 (F)	Duke	9
16 (G)	Sector Duke	10
17 (H)	Arch-Duke	11
18 (J)	Emperor	12

The elevation of a House Minor to House Major status can occur in one of several ways: Meritorious Service - a member of the House Minor has performed some service of such value that a House Major will stand sponsor for the House Minor's elevation before the Conclave of Houses Major; Marriage Alliance - a House Minor successfully marries into a House Major and then inherits the House Major's title and estates upon the failure of the direct line. Such successions usually set off lengthy court battles as any House Major heirs, of any remove, would seek to block the elevation of parvenu blood in such a fashion; Wealth and Power - a House Minor has accumulated sufficient wealth, prestige and political power to literally buy a House Major to stand sponsor for the House Minor's elevation. Meritorious Service and Wealth and Power are the two most common means by which Houses Minor elevate themselves to House Major status.

A Noble House will accumulate benefits. These will tend to accrue to the House over generations, with each noble character in effect acting as steward for the generations to come. These accumulated benefits are represented as a series of benefit dice rolls. Each title rank rolls the number of dice for its

rank, plus the dice for all the ranks below the current rank. For example, a House Minor Marquis rolls three d6 for Marquis, two d6 for a Baron and one d6 Knight. It is quite possible to accumulate more than one example of a benefit.

All nobles have the right of patronage. This may be exercised in one of two ways: Firstly, a benefit that has been acquired more than once may be bestowed upon someone else - a player character for example - the recipient can be non-noble, but must be of good character (SOC 8+), and the bequest must be ratified at the Sector Level at least on a roll of 7+ on 2d6 (DMs: Admin, Bribery, Carousing, Court Influence). Secondly, a noble may use his or her patronage to sponsor a non-noble into the aristocracy, or a noble from a House Major may sponsor a House Minor to House Major status. A roll of 9+ on 2d6 is required with the following DMs: + Sponsor's Bribery, Admin, Carousing, Court Influence; + half the recipient's Bribery, Carousing, Court Influence; - (10 - Recipient's current Social Status if a non-noble seeking elevation to the nobility) or - (14 - Recipient's current Social Status if seeking elevation from House Minor to House Major status). If the Patronage roll is failed, then the Sponsor must forfeit one Benefit.

Table of Benefits

Roll	Benefit
1-2	Pension As a standard service pension: roll 1d6 x Cr10,000 and receive this sum per year
3-5	Business Holdings System-wide stock/bond portfolios yielding 1d6+3 x Cr10,000 in dividends per annum. May be sold at market value.
6-8	Megacorp Portfolio Megacorp voting stock yielding 2d6 x Cr100,000 in dividends per annum. May be sold at market value.
9-10	Court Influence Positive DM on Patronage rolls and reaction rolls when dealing with other Nobles, and system and Imperial Bureaucracy. Can be a positive or negative DM when dealing with the media. This benefit immediately bestows one extra 2d6 roll for Benefits.
11-13	Ancestral Lands Planetary Holdings titled to the Noble House in perpetuity, and includes a suitably appointed dwelling. Roll 3d6 x Cr100,000 for value. Yields 1d6 x 10% in revenue per annum. Requires 1d6 x 10% in maintenance every four years.
14-15	Inheritance As Ancestral Lands, but also roll 3d6 x Cr100,000 for an additional one-off cash payment.

46-48 Viceroyship

Administrator of several (2d6) planetary systems (usually within one or adjoining subsectors), or of one subsector. Rules through Planetary Governors with a stipend set at double that of Planetary Governors and set in the same way. Need not be renewed.

49-51 Right of Commission

The awardee receives an Honorary Commission in one of Imperial Services (usually one in which he or she has served) with the right to raise and equip a military/exploration unit "... for the Commonwealth of the Imperium ...". The awardee meets the expenses of the unit so raised, and is responsible for its actions. In the event of an emergency, the unit is subject to Imperial control and the Imperium underwrites all operational expenses.

52-53 Estates

Accumulated properties that the awardee owns outright. These can be land, a medium sized corporation, or a vertically integrated series of businesses. Has a value of 5d6 x Cr1,000,000 and yields 1d6 x 10% revenue per annum. Maintenance is 1d6 + 15% per annum.

54-57 Sector Leadership

Administrator of 2d6 Viceroyships or adjacent subsectors, or the dominant noble in a Sector. Rules through Viceroys with a stipend set at triple that of Planetary Governors and set in the same way. Need not be renewed. Has oversight of the military forces of the Sector.

58-60 Right of Licence

Certain industrial practises or operations, or transactions of a certain type, can only be legally carried out within a designated area with the appropriate licence. Licences will be granted by the appropriate office upon payment of the appropriate fee. The Right of Licence generates a stipend for the holder of 1d6 x Cr1,000 x the population number of each planet within the licence area per annum

61-63 Nobility Creation

The awardee may personally confer Noble status upon any individual, without ratification by the Moot. No benefits are conferred as these are only dispensed via Patronage, the Emperor or the Moot.

64-66 Domain Leadership

Administrator of 2d6 Viceroyships or adjacent subsectors, or the dominant noble in a Sector. Rules through Sector Dukes with a stipend set at quadruple that of Planetary Governors and set in the same way. Need not be renewed.

67-68 Right of Decree

The Right to personally pass or amend Imperial decrees 'on behalf of the Emperor'. Only a higher ranking noble may overturn such decrees.

69-70 Right of Pardon

Right to grant full and complete Pardon for any and all crimes committed. High Justice crimes, such as treason, mass murder, illegal possession and/or use of nuclear or biological weapons, requires a pardon confirmed by both the Emperor and the Moot.

71-72 Right of Taxation

May personally control Imperial revenue sources via Tax Rates and exemptions.

Sources:

The Imperial Nobility by Ian MacKinder <http://members.ozemail.com.au/~iandl57/Page19.html>

based on the articles 'Sceptre and Starship' and 'Robe and Blaster' by Ahnre and Stuart

The article 'Robe and Blaster' by Rick D. Stuart - White Dwarf 22.

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BUSINESS AS USUAL

Medel's Mega Mart

By Brett Kruger

History:

Medel's Mega Mart is an Imperial registered company that operates a chain of large discount stores across Reavers' Deep and Daibei sectors. The company was founded in 1815 by Shamus Medel. The company operates its stores in most class A, B and C starports in Imperial space as well quite a few class A starports in non-Imperial space where the population of the world is over 100 million.

In the early years Medel rented floor space close to Travellers Aid Society hostels and would sell anything he thought they would buy. Over the last 150 years the company has undertaken to grow their market share, purchasing warehouses and buildings at starports for their existing stores as well as potential new sites. The company is expecting to mark the celebrations of its 300th year of operation with the opening of its 300th warehouse store at the starport on Caithness (Reavers' Deep 1217).

Company Structure:

Medel's Mega Marts operating structure is centred around the warehouse stores. Where possible store stocks are purchased from the local world but the company will also import higher technology goods where there proves to be a market for them. On worlds where there are few local manufacturers the company leases bulk carriers to ship the goods into their stores. Larger population worlds with multiple starports will often have multiple Mega Marts which will all be run from a central office. Otherwise lone stores will report to the largest store office in a subsector. These subsector offices will report to the company president who operates out of the largest store in the chain. Depending on market forces the main office location will vary from year to year. In this manner the president of the company always operates from the largest, most profitable store in the chain. This has added extra incentives to

store managers as substantial benefits and bonuses are to be gain from having the headquarters operated from their store.

Company Culture:

The stores in each system are encouraged to run as independently as possible from the subsector and company headquarters. The stores will sell most things that turn a profit, with the key being bulk purchases and huge volumes of sales. Each subsector office is tasked with sourcing and purchasing goods for the stores in its area. The cheaper the subsector office acquires these goods for, the more profit each store makes. This results in a higher percentage the store pays to the subsector office, but with a sliding scale to encourage the stores to push for larger margins. Employees can rise to any position within the company, given the right skills and sufficient drive. In the early years the company had a policy of selling anything to make a profit however over the last fifty years this policy has changed to only sell products that are of good quality. Below is the Medel's Mega Mart company logo.



Corporate Affairs/criticisms:

Employment with Medel's Mega Mart is usually sort after on most worlds. While the wages of Medel's Mega Mart employees are average compared to similar corporations, employment usually includes company housing and health benefits. Criticisms are usually levelled at the subsector offices due to their purchasing practices. Company



purchasing officers are often described as "aggressive" at the best of times. Nevertheless the opening of Medel's Mega Mart is always sought after by starport operators.

Current Projects:

Medel's have plans to open five new stores over the next twelve months.

Stock ownership: Medel Trust Fund - 55%; Sterilite Securities - 20%; Daibei Banking Systems - 15%; Vilhelm Family - 6%; Other - 4%.

