

# *Into The Deep*

*Issue Four*

*The Fahlmar Subsector and  
An Extended History of Reavers' Deep*

**Drink  
Lanisteg  
Whiskey**



*A Fanzine For Classic Traveller: Set in Reavers Deep*

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# *Into The Deep*

*Issue Four - September 2011*

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### Credits:

Editor: Brett Kruger  
 Layout Design: Brett Kruger  
 Proofreaders: David Billinghamurst, Sue Cottle  
 Contributing Authors: Brett Kruger  
 Contributing Artists: Brett Kruger  
 Playtesters: The Crew (Reavers Deep PbEM Group)  
 Cover Photo: Lanisteg Whiskey Cover Girl - Helen Marines

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# LETTER FROM THE EDITOR

Welcome Citizens!

This is the fourth issue of INTO THE DEEP, 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, its citizens, the worlds they inhabit and the adventures awaiting them. Hence the title!

Now about the contents of the fanzine and some of the articles you can expect to find inside. The Travellers Guide in this issue details the high tech agricultural world of Lanisteg, found within the Carrillian Assembly of the Fahlmar subsector. Who are you? details a low ranking noble patron with a problem that needs solving. The News Feed this issue is a special article on the extended history of Reavers' Deep. This issue has fewer articles than usual due to the length and amount of time it took to research and review the special history article. Things should be back to normal for issue number five!

My goal is still to release an issue of INTO THE DEEP each quarter to six months, with twenty or more pages of content, although as always 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. 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. Article submissions can be up to six pages in length, though I reserve the right for creative editing, in RTF, TXT, DOC or ODT formats and should be checked for grammar if possible. I use Australian spelling in my articles but at least you don't have to put up with my accent. If you have graphics, which would be great as I am no artist, please include them separately as that makes it easier to put into my desktop publishing software.

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, please enjoy the issue. You never know what you will discover in the Deep!

Brett Kruger  
Editor of INTO THE DEEP  
reaversdeep@yahoo.com.au

# TRAVELLERS GUIDE

## Lanisteg, A High Tech Garden World.

By Brett Kruger

### System Data:

Lanisteg (2732 A568569-D) is found in the Fahlmar subsector of Reavers' Deep. The primary star is called Lanis and has a spectral classification of K4V. There is a small secondary star in far orbit called Stegi and it has a spectral classification of M4D. The Lanisteg planetary system has twelve major bodies with the only permanently inhabited world being Lanisteg. There are no gas giants or planetoid belts in the system.

### Orbital Dispersion Table:

0 - Lanisteg  
 I - Lanis I  
 II - Lanis II  
 III - Lanis III  
 IV - Lanis IV  
 V - Empty  
 VI - Lanis VI  
 VII - Lanis VII  
 VIII - Lanis VIII  
 IX - Empty  
 X - Lanis X  
 XI - Lanis XI  
 XII - Lanis XII  
 XIII - Lanis XIII



### Planetary Data:

Given how close Lanisteg is to its primary it should come as no surprise the world has no satellites. Lanisteg's diameter is 8,020 kilometres and it has an atmospheric composition of a standard oxygen-nitrogen mix. Hydrographic percentage is 80% liquid water. The population of 600,000 is composed of mixed human stock. The trade classification of Lanisteg is non-industrial and agricultural, with the colonial government answering to Carrill. The law level of Lanisteg is 9, with open possession of weapons banned. Current technology level on Lanisteg has been graded by the ISS at thirteen.

### Early History:

Although Lanisteg is a very hospitable world for humans it has never had a permanent population until recently. This is due entirely to the fact that Lanisteg was for a long time thought to have an uninhabitable system due

to its star type. The oceans have a strange lensing effect on the radiation coming from Lanis that cause sensors below tech level twelve to mis-identify the world as a brown dwarf star. A Peacekeeper patrol ship re-discovered Lanisteg in late 789 while chasing a pirate vessel in system. While there is some evidence of Reaver habitation, most likely during the Long Night, the structures have been abandoned for close to a thousand years. The system itself has been visited on a regular basis over the years, but only as a refuelling stop at the outer planets.