Quantum Mining Ventures

By Brett Kruger

History:

The Quantum Mining Company was formed in 738 by Hermal Bromulus on Caledon. Initially setting up on Iron Angel (Reavers' Deep 2110) the company found selling gases and minerals to both Imperial and Principality interests to be profitable. The company purchased a mining lease from the Principality of Caledon to extract ores from the belt in the Claverse system in 988. Things appeared to be going well for the company until 1075 when a series of mining accidents and the loss of two ore ships resulted in the cancellation of the mining lease. Principality officials claim the mining company failed to complete annual maintenance on their starships.

The company was then purchased from its original owners in 1104 and has been aggressively expanded since then by its new owners. The company was renamed Quantum Mining Ventures as part of the takeover. In 1108 the company signed a 100 year lease with the Imperium for all mining rights in the Mull system (Reavers' Deep 2916). The company headquarters was moved from Iron Angel to Mull in 1109.

Divisions/Corporate Structure:

The original Quantum Mining Company only consisted of the mining activities. With the takeover by DeepStar Capital two new divisions were formed; a survey arm to search for new sources of resources and an arm to build mining equipment. The survey arm has been quite successful, the equipment arm not so much.

Corporate Culture:

As the mining operations of the company are spread out across Reavers' Deep a high level of autonomy is required. Each mine is run at the local system level. Quarterly reports are sent from each mine to the headquarters at Mull, with general directions and quotas sent back. Resource orders can either be taken at the local mine level or allocated from headquarters. The survey and equipment arms are based only out of Mull.

Mining is tough work, even at the higher technology levels, and the company offers above average pay levels to keep good staff.

Hard work is recognised and rewarded with long term staff often offered shares in the local mines. Working shifts are twelve hours on, sixteen hours off, for twenty days. Staff then get five days off for leave off station. This cycle is referred to as a rotation, and every fifteen rotations the staff get six weeks off as paid leave. This six weeks includes two weeks in jump time. If staff choose not to leave the system the mine is in then they forfeit the two weeks jump time. Below is the Quantum Mining Ventures' company logo.





Corporate Affairs/criticisms:

Quantum Mining Ventures has one of the cleanest safety records of any mining company in the Deep. The new management Deepstar put in place after the takeover made every effort to clean up the tarnished image the previous company had. Funds were approved to get starship maintenance schedules back on track as well as purchase new starships and equipment. These measures have met with success with several major Imperial contracts being awarded to the company.

Current Projects:

Quantum Mining Ventures is currently surveying worlds across Ea, Drexilthar and Urlaggash subsectors for new resources to fulfil upcoming Imperial and private contracts. They have also recently undertaken to construct a Class A starport and shipyards in orbit of Mull in order to bid for Imperial Navy construction contracts.

Stock ownership: DeepStar Capital Ventures - 100%

--News Feed--

Luushakaan/Drexilthar (2021)

Date: 35-1110

Sternmetal Horizons, LIC announced today that it was increasing mining operations on Luushakaan after new deposits of Sillisite were found. Subsector stocks of Sternmetal rose 5 percent points on the news.

Luushakaan/Drexilthar (2021)

Date: 87-1110

In recent months, Luushakaan has been the object of several tradewar raids by an unknown but evidently strong assailant. Evidence has pointed strongly towards Delgado Trading, LIC, as the culprit, and Sternmetal has launched two minor retaliatory attacks against Delgado operations in the Cassandra Belt (Reavers' Deep 1924) as a result.

Sarrad/Drexilthar (2029)

Date: 93-1110

The Dakaar Corporation has begun negotiations with the government of Sarrad to construct new colony domes in return for mineral extraction and processing rights. Imperial officials were unimpressed with the news with a local economist claiming the risks did not justify the returns.

Outpost/Drexilthar (1926)

Date:148-1110

Several battalions of the Knight's Legion arrived on Outpost today and set up a mobile command in the warehouse district next to the Imperial Navy base. Imperial officials have confirmed that the mercenary company has been engaged to support Imperial interests in the region but were silent on the level of support or who in the Imperial Navy had issued the mercenary ticket.

St George/Nightrim (2616)

Date:222-1110

Admiral Dickson Jazzak, Commander of the Fleet of St George, confirmed today that several surplus warships have been leased to the Shadow Fleet. The Shadow Fleet is a merchant company that provides transport logistics for the Knight's Legion.

Sarrad/Drexilthar (2029)

Date: 16-1111

The Dakaar Corporation begins construction of the new colony domes on Sarrad. At the same time Dakaar Minerals mining equipment was moved onto a newly constructed mobile platform on the southern ocean.

BESTIARY

Beasts of Zemlya

By Brett Kruger

Kettle Bug

Found on the many plains of Zemlya, these small insects feed on the blood of the larger creatures roaming across the fields.

Averaging 2 centimetres in length these little creatures live in burrows until they need to come out to feed.

Kettle Bugs got their name from the ISS scout who first documented the insect. In his report the scout noted that the insects reminded him of an ancient water boiling device his Grandmother kept. The Kettle Bug's tail contains a small bone that acts as a blade. Next to the bone is a small sac that excretes a mild venom that numbs any cuts the Kettle Bug makes with its tail. This then allows the insect to take its fill of blood from the victim using its proboscis nose.

Most travellers across Zemlya's plains would be unlucky enough to get one or two bites from these critters each day however for two weeks in high summer the Kettle Bugs swarm for breeding season. Most Zemlya natives avoid the plains during this time as the Kettle Bug swarms have been known to cause the death by blood loss of those not fully protected.

The Kettle Bug weighs only a few grams and have an average lifespan of two Zemlya years.



The burrows the insect lives in are on average 30 to 40 centimetres in depth and there is only ever one bug in each burrow. The bug sits at the entrance to its burrow until a victim wanders by, only retreating into the burrow for the night. Female Kettle Bugs lay one to two eggs each year. It has been discovered that a small mite has a taste for the Kettle Bug eggs and Sukhoyan scientists are investigating if the mites can be used to control or even eradicate the bug.

Kettle Bug Statistics

- Size: 1 hit (nothing)
- Type: Carnivore/Pouncer
- Attacks: Stinger
- Damage: 1
- Abilities: Numb
- Climate/Terrain: Warm plains
- Organisation: Individual

Ground Slugs

One of the largest creatures native to Zemlya, the Ground Slugs are a quiet and gentle creature, although not very intelligent.

The Ground Slugs are massive, growing up to three meters high and five meters long. A fully grown male Ground Slug can weigh up to several tonnes, with the females being ten to fifteen percent smaller.

The Ground Slugs are found only on the plains and hill country of the continent of Sukhoya. The slugs feed exclusively on the many varieties of grass found in the areas

they occupy. Ground Slugs live in herds of up to twenty individuals, lead by one or two large males. A grazing herd of Ground Slugs can strip an acre of grass in an hour. While not fast moving, Ground Slugs have been measured at speeds of up to five kilometres per hour. They move on hundreds of small pads on their lower surface, forward momentum creating a rippling effect along this surface.

While the Ground Slugs have no natural predators and are generally passive

creatures, they will fight back with crushing blows if attacked. There have been recorded incidents of campers being crushed to death when their camps have been over-run by a herd of Ground Slugs. These days however most natives know to only pitch camp after dark and be up before dawn as the Ground Slugs only move during daylight hours.

Ground Slugs live up to sixty years and the females give birth to a single live offspring.

Ground Slugs mature after fifteen years and the females can then have another offspring every five years after that.

Ground Slug flesh is indigestible by humans and the giant beasts are left alone by the native population.

Ground Slug Statistics

Size: 8D6 hit (Jack)

Type: Herbivore/Grazer

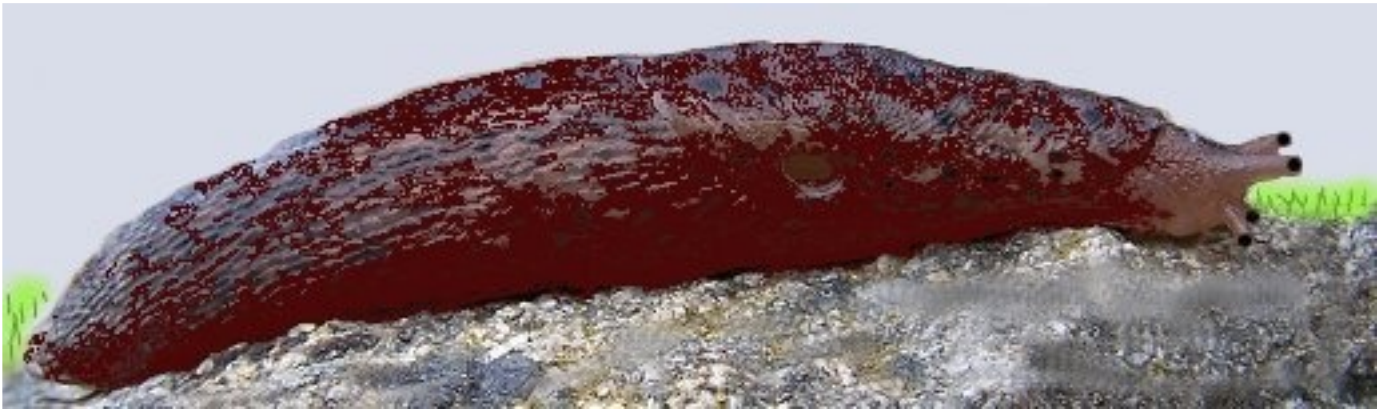
Attacks: Crush

Damage: 4D6

Abilities: None

Climate/Terrain: Warm plains and hill country

Organisation: Herd (4D6)



Sillus Chameleon

The Sillus flower is a large hanging flower common to the jungles of Zemlya which grows up to 50 centimetres in length. Looking identical to this flower is the extremely rare Sillus Chameleon, a creature that mimics the flower perfectly.