### Modern History:

Lanisteg was first settled in 827 by colonists from Carrill. Rich in resources the world was quickly turned over to vast tracts of agriculture, both on land and in the shallow seas, as well as mariculture. The colony was thriving until 852 when violent solar flares erupted from



Lanis, causing massive destruction to the colony and hundreds of deaths. Normally the magnetic field of a world protects it from solar flares but in the case of Lanisteg the lensing effect that hid the world for so long channelled a small proportion of the solar radiation through the planet. The resulting flood of radiation devastated the colony.

The Carrillian Assembly thought of abandoning the colony for a short time but, having already invested heavily in it, passed a motion to further invest in the world to increase its technology base faster than normal. Heavily shielded satellites with the most advanced detectors the Assembly had were placed in orbit in an attempt to give the colony as much warning as possible of any solar flares that might intersect the world and cause the devastating solar storms.

Within a decade the technology base of Lanisteg was raised to equal Carrill, the starport was expanded from C class to A class, and all buildings and facilities heavily shielded. Many more solar storms have ravaged Lanisteg, usually averaging 30 to 40 every century, but as they have no predictable cycle only the satellite detection grid allows the colony to continue to be viable. These solar storms are now called the Time of Burning. To capitalise on its investment on Lanisteg the Assembly has constructed the largest jump drive manufacturing plant in the Carrillian Assembly. The plant supplies jump drives solely for use in Assembly Peacekeeper starships and is the largest factory on Lanisteg.

## Geography:

With many large islands and shallow seas, Lanisteg is an old, stable world. The planet has no great mountain ranges or deep sea troughs. The soil on the islands is rich and fertile and there are many reefs off the coasts.

There is little tectonic activity and, apart from the Time of Burning, the climate is mild and pleasant. The world does have a good supply of minerals and metals, however these are now only found deep underground. The colonists have taken to mining the outer planets where the resources can more easily be accessed.

## Ecology:

Lanisteg has a huge range of flora, most of which resides in the shallow oceans. There are several varieties of trees, shrubs and grasses on the islands, but this doesn't compare to the hundreds of thousands of varieties that live under water. For example, over fifty thousand unique types of sea grass have been catalogued already.

One variety of land plant has grabbed the attention of scientists. A moss on the southern island of Therous has shown signs of semi-intelligence. The moss, which has the ability to draw its roots out of the ground and move, has been observed to draw itself into cracks and crevasses many hours before a solar storm that results in a Time of Burning.

It is not yet understood how the moss is able to detect the approaching storms, but its prediction capabilities are at least as accurate as the orbital satellites. The moss has also been observed capturing small insects within the web of tendrils it sends out.

It is a similar story for the fauna of Lanisteg. Few animals live on the islands, with nothing larger than small rodents and insects.

However below the surface of the oceans an abundance of wildlife lives, from small crustaceans to twenty meter long squid like creatures that live in the seabed ravines. Creatures of note include the McTaggarts Dart, a fish that shoots darts to kill its prey, and Creacus Herd, a jellyfish like creature that hunt in packs.

## Society:

Except for the Time of Burning life is pleasant and peaceful on Lanisteg. Life on the world is ordered, but not to the extent of being regimented, with each of the citizens allocated a position in the running of the colony. Besides work at the jump drive factory and providing services for the citizens most people on the world are employed in the agricultural and mariculture industries.

The colonists are easy going and hard-working, having accepted the migration to escape the confines and oppression of the space habitats of Carrill. They work hard and party just as hard, with the Peacekeepers often kept busy after work hours breaking up drunken brawls. Despite the seemingly



carefree attitude of most of the colonists, visitors to the world will invariably notice the background tension all colonists seem to share. This tension is marked by the sideways glances the colonists make at the loudspeakers that hang overhead at every street corner in the city. If pushed about them visitors will be told that the loudspeakers only sound when a solar storm approaches.

No money is used on Lanisteg, with every working citizen using biometric markers in their palms to validate purchases. Visitors to the world from other Carrillian Assembly worlds can register their biometric markers with cash at the starport. Non-Carrillian Assembly visitors must register electronic pay cards if they want to make purchases outside of the starport. This system tends to make visitors to the world stand out as well as restricting their movement within the city. The biometric markers also double as access codes to secure sections of the city.

## Government:

The Carrillian Assembly is represented on Lanisteg by Governor Jans Halidran, who in turn is advised by a council of citizens from the different functional areas of the colony.

The council and Halidran meet the day after the weekly courier arrival to disseminate orders from the Assembly. Halidran then uses the rest of the week to meet with the heads of each functional area to resolve disputes, allocate weekly resources and gather the information for the weekly reports that are dispatched back to Carrill with the departing courier.

The head of the local Peacekeeper forces, Kensus Gluide, reports to Halidran. Apart from forming a protection detail for Halidran, the Peacekeepers also serve as the military and police forces for the government on Lanisteg.

## Military:

Three large companies of Assembly Peacekeepers are stationed on Lanisteg to provide a small defensive force as well as serving as a local police force. Located in the Peacekeeper compound next to the starport are four system defence boats the Peacekeepers use to patrol the system. Also

located at the base is a flight of twelve heavy fighters kept in service as a backup to the SDBs.

All weapons, equipment and ships used by the peacekeepers are tech level fourteen, with supplies and spare parts brought in by the weekly courier from Carrill. All sensitive Peacekeeper resources are kept in a hardened building in an un-disclosed area of the Peacekeeper compound.

A jump four courier is stationed at the starport ready to jump out to Carrill at any time. The courier is rotated out with another courier to Carrill each week, carrying reports back to the Assembly government and bringing back directions and information for Governor Halidran.

## Trade:

Trade for the most is restricted to other Assembly worlds; however excess goods are sometimes sold or bartered with passing free traders. Given that Lanisteg is near the heart of Assembly space most free traders are discouraged from visiting the world.

Discouraged does not mean banned so free traders do visit the world from time to time.

Any visitors are welcomed to trade but are always kept within sight of peacekeeper troops.

Trade goods consist mostly of land-based fresh fruits, vegetables and small livestock; ocean-based goods include fish, shellfish and green seaweed. The brown coloured seaweeds are known to be toxic to humans.

Apart from food goods Lanisteg farms also produce nutrient agar, jewellery (e.g. cultured pearls), organic oils and cosmetics.

Another highly sought after trade good is Lanisteg Barrel proof whisky, with a one litre bottle selling for around 100 Marks. Export of Lanisteg whiskey is banned from the Assembly, but there is a thriving black market for the alcohol through the near-by trade port at Drellesarr. As such the distillery on Lanisteg has a constant Peacekeeper presence, especially at shipment times.

However this pales in comparison to the security present when a batch of Gold Proof whiskey is shipped. Gold Proof Lanisteg whiskey is aged in its oak casks for ten years the same as the standard whiskey, but what



makes Gold Proof unique is the fact that it is produced from grains that are exposed to the Time of Burning. The exposure of the grain causes a chemical change that result in a smoother, richer blend of the whiskey. The blend has also been shown to be mildly addictive, which only adds to the value of the casks. The Gold Proof vintages of Lanisteg are always in such high demand that it easily commands ten times the price of the standard Lanisteg whiskey.