The Sillus Chameleon hangs by its tail in a grove of Sillus flowers, giving it the perfect hiding spot. When any small creatures come to take the nectar from it, the Sillus Chameleon wraps its tentacles around the victim. It then draws the victim up into its body where the Sillus Chameleon envelopes its prey with its petal like outer body, suffocating the prey. The Sillus Chameleon is then free to digest the prey at its leisure.

The Sillus Chameleon is extremely fast, able to move at up to 150 meters per combat round through the jungle. Not much is known about the Sillus Chameleon as they never live for more than a couple of days in captivity. Their rarity and superb camouflage make them almost impossible to study in the wild.

Unlike the Sillus flower, the Sillus Chameleon is extremely strong, however it will generally



flee from larger creatures if discovered.

Sillus Chameleon Statistics

Size: 2D6 hit (nothing)

Type: Carnivore/Trapper

Attacks: Teeth

Damage: 2D6

Abilities: Chameleon, Hide, Evade

Climate/Terrain: Jungle

Organisation: Individual

FEATURED ARTICLE

Polities of Reavers' Deep

By Brett Kruger

This article is the first in a four-part series on the polities of Reavers' Deep as of 1114. The first article is a general overview and history of the polities while the second article will be on the economies and trade of the polities.

The third article of the series will focus on the military and foreign policies, and the final article will cover general ideologies, demographics and cultures.

The polities are divided into three categories; multi-sector, major and minor. Multi-sector polities are covered here only for completeness and will not be covered in the rest of the series. Major polities are those within Reavers' Deep that control ten or more worlds and may span multiple subsectors.

Minor polities are those that control between two and nine worlds and are generally found within one subsector.

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Major Polities:

There are four polities in the Deep that qualify as major and they are listed here from largest to smallest.

Islaiat Dominate:

Allegiance Code:ld

The Islaiat Dominate controls 31 worlds; seven worlds in the Hryarcaa subsector, six worlds in the Keiar subsector and eighteen worlds in the Ealiyasiyw sector. The Islaiat Dominate is controlled by a minor non-human race native to Islaiat (Reavers' Deep 0221). They gained jump drive in -1227 from the Aslan early in the Hierate expansion and quickly founded their own empire. Exploring out into the Deep from Islaiat they encountered the young and aggressive Reaver empires and so turned their expansion activities into the relatively empty Ehilao and Tulrakh subsectors of Ealiyasiyw

sector. The ever expanding Aslan Hierate went around these subsectors to give the Dominate room as well as to comply with the Peace of Ftahalr. However there are few of these unclaimed worlds left between the Dominate and the Hierate and once again the Islaiat are looking to expand into the Deep.

Union of Harmony:

Allegiance Code:Uh

The Union of Harmony controls 21 worlds; ten worlds in the Uhtaa subsector, three worlds in the Eakoi subsector and eight worlds in the Earle subsector of the Dark Nebular sector. The Union is a human polity on the spinward side of Reavers' Deep. Formed in 856 from the scattered worlds of the old Celestial League which was originally settled by Solomani of Chinese ancestry. This heritage means the Union currently has strong ties to the Solomani Confederation and this has led to low levels of conflict with the Aslan Hierate over the last 160 years. The Union has a strong central government based on Gustave (Reavers' Deep 0737) and directly governs most of the Union worlds from there.

The Union is looking to start expanding into the Aotrei subsector and towards the Solomani Confederation. The Union of Harmony is sometimes mistakenly called the Ulane Hierate.

Carrillian Assembly:

Allegiance Code:Cb

The Carrillian Assembly controls 20 worlds; six worlds in the Drinsaar subsector, five worlds in the Urlaqqash subsector, five worlds in the Fahinar subsector and four worlds in the Drexilthar subsector. The Carrillian Assembly is the second largest human-dominated independent political state in the Reavers' Deep Sector. The Assembly has one client state, Yarhfahl, but it is not an active member or under direct control.

The Carrillian Assembly was formed in 519,

when a number of worlds in the Drexilthar and Fahlmar subsectors fought wars which threatened to plunge the region into a general interstellar war. The Imperium, wishing to maintain this area as a buffer between themselves and the Aslan, stepped in and "suggested" they peacefully settle their differences. A series of conferences held on an asteroid called Blair Rock in the quiet backwater Carrill system (Reavers' Deep 2330) led to an agreement to form a federation of systems for the regulation of trade, economic coordination and common defence. The Articles of Assembly were signed later that year and the Carrillian Belt was designated the capital of the new federation. Blair Rock was renamed Capital and is the home of the Assembly government. In the past 600 years, Carrill has grown from that sleepy backwater into one of the most populous and powerful systems of the Assembly.

The Assembly has been a stabilising influence on the trailing half of the Deep for over 500 years. Throughout most of that time it has concentrated on fostering trade and progress in the region, has seldom acted outside its borders, nor has it sought to greatly expand its sphere of influence.

In the 1090's the Progressive Party came under the control of a clique of young turks that began to agitate for the expansion of the Assembly into surrounding territories. An attempted coup by young naval officers in 1103 was suppressed, but only after President Collin had been assassinated.

Temporary martial law was declared and Admiral Juzark took control of Capital.

During this crisis, a compromise agreement was worked out between the Navy, the Conservative Party and the Progressive Party whereby Admiral Juzark stepped down and High Justice Daldreem, Chief Justice of the Assembly Supreme Court, was put into power as Assembly President. It was expected that Daldreem would quickly take the Assembly back to a representative democracy, but that has not happened.

Daldreem has proven to be a charismatic but ruthless leader who, under various constitutional pretexts, has extended the state of martial law through to the present. He has

embarked on a campaign of expansion, popular with the Progressive Party, and is centralising Assembly authority, popular with the Conservative Party. Today, Daldreem and his cronies dominate the Assembly government completely.

In 1109, a revolt against the Assembly began on Ildrissar (Reavers' Deep 2326) after the notorious Starport Massacre. Ildrissarians were protesting the enforcement of new Assembly tariffs on internal trade when a contingent of Assembly Marines opened fire on the demonstrators causing the deaths of 314. Daldreem used the protest and subsequent strikes, work stoppages and withholding of tariffs to mobilise the Assembly Navy and launch an invasion of Ildrissar. The situation on Ildrissar is still in flux, with Carrill controlling the starport and several cities and the Ildrissarian Patriotic Front controlling the rest of the planet.

In 1110, Halley Libidon (leader of the Liberal Party), called for a "Vote of Confidence" on Daldreem's rule by the Assembly Senate. A series of explosions and assassinations swept through Capital and Daldreem dissolved the Senate and sent the representatives home to "protect our leaders from Ildrissarian terrorists." Since 1110 Libidon has travelled throughout the region seeking support for the return of democracy to the Assembly.

Halley Libidon was charged with giving aid and comfort to Ildrissarian rebels, tried in absentia and convicted as a traitor in 1113.

He continues to evade capture, but the bounty on his head has grown to 200,000 crimps.

The media was brought under control of the Office of Public Information in 1114. Two days after this event, all but three media outlets in the Carrillian Belt were officially shut down.

Principality of Caledon:

Allegiance Code:Ca

The Principality of Caledon controls 19 worlds; ten in the Scotian Deep subsector and nine in the Caledon subsector. The third largest independent, human-governed state in the Reavers' Deep sector, the Principality covers large portions of the Caledon and Scotian Deep subsectors. The Principality as

such was established in -102 by Jamieson Dundas of Caledon (Reavers' Deep 1815) and has remained relatively stable, save for two periods of dynastic crisis and civil war (309-328; 1024-1025).

The area that is now the Principality was settled during the latter part of the period of the Interstellar wars between the Terran Confederation and the First Imperium. The settlers of the region, largely of Western European origins, were a group of political malcontents who rejected the growing Terran trend toward absorption of the Vilani Empire.