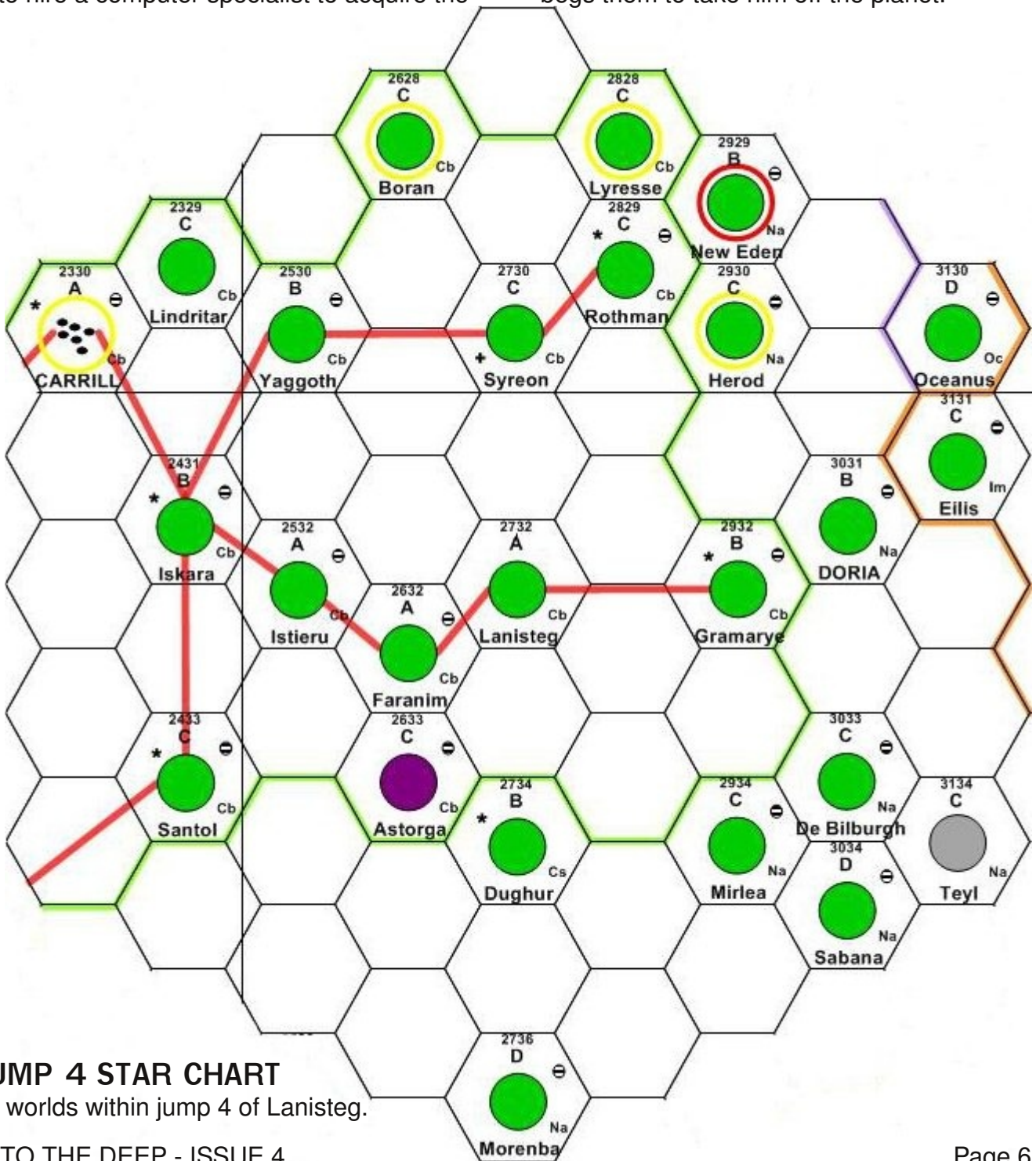
### Adventure Hooks:

The party is approached by a trader from a starship registered out of Drellesarr seeking to hire a computer specialist to acquire the

Assembly shipping timetables for the next six months. He is willing to pay several thousand Imperial credits for the information.

While drinking at a starport bar, the party overhear an old man claiming to have discovered a reef off one of the uninhabited islands that contains a virtual treasure trove of natural pearls. The old man may or may not be drunk at the time.