They maintained, rightly as it turned out, that Terra would be unable to support the burden which had already brought the Vilani into decline. Financed by a prominent banker, Charles Stuart Scott, these people assembled a colonising expedition in the interval between two of the interstellar wars, and travelled far from either Terran or Vilani space. Settlement on Caledon and the exploration of several adjacent systems followed. A period of struggle against their new untamed environments resulted in the loss, for quite some time, of jump drive technology. Traders from one of the petty states that emerged during the Long Night restored the necessary technology, and the Principality arose shortly thereafter. Officially the Principality was the first state to check the piracy and lawlessness of the so-called "Reavers". However less charitable historians often refer to the Principality as the last and greatest of the Reaver Kingdoms.

The government of the Principality is a Constitutional Monarchy, headed by the Hereditary Prince of Caledon, and backed by a House of Lords, a House of Delegates, and a Grand Senate. Local rule within the Principality is left largely in the hands of individual worlds, while the Principality regulates interstellar relations, war, and trade. Often described as a commercial kingdom, Caledon is famous for the extent and wealth of its great trading houses.

Minor Polities:

Minor polities are listed here in alphabetical order.

Carter Technocracy:

Allegiance Code:Ct

The Carter Technocracy controls three worlds in the Drinsaar subsector.

The Technocracy formed in 1027 when Griffin recovered the technology to build starships. Finding only Carter and its colony Jefferson within jump range the government of Griffin negotiated a technology and trade sharing agreement. Five years later both governments agreed to formalise these agreements under the banner of the Carter Technocracy. It is currently lead by President Tomage who is considered the smartest man on all three worlds. The Technocracy maintains diplomatic ties with the Solomani Confederation, but only as far as sharing trade and technology. The Carter Technocracy currently has little interest in expanding beyond its borders.

Confederacy of Duncinae :

Allegiance Code:Cd

The Confederacy of Duncinae controls seven worlds in the Ea subsector.

Duncinae was founded by refugees from the First Civil War (309 to 328) in the Principality of Caledon. It has since re-established close relations with the mother nation and enjoys cultural and economic ties that benefit both.

The Confederacy is ruled as a loose hegemony of states where individual freedoms are highly valued, where conditions permit, and local governments enjoy considerable independence. The capital of the Confederacy is at Duncinae (Reavers' Deep 1624). The confederacy also maintains a prison for exiles on Coventry in the Drexilthar subsector, although Coventry is not officially a member world.

Currently tensions are running high between the Grand Duchy of Marlheim due to the MacBeth Affair.

Roger Vane, the former ambassador to Marlheim (Reavers' Deep 1230) is expected to win the election as President of the Confederacy Council. He is expected to take a much stronger stance with regard to relations with the Grand Duchy than the current administration.

governs other Imperial territories in this area.

This local autonomy is a long-standing arrangement dating back to the latter part of the Aslan Border Wars in 200 to 380, when the Imperium was just beginning to expand into Reavers' Deep in the face of oppositions from various Aslan clans. Kolath at that time was a late Reaver Kingdom, encompassing its present area plus Gash (Reavers' Deep 2116), Gerim (Reavers' Deep 2416), and Mer (Reavers' Deep 2414). With the kingdom already organised, the region served as an excellent springboard for an Imperial presence in the area. Treaties were signed binding Kolath to the Imperium but with a grant of local autonomy. As time went on Gash pulled out of the Hegemony as well as the Imperium, and the Imperium found it expedient to detach Gerim and Mer and make them full member worlds. Current trends hint that Rock will be the next to go.

Kolath still remains set in its insistence on internal autonomy and rules its possessions in accordance with tradition. It has been some time since the Imperium permitted Kolath to maintain a sizable interstellar fleet, but recruitment for Imperial armed forces is high on Kolath. This is especially true for Navy and Marines forces and their personnel have a justifiably famous reputation as superb fighters.

Lanyard Colonies:

Allegiance Code:Ly

The Lanyard Colonies controls four worlds in the Drinsaar subsector.

The Colonies are a tight cluster of systems settled in 995 by Solomani citizens. They have enjoyed Solomani support due to its good agricultural and aquacultural exports. The worlds of the polity are so named for the first four governors of each main world. The Solomani Confederation left the worlds pretty much to themselves until 1008, when they started to take more interest in the cluster as a forward point in the Reavers' Deep. This heavy interest peaked in 1096 and dropped gradually since then to the present time where the Confederation has only a token presence in the Colonies.

Purity Union:

Allegiance Code:Pu

The Purity Union controls four worlds in the Drinsaar subsector.

Purity (Reavers' Deep 2440) was settled in 827 by Solomani citizens of the strict religious group Order of Purity who felt they were being persecuted by Solomani authorities in the nearby Akuusir subsector. Originally called Tarasys the colonists renamed the world after their faith. In 883 a dispute over points of faith resulted in the leaders of Purity sending the dissidents into exile on the nearby frozen world of Arakastus (Reavers' Deep 2239). In keeping with their faith the leaders renamed the world Purgatory, and used the threat of exile to the world as a method to keep the population 'faithful'.

Tlyetrai Assembly:

Allegiance Code:Ta

The Tlyetrai Assembly controls two worlds in the Farift subsector.

Luiwaiwuah (Reavers' Deep 0209) and Turin (Reavers' Deep 0409) were settled by a minor non-human race from Hoa (Reavers' Deep 0310) in -75 by sublight generation ships and for centuries all contact was via these sublight ships. Several decades ago, Hoa acquired a jump capable starship and proceeded to conquer their colony on Luiwaiwuah. It is through their possession of this single ship that they hold the Assembly together, but that ship is beginning to break down.

Multi-sector Polities:

There are three multi-sector polities with a presence within Reavers' Deep. They are the Aslan Hierate, who control seven worlds in the Keiar subsector and eleven worlds in the Uhtaa subsector, the Solomani Confederation, who control nine worlds in the Fahinar subsector, and the Third Imperium who control 57 worlds across six subsectors of Reavers' Deep.

Aslan Hierate:

Allegiance Code:As

The Aslan Hierate is the interstellar, multi-sector government of the many Aslan clans.

Aslan society centres on the clan. Within the Hierate, the family structure of the Aslan and

the governmental structure are the same. A council of twenty-nine clan leaders chosen from amongst the most powerful clans performs the highest governmental functions.

The 29 meet continuously on the Aslan homeworld, Kusyu (Dark Nebula 1919) to adjudicate inter-clan disputes and decide matters of group policy. No member of the 29 speaks for the Hierate as a whole, nor does the whole 29.

There are no Hierate military forces with each clan maintaining its own, and they rarely act in concert with those of other clans. The Hierate itself can call upon military forces only insofar as the clans themselves agree to provide such forces. Even the minor forces conveying the 29's decisions are actually under the control of individual clan leaders.

Hierate is an Galanglic word derived from a Terran word for sacred, the early Terrans mistaking the Aslan code of honour for a religion. The Aslan term for their empire is Htoifteirlakht, translated as "the bountiful lands ruled by the lords of honour".

Third Imperium:

Allegiance Code:Im

The Imperium is a gigantic, human controlled interstellar empire, encompassing almost 28 sectors and about eleven thousand worlds. It is the third such empire to encompass that part of space. The first empire was variously called the Pax Vilanica, Ziru Sirka, or First Imperium and was ruled by the Vilani. The Second Imperium, sometimes called the Rule of Man or the Ramshackle Empire, was ruled by Solomani after they had conquered the Vilani. The Third Imperium arose from the ashes of the first two about 1800 years after the Second Imperium collapsed into the Long Night. It is governed by a loose feudal society, with the Emperor



ruling through nobles throughout the Imperium from Barons to Dukes and Archdukes. The Imperium is essentially a trade protectorate that controls the space between the stars and allows most worlds to govern themselves.

Solomani Confederation:

Allegiance Code:So

In 871, the government of the Solomani Autonomous Region reorganised itself as the Solomani Confederation, in an attempt to strengthen its claims to the heritage of the old Terran Confederation. Although tantamount to a declaration of independence, the reorganisation was officially ignored by the government of the Imperium, until the increasingly belligerent and extremist policies of the Solomani caused many of the border worlds under Solomani rule to petition the Imperium for redress.

The branches of the Solomani Confederation's government took the names of the government of the Terran Confederation, but the present institutions have little resemblance to those of the past.

The chief governing body of the Solomani Confederation is the Secretariat. The Secretariat is presided over by the Secretary General, who is elected from its membership.

The Secretary General is the chief administrative officer of the Solomani government, and while the office holds great power, it is fully accountable to the Secretariat.

Representatives to the Secretariat are appointed by the governments of the individual districts. The number of representatives each district may appoint is determined according to that districts' contribution to the Solomani economy. A district typically consists of a single world, but low population worlds or depressed areas are combined into multi-world districts. In the case of a district such as this, an election is held to determine the representative from that district. These, however, are not elections in the normal sense as the governments vote rather than the populace. Each government of such a district is allocated votes according to its economic importance which are then used to elect a representative for that district.