While packing cargo onto their starship some of the members of the crew are approached by a dirty, dishevelled teenager. He claims he was sold into servitude and begs them to take him off the planet.



### JUMP 4 STAR CHART

All worlds within jump 4 of Lanisteg.



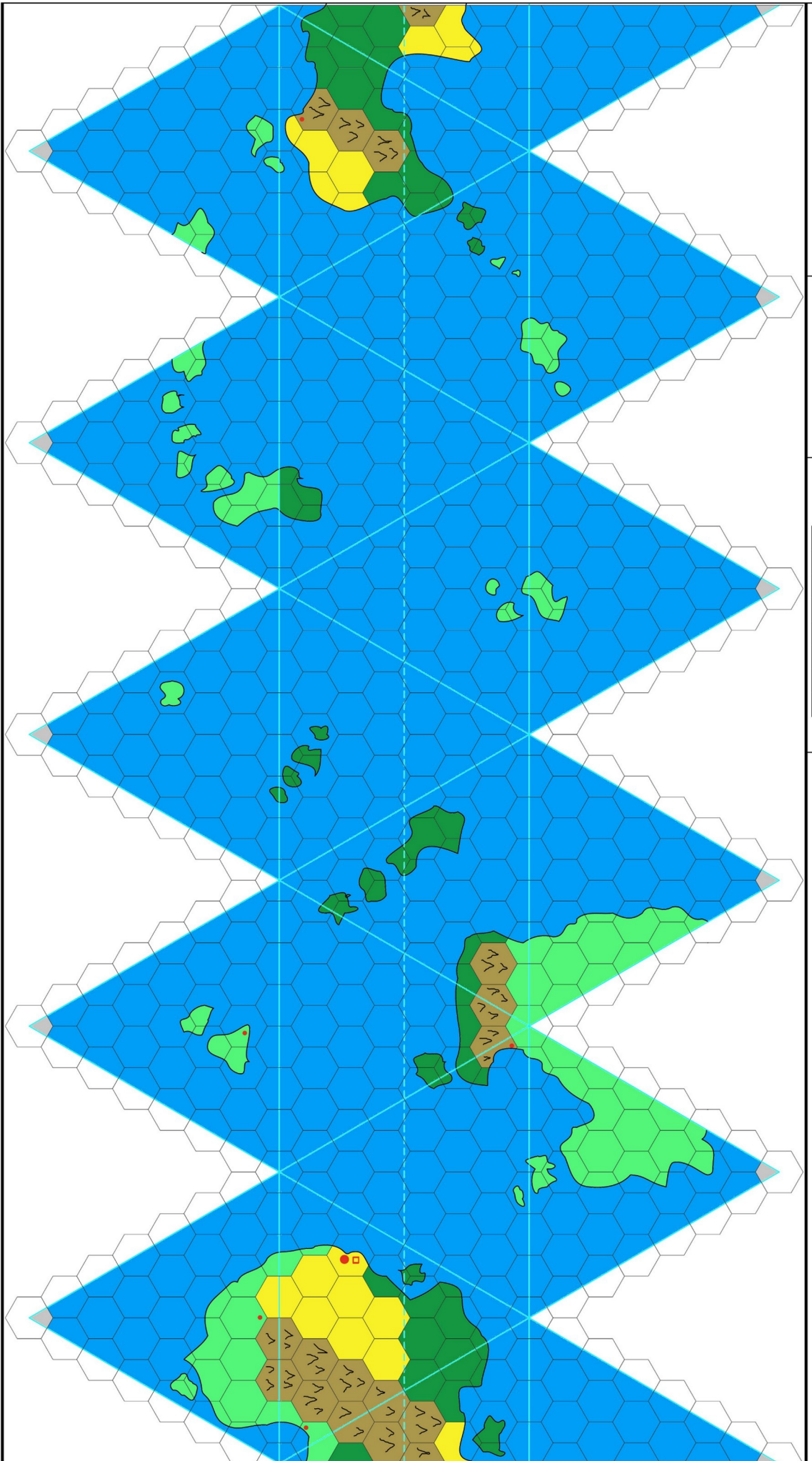
WORLD MAP GRID

1. Date of Preparation 123-1114

2. World Name Lanisteg

3. UPP A 5 6 8 5 6 9 D

4. Hexagon Scale in Kilometers 720 kms



- LEGEND**
- Water
  - Plains
  - Forest
  - Jungle
  - Mountains
  - Tundra
  - Major City
  - Minor City
  - Starport

## WHO ARE YOU?

### Lady Carolyne Bourne

*By Brett Kruger*

**Patron Type:** Minor Noble

**Necessary Skills:** Local tech level transport skills

**Necessary Equipment:** None

**Locale:** Any rich world



#### Player Information:

Lady Carolyne Bourne, a minor noble who owns a chain of floral stores on her home world, is looking for some help with an issue she is having. Recently her son, Freddy, has become engaged to a local retail therapist, Hidee Withr, whom Lady Bourne feels is lacking the culture necessary to be a member of the Bourne family. Several heated communications have been exchanged between the two women, some of which have been mysteriously leaked to other friends and family, causing Lady Bourne some embarrassment. Lady Bourne has expressed concerns that Ms Withr is often badly-behaved and a crude young woman, with desires and expectations higher than either her social status or economic means.

Therefore Lady Bourne wants to bury the hatchet with Ms Withr, so to speak. She has offered an olive branch to the young woman and has invited her for a weekend at the family manor so the two can get to know each other better. The characters, up to a party of three, are to fly Ms Withr from the city to the island manor on the other side of the world. The characters will be restricted to the staff areas of the island while they are there. Once the weekend is over the characters will fly Ms Withr back to her home city. They will then be paid Cr1000 each, with all food and lodgings included. Lady Bourne will provide private transport.

#### Referee Information:

1. All is as presented above. The trip will be uneventful and the characters will be paid after the trip.
2. All is as presented above, except that after 24 hours Lady Bourne decides she really doesn't like Ms Withr and has the characters return the woman home. Therefore Lady Bourne will only pay the characters half of the promised wage.
3. All is as presented in #2, however Lady Bourne will offer the characters Cr300,000 to 'accidentally' drop Ms Withr into the ocean on their way back to the mainland.
4. All is as presented in #2, however Lady Bourne will have one of her staff sabotage the transport in an effort to cause it to crash into the ocean.
5. Lady Bourne really does bury the hatchet into Ms Withr, and will attempt to frame the characters for her murder. The local security forces will arrive before the characters find out about the murder and will attempt to take them into custody before the characters can prove their innocence.
6. As per #5, however Ms Withr discovers the plot before Lady Bourne can carry it out and begs the characters to save her from the fate planned for her. Ms Withr has no money or means to pay the characters and Lady Bourne will report the transport stolen if the characters attempt to flee with it.

# 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.

**Fahlnar Subsector:** The Fahlnar subsector is the only place where the Solomani Confederation enters the Reavers' Deep. It also contains about a quarter of the Carrillian Assembly and a token Imperial presence.

When the Peace of Ftahlr was signed and the buffer zone established, the Solomani Confederation was not in existence. Then when the Solomani Autonomous District was established in 704, the Solomani violated the buffer zone, and established colonies right up to the border of the Hierate. This created tension between the Hierate and the Imperium that worsened after the Solomani Confederation was declared in 871. Tensions between the Imperium and the Hierate eased after the Solomani Rim War in 990, but this only transferred those tensions to the Confederation.

The Fahlnar subsector contains 25 systems with a population of 6.676 billion. The highest population is 3 billion at Avalon and the highest tech level is 13 at Lanisteg and Moibeal.

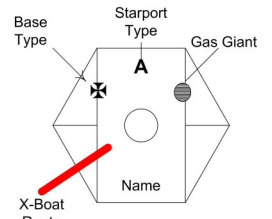