LIBRARY DATA

NOTES & CREDITS

Reavers' Deep sector data in this article is based on the work by Paul Sanders and the Keith Brothers, specifically the Reavers' Deep Sector Sourcebook, A Pilot's Guide to the Drexilthar Subsector and A Pilot's Guide to the Caledon Subsector. Sections that are based on these sources retain the copyright of the original authors where appropriate.



The Rift Subsectors

The rift subsectors of Reavers' Deep consist of Farift, Riftdeep, Riftrim and Gulf subsectors. Sparsely populated these subsectors are considered by many to be a backwater. There are few planets with anything to really attract interstellar travellers or trade, but it could be a quiet place to retire to. There have been small mineral strikes in this area of space, but as yet nothing large enough to interest any megacorporations.

Farift Subsector: The Farift subsector is actually situated within the Great Rift, along the bottom of the "thumb" portion of "The Claw". Only two worlds in the subsector are part of a multi-world government, the Tlyetra Assembly. Luiwaiwuah and Turin were settled by a minor race from Hoa in -75 by sublight generation ships, and for centuries, all contact was via these sublight ships. Several decades ago, Hoa acquired a jump capable starship and proceeded to conquer their colony on Luiwaiwuah. It is through their possession of this lone ship that they hold together the Assembly, and that ship is beginning to break down.

The Farift subsector contains 10 systems with a population of 9.214 billion. The highest population is 9 billion at Andalusia and the highest technological level is 8 at Hoa and Turin.

Farift Subsector Data

Name	Hex	UWP	Bases	Classes	Zn	PBG	AL	Stars
Uta	0102	E243000-0		Ba		002	Na	F7 V M3 D
Andalusia	0110	E678985-5		Hi In		905	Na	F7 V M2 D
Luiwaiwuah	0209	C677666-7		Ni Ag		124	Ta	G2 V M1 D
Bergland	0304	E452000-0		Ba		012	Na	G5 V
Kimberly	0307	E000000-0		As Ba Va		003	Na	G9 V M8 D
Hoa	0310	C664853-8		Ri		211	Ta	M8 V
Campbell	0406	E775000-0		Ba		003	Na	F3V M2 D
Turin	0409	C857643-8		Ni Ag		924	Na	F8 V
Kelly	0607	D264677-7		Ni Ri Ag		405	Na	G0 V
Vasago	0805	E677000-0		Ba		025	Na	K8 V M4 V

Riftdeep Subsector: Riftdeep is a relatively empty subsector situated along the edge of the Great Rift. The planet Storm is home to one minor race, the H'Oskhikhil, who were only contacted within the last decade by Caledonian Ventures. Storm has just come out of its closest approach to the sun and the H'Oskhikhil are now expanding across their planet again.

The Riftdeep subsector contains 12 systems with a population of 8.908 billion. The highest population is 8 billion at Storm and the highest technological level is 9 at Dirk and Lise.

Riftdeep Subsector Data

Name	Hex	UWP	Bases	Classes	Zn	PBG	AL	Stars
Razzia	0906	E662000-0		Ba		010	Na	F2 V
Balyff	0909	C768845-8		Ri		904	Na	F5 V
Dirk	1109	C325685-9		Ni		600	Na	M2 V M8 D
Mooney	1206	E768000-0		Ba		423	Na	K4 V M3 D M5 D
Kieffer	1310	C685589-7		Ag Ni		204	Na	G8 V
Storm	1404	E774950-8		Hi In		801	Na	A0 V
Angela	1406	E301000-0		Ba Ic Va		010	Na	M5 D M5 D
Morristown	1409	C797345-7		Lo Ni		902	Na	M6 V
Horacio	1410	D778588-6		Ag Ni		703	Na	F0 V M7 D
Linsiber	1508	C897545-5		Ag Ni		300	Na	G0 V
Lise	1607	D1305AA-9		De Ni Po		800	Na	F2 V M7 D
Markos	1610	C547545-6		Ag Ni		502	Na	K5 V

Riftrim Subsector: Riftrim is a barren subsector situated at the edge of the Great Rift. It is sparsely populated without any multi-world governments, or much reason to attract them. The Riftrim subsector contains 11 systems with a population of 4.161 billion. The highest population is 4 billion at Zemlya and the highest technological level is 9 at Winnetka, Ellerton and Iron Angel.

Riftrim Subsector Data

Name	Hex	UWP	Bases	Classes	Zn	PBG	AL	Stars
Sean	1705	E452000-0		Ba		014	Na	F8 V
Winnetka	1710	C335577-9		Ni		803	Na	G5 V
Ellerton	1810	D102322-9		Ic Lo Ni Va		213	Na	F8 V
Caere	1908	E656000-0		Ba		001	Na	G0 V M8 D
Vichy	2005	E301000-0		Ba Ic Va		100	Na	M5 D
Iron Angel	2110	C435412-9		Ni		321	Na	G0 V M7 D M9 D
Beltene	2203	E856000-0		Ba		010	Na	G4 IV
Los	2207	E6667A9-4		Ag		720	Na	F1 V
Cuslets	2309	C897534-6		Ag Ni		803	Na	G6 V
Zemlya	2310	C767976-8		Hi		424	Na	G0 V
Cesare	2410	C579742-7				904	Na	F2 V M3 D

Gulf Subsector: The Gulf subsector is on the edge of the Great Rift and contains the coreward most portion of Imperial presence in the Reavers' Deep. It is also the least populated subsector in the Deep. Two major city-states on Verini have recently declared war on each other and this has led the TAS to declare Verini a Red Zone.

The Gulf subsector contains 12 systems with a population of 1.165 billion. The highest population is 700 million at Vesech, and the highest technological level is 12 at Mirinda.

Gulf Subsector Data

Name	Hex	UWP	Bases	Classes	Zn	PBG	AL	Stars
Kyshana	2501	E000000-0		As Ba Va	R	000	Na	G5 V
Bhasad	2504	E865000-0		Ba		013	Na	F4 V
Verini	2508	D324578-9		Ni	R	903	Na	F1 V
Opitan	2510	C65889C-6			R	403	Na	F5 V M0 D
Oloma	2610	C664632-6		Ag Ni	R	310	Na	F2 V
Wisaaran	2803	E858000-0		Ba		000	Na	K3 III
Vesech	2810	C764857-4		Ri		704	Na	M6 V
Dhroma	2909	C788535-7		Ag Ni		110	Na	G7 V
Keltia	3010	B484655-4		Ag Ni Ri		122	Im	F6 V
Mirinda	3109	C120220-C	S	De Lo Ni Po		301	Im	F5 V
Coventry	3207	E686720-5		Ag		530	Im	F3 V
Kylian	3209	BA57742-A	A	Ag		113	Im	F0 V

Riftdeep Subsector Map

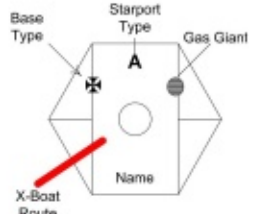
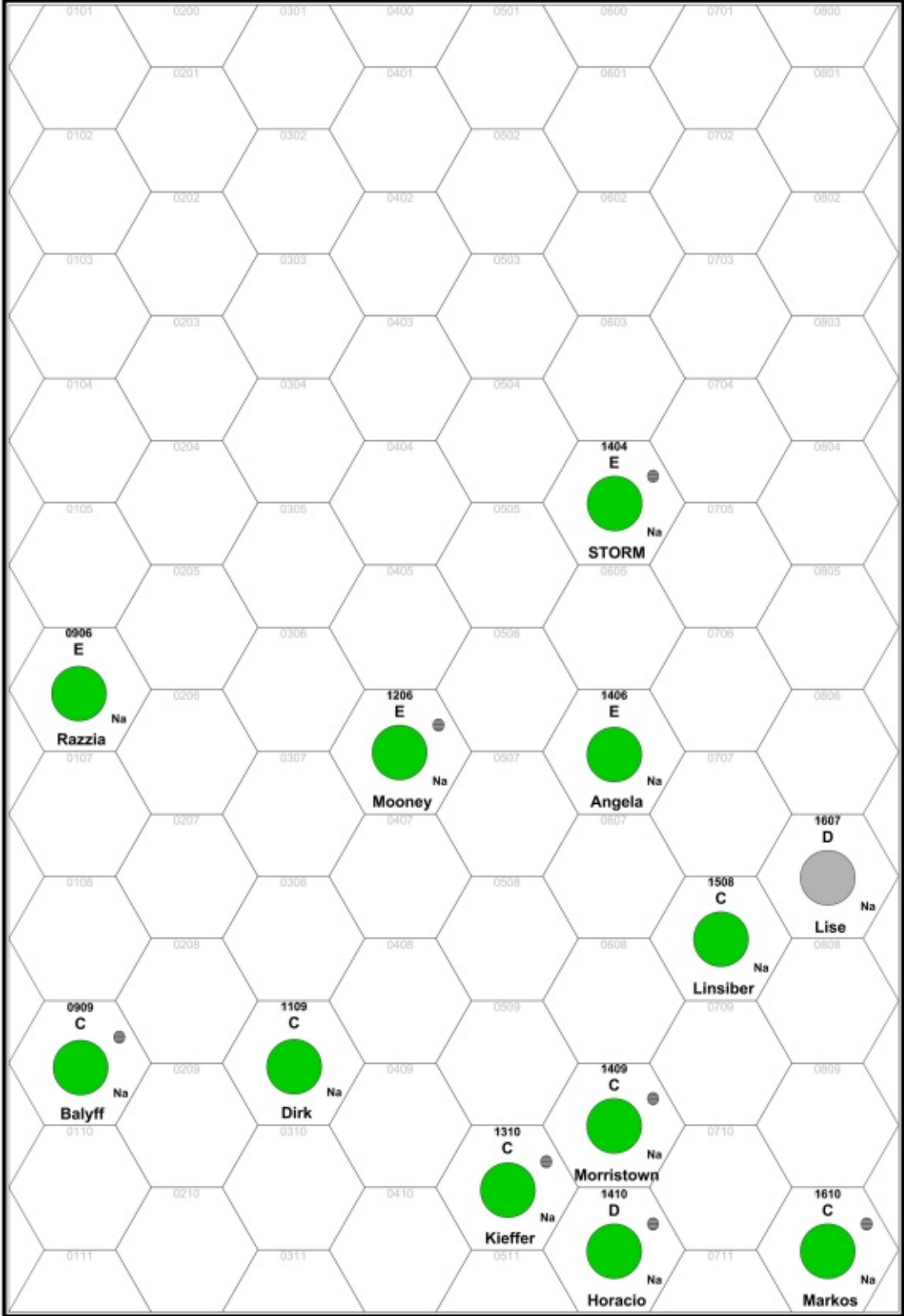
The Riftdeep Subsector

LYYSTRA

FARIFT

RIFTRIM

SCOTIAN DEEP

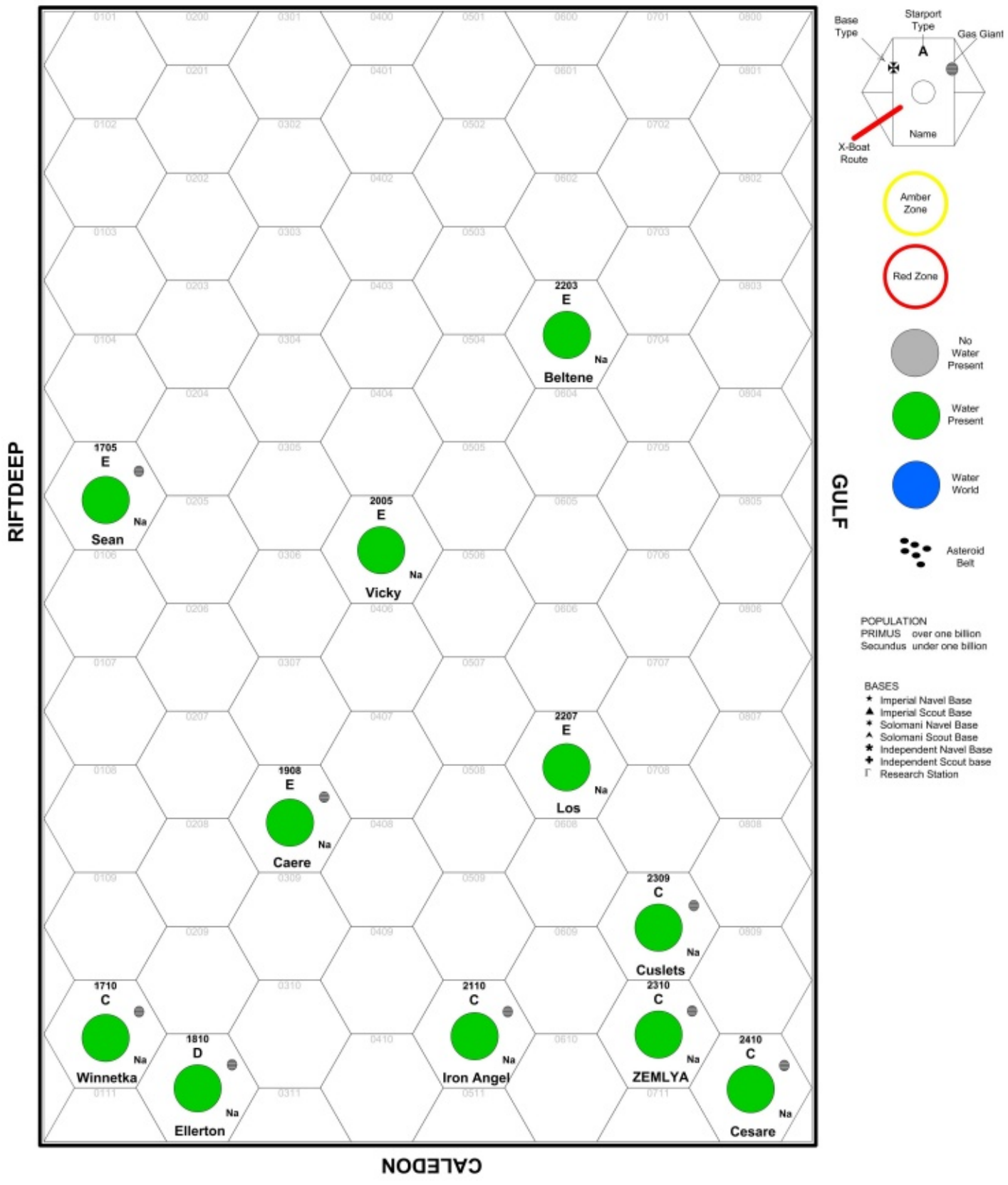


POPULATION
 PRIMUS over one billion
 Secundus under one billion

- BASES
- * Imperial Navel Base
 - ▲ Imperial Scout Base
 - Solomani Navel Base
 - ▲ Solomani Scout Base
 - ★ Independent Navel Base
 - ⬜ Research Station

Riftrim Subsector Map

The Riftrim Subsector



Andalusia (Reavers' Deep 0110 E678985-5): Once a pleasant Earth-like world the central government of Andalusia has implemented a long term plan of industrialisation that has led to the polluting of its atmosphere. At 9 billion Andalusia has the highest population in the Farift subsector.

Angela (Reavers' Deep 1406 E301000-0): A barren world with little to interest anyone. All of the worlds in this system are small and it is speculated by experts that they were all once part of the central planetoid belt.

Balyff (Reavers' Deep 0909 C768845-8): An interesting resource world, if only it wasn't so far from anywhere. Balyff is believed to be the home world of the Kelingtaful.

Beltene (Reavers' Deep 2203 E856000-0): A barren world with little to interest anyone. While the world has a thin atmosphere little life has managed to take hold due the continual meteoroid bombardment from the nearby belt.

Bergland (Reavers' Deep 0304 E452000-0): A barren world with little to interest anyone. The system does have a rare class V yellow-red gas giant that has been studied extensively by scientists.

Bhasad (Reavers' Deep 2504 E865000-0): A pleasant world far from anywhere. Bhasad is seven parsecs from Imperial space and at least three parsecs in any direction to its neighbours. Bhasad's isolation has meant there is little interest in the system.

Caere (Reavers' Deep 1908 E656000-0): A cold, barren world orbiting the only gas giant in the system Caere has little to interest most travellers. Mining companies from the Principality of Caledon and the Imperium have been investigating the system for useful resources in the last couple of years.

Campbell (Reavers' Deep 0406 E775000-0): Home of the Order of New Enlightenment, a small enclave of monks who are searching for a path to higher being, and very little else. The monks are seeking a higher form of existence, often with the use of drugs. A world of vast plains with little flora and fauna.

Cesare (Reavers' Deep 2410 C579742-7): Cesare was once a part of the Reaver kingdom built by Orpheus Roye. After the civil war that ended the Reaver kingdom Cesare did its best to recover. Most of the islands on Cesare are also active volcanoes, leading to an elevated sulphur content in the atmosphere.

Coventry (Reavers' Deep 3207 E686720-5): During a three-century period of the Long Night (circa -1620 to -1320), Coventry was a prison planet, and the site of numerous cruel and lethal biological experiments involving unwilling human and non-human subjects.

Even though nearly two and a half millennia have passed and Coventry is no longer a prison, the fearsome threat of "transport to Coventry" is still used effectively by unscrupulous law enforcement officials in certain Solomani subsectors. So infamous was this planet that one of the conditions of the Peace of Ftahlr was that the Imperium would never upgrade the Coventry starport facility above Class E.

Coventry is now the home for more than 50 million peaceful, hard-working inhabitants (many of them descendants of prisoners).

Coventry also exports agro-products to Imperial worlds of nearby Daibei Sector. Cargo shuttles land at selected marked locations around the globe on Coventry, pick up unmarked pallets (they can be identified only as "from Reavers' Deep"), then depart as quietly as they came.

The government of Coventry is a participating democracy with little formally structured legal code. All legal matters are handled at the local level.

Cuslets (Reavers' Deep 2309 C897534-6): In -676 a colony ship from the Reaver kingdom of Orpheus Roye left Oloma to settle Cuslets. Upon jumping into the system the ship suffered a manoeuvre drive malfunction and the ship crash landed off one of the world's islands. The crash survivors salvaged as much as they could from the ship before an approaching storm caused it to slip from the edge of the underwater shelf it was on. Thus the ship was lost to the survivors but the colonists were a tough group and eventually the colony thrived. The population of Cuslets are fiercely proud of their ability to survive

almost any situation their world throws at them.

Dhroma (Reavers' Deep 2909 C788535-7): A garden world that has applied for membership with the Imperium. While approval from the Imperium is almost a certainty the membership request also has to be approved by Aslan Hirate as per the conditions of the Peace of Ftahalr.

Dirk (Reavers' Deep 1109 C325685-9): A world alone, Dirk is the only planet orbiting its binary star system. Dirk's primary export is high quality industrial grade diamonds. The extensive volcanic activity on the world makes locating the diamonds easy, if somewhat dangerous. The habitat domes protecting the population of Dirk are located at the centres of the tectonic plates, away from volcanoes and mining activities.

Ellerton (Reavers' Deep 1810 D102322-9): A small frozen world that is home to a collection of mining families. These families form a loose guild that ship their raw minerals to the Principality of Caledon. Most of the mining activities take place in the belt or on the many moons orbiting one of the three gas giants. Ellerton itself acts as a hub and gathering point for the miners.

Halo (Reavers' Deep 0805 E677000-0): One of the largest concentrations of accessible mineral ore and refinable gases in any system of this sector, the Halo system has five gas giants and two metal-rich asteroid belts. Only recently surveyed by the Caledonian firm of Travis Commodities, the Halo system has been the site of increasing amounts of mining activity sponsored by the Aslan Khotoa'ya Clan. The system's remote location gives each party equal rights to exploitation of Halo's resources, but the Khotoa'ya's resistance to Travis' presence has become increasingly hostile.

Hoa (Reavers' Deep 0310 C664853-8): Home of the minor non-human race the Tlyetra. Several decades ago, Hoa acquired a jump capable starship and proceeded to conquer their colony on Luiwaiwuah. This proved relatively easy as Luiwaiwuah has a

much smaller population and lesser technology level than their home world. It is through their possession of this lone ship that they hold the Tlyetra Assembly together. The Tlyetra of Hoa also attempted to reclaim their colony on Turin however the inhabitants there were able to fight them off. The future of the Assembly is in doubt as the starship that allows Hoa to maintain control of Luiwaiwuah is beginning to break down.

Horacio (Reavers' Deep 1410 D778588-6): An agricultural world that has recently started exporting to the Principality of Caledon. Horacio was settled in 793 by immigrants from St George who wanted to escape the confines of the orbital cities. The people of Horacio lead a simple life, and prefer it that way.

H'Oskhikhil: Indigenous to Storm (1404), the members of this minor race are disk-shaped beings half a meter high by 1.5 meters in diameter. Only the adult stage is intelligent.

Their world's eccentric orbit has moulded their lifecycle into two major phases: the civilised adult which, after reproducing, is consumed by the voraciously hungry juveniles. This process has kept the race from developing an enduring technological society until relatively recent times, when the adults have been constructing armoured, air-conditioned refuges where they can live to pass on their culture and technology to the next generation.

Iron Angel (Reavers' Deep 2110 C435412-9): Home of Quantum Mining Ventures, this was the very first system where the resources company set up base. Selling gases and minerals to both Imperial and Principality interests has proven profitable to the company. The company was purchased from its original owners ten years ago and has been aggressively expanded since then by its new owners. The company headquarters was moved from Iron Angel to Mull (Reavers' Deep 2916) in 1109.

Kelly (Reavers' Deep 0607 D264677-7): A lush and richly abundant world, Kelly has three peaceful human nations that call it home. Kelly is seldom visited, even by the mining starships of the Aslan Khotoa'ya Clan on the way through to Halo.

Keltia (Reavers' Deep 3010 B484655-4): Keltia is an agricultural world, exporting goods to the nearby Imperial worlds of the Nightrim, Edge and Woomera subsectors.

Kieffer (Reavers' Deep 1310 C685589-7): Kieffer is noted for its vast equatorial rainforests, the world is wet and full of life. A lot of the fauna of Kieffer is hostile to the human population, however some unique medicines have been discovered within the wildlife.

Kimberly (Reavers' Deep 0307 E000000-0): The belt was named after the Captain of the Principality of Caledon scout ship that initially surveyed this system, Sir Francis Kimberly. While the system has readily accessible resources its distance from most space faring worlds means these resources have gone untapped.

Kylian (Reavers' Deep 3209 BA57742-A): A large world with Imperial naval and scout bases, Kylian was once a forward base of operations for the Imperium into Reavers' Deep, but is now little more than a garrison world.

Kyshana (Reavers' Deep 2501 E000000-0): Keep moving, nothing to see here. Seriously, the belt is the only feature of the system and, even though it is the largest planetoid belt in known space, there is nothing special about the rocks that make up the belt. The TAS has declared Kyshana a red zone due, they say, to the lack of gas giants and ice asteroids to provide fuel for ships. Conspiracy theorists suggest it's actually because of some hidden Ancient base within the belt, but the lack of any official Imperial naval presence in the system or to it tends to suggest otherwise.

Linsiber (Reavers' Deep 1508 C897545-5): Linsiber is unique within Reavers' Deep as it is the only system with two worlds in the same orbit. Mineral compositions on Linsiber are uniform with other rocky bodies in the system while geological testing of Linsiber II puts the world at a much younger age than Linsiber, but how it got to the system is anyone's guess. Linsiber II is a similar sized

ball of rock to Linsiber and orbits on the opposite side of the star.

Lise (Reavers' Deep 1607 D1305AA-9): Lise is an isolated world, with the only fusion fuel sources available found deep within the planet or out on one of the small frozen worlds in the outer system. Few ships visit unless they carry enough fuel to jump out again. The population of Lise live underground and make a living by mining the small, airless worlds of the system.

Los (Reavers' Deep 2207 E6667A9-4): Settled around 295 by peoples from the Principality of Caledon, Los is a quiet, backwater world with a friendly and content population. Although they have a small standing defence force they are by the very nature of their idealistic lifestyle pacifists. Not much has happened on Los in the recent past and, given their position on the edge of the rift, not much is likely to happen in the future.

Almost all of the land on Los is a part of the super continent that rings the equator. The continent has been created by the pushing together of the northern and southern continental plates. This has resulted in a vast mountain chain following the equator, with fertile coastal plains stretching from either side of the mountain ranges. This also means there are quite active volcanoes at both poles resulting in no polar icecaps. The coastal plains are lush and well watered and ideal locations for the inhabitants to build communities and farm the land.

Luiwaiwuah (Reavers' Deep 0209 C677666-7): Settled in -75 by the minor non-human race the Tlyetrai. In 1086 the Tlyetrai of Hoa acquired a jump capable starship and proceeded to conquer their colony on Luiwaiwuah. This proved relatively easy as Luiwaiwuah has a much smaller population and lesser technology level than their home world. It is through their possession of this lone ship that they maintain control of Luiwaiwuah however the ship is beginning to break down. A rebellion is expected once this happens.

Markos (Reavers' Deep 1610 C547545-6): A highly volcanic world, the constant cloud masses generated from erupting volcanoes means the thin atmosphere is warmer than it would normally be. It also means that venturing outside without a breathing filter is fatale in the long term.

Mirinda (Reavers' Deep 3109 C120220-C): Miranda is actually a moon orbiting the gas giant of the system, Caloros. Mirinda is the home of a scout base, the three hundred inhabitants of the moon made up of scout personnel and their families. The scout base on Mirinda acts as a forward post for Imperial surveys into the rift subsectors of Reavers' Deep.

Mooney (Reavers' Deep 1206 E768000-O): Another world on the edge of the rift, Mooney could be a food bowl, if not for its isolation. Scouts from Quantum Mining Ventures have been surveying the system recently to see if there is any readily accessible mineral deposits in the two belts.

Morristown (Reavers' Deep 1409 C797345-7): The first Solomani settler on the planet that eventually came to be called Morristown was an agriculturalist named Gideon Morris. It is recorded in Principality of Caledon records that Gideon, along with an unspecified number of his siblings, passed through Principality space in 373 on their way to settle on Morristown. Early settlement records indicate that the Morris clan came from the Clan subsector of the Magyar sector of Solomani space.

Oloma (Reavers' Deep 2610 C664632-6): Once a part of the Reaver kingdom built by Orpheus Roye Oloma has had a bloody history. After the civil war that ended the Reaver kingdom Oloma did its best to recover. A starship with trade goods from Roye landed on Oloma in early 860, reminding the population that they had been once a part of a much larger kingdom. In 902 Oloma purchased two jump capable starships from a merchant company based in the Principality of Caledon. However the blood of Reaver Kings run deep and in 903 Prince Janin Kresh of Oloma declared himself the blood descendant

of King Roye. He then announced his intention to bring back together the worlds of the Reaver King Roye, starting with the worlds of Opitan and Roye. Opitan responded by arming its few ships, jumping to Oloma and bombing its cities from orbit.

Oloma responded in kind. The war that followed devastated both worlds and rendered their fleets inoperative. The population continues to be aggressive to outsiders and this has led the TAS to declare Oloma a Red Zone.

Opitan (Reavers' Deep 2510 C65889C-6): Once a part of the Reaver kingdom built by Orpheus Roye Opitan has had a bloody history. After the civil war that ended the Reaver kingdom Opitan did its best to recover.

A starship with trade goods from Roye landed on Opitan in late 860, reminding the population that they had been once a part of a much larger kingdom. In 902 Opitan purchased three jump capable starships from a merchant company based in the Principality of Caledon. When in 903 Prince Janin Kresh of Oloma declared himself the blood descendant of King Roye and announced his intention to bring back together the worlds of the Reaver King Roye, the government of Opitan decided they were having none of it.

The Opitanian government armed its starships, jumped to Oloma and dropped nuclear bombs on the Oloma cities from orbit.

Oloma responded in kind. The war that followed devastated both worlds and rendered their fleets inoperative. The population continues to be aggressive to outsiders and this has led the TAS to declare Opitan a Red Zone.

Opitan Snate: A small insect that likes to burrow under the skin of humans to feed on fat. The native humans of Opitan have a salve that with time (several years) protects them from the insects. This salve is applied from birth and until effective Opitan babies are kept indoors during the swarm season.



Orpheus Reginald Roye: In -685 scientists on Opitan managed to successfully construct a jump drive from recovered Viliani records.

Once the first jump capable warship was built the commander of the Opitan military, a young Orpheus Roye, orchestrated a military coup and overthrew the Opitan government. Roye then proceeded to proclaim himself High Warlord of Opitan and constructed several more starships. Using this small fleet High Warlord Roye set out to conquer the nearby worlds of Oloma and Casare. Once these worlds were under his control Roye sent a colony ship to the empty system of Ominon as a forward base of operations.

When the colony was established High Warlord Roye renamed the star Orpheus and the main world Roye in his honour. Expansion of Roye's Reaver kingdom stopped when they reached Zemlya. Although having a lower technology level than the Reaver kingdom Zemlya had a greater population than the combined population of the planets already under Roye's control. Roye began a long term project to increase his kingdoms population and to build more starships to subdue Zemlya. Exploring beyond Zemlya Roye's scouts discovered Cuslets and Loren.

Loren proved to be too hostile for Roye's technology while Cuslets had a small primitive population of humans inhabiting it. Again a colony ship was dispatched to claim the world, however it was never heard from again.

Another colony ship was constructed to be sent to Cuslets but fate intervened when Orpheus Roye died in a hunting accident.

The colony ship was never sent as Roye's son, Duroth, declared the mission a waste of resources. The kingdom survived for three generations until the Great Grandson of Orpheus Roye, Chetnum Roye, lead a revolt against his older brother Dargus. The revolt ended in a series of pitched battles that resulted in the deaths of all the royal family as well as most of their military commanders.

The ensuing chaos meant most of the communities had to fend for themselves as various parties staked a claim to some part of the kingdom. Civil war ensued, with massive destruction across Roye's kingdom, and the major facilities and starship construction yard were damaged beyond repair.



Orpheus Reginald Roye

Razzia (Reavers' Deep 0906 E662000-0): A pleasant looking world, however looks can be deceiving. Razzia is the home of the Razor Gnat, a small flesh eating insect. Most native creatures of Razzia have developed some form of defence against the predator, while visitors to the world soon find out they don't.

Sean (Reavers' Deep 1705 E452000-0): A small planet with little going for it, as such very few travellers ever visit the Sean system. The four gas giants in the system have shown promise for rare gases however Sean's position at the extreme edge of the great rift means few companies have chosen to exploit these resources.

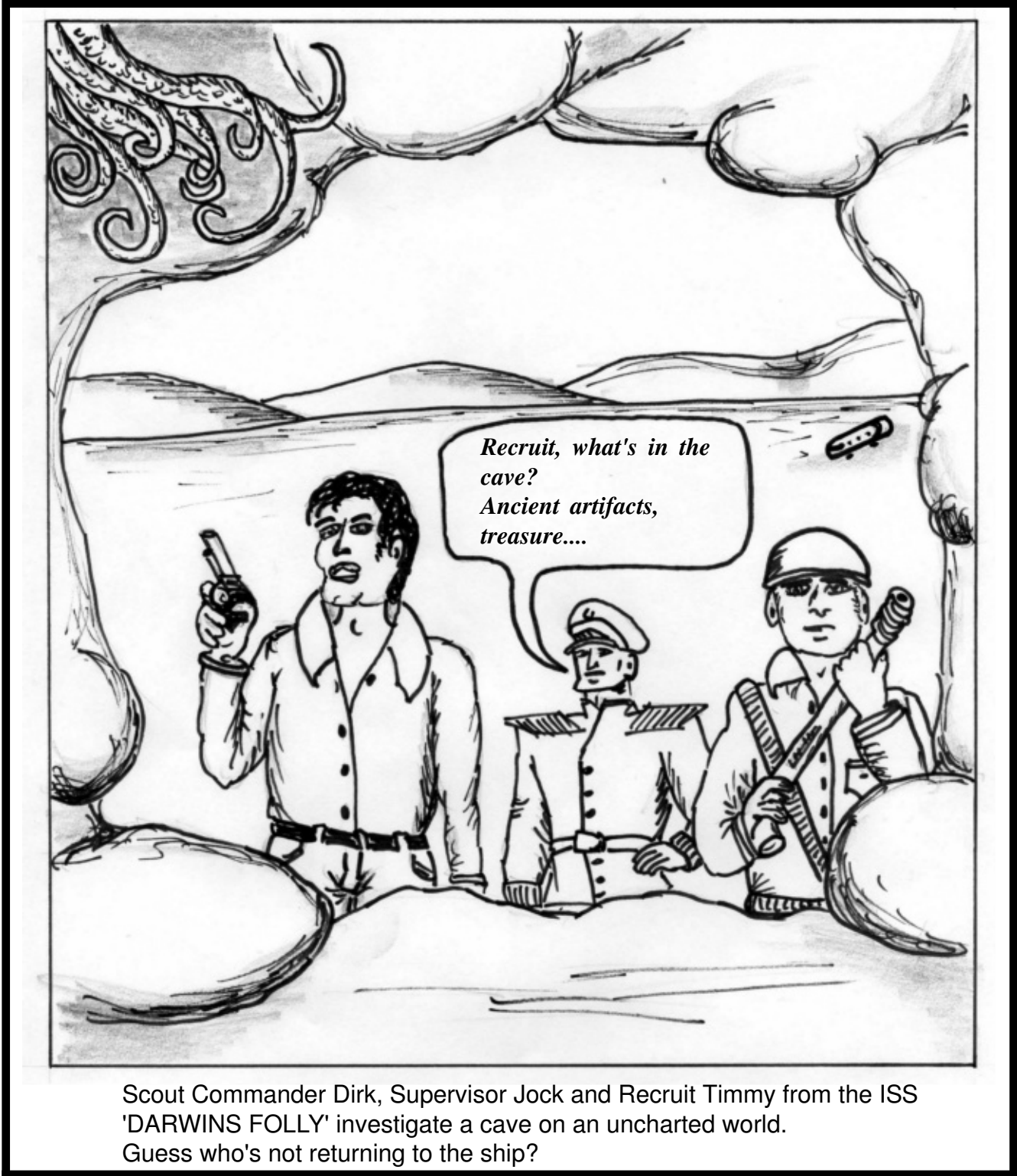
Storm (Reavers' Deep 1404 E774950-8): Home of the minor race H'Oskhikhil the world's eccentric orbit has just come out of its closest approach to the sun and the H'Oskhikhil are now expanding across their planet again.

Tlyetra Assembly: A two world government in the Farift subsector. The minor non-human race Tlyetra from Hoa settled Luiwaiwuah and Turin in -75 by sublight generation ships, and for centuries, all contact was via these sublight ships.

Several decades ago, Hoa acquired a jump capable starship and proceeded to conquer their colony on Luiwaiwuah. It is through their possession of this lone ship that they hold together the Assembly, and that ship is beginning to break down.

BACK PAGE

The Back Page is for any random thoughts, jokes, letters to the editor or any other items that don't fit into an article within the main body of the fanzine.



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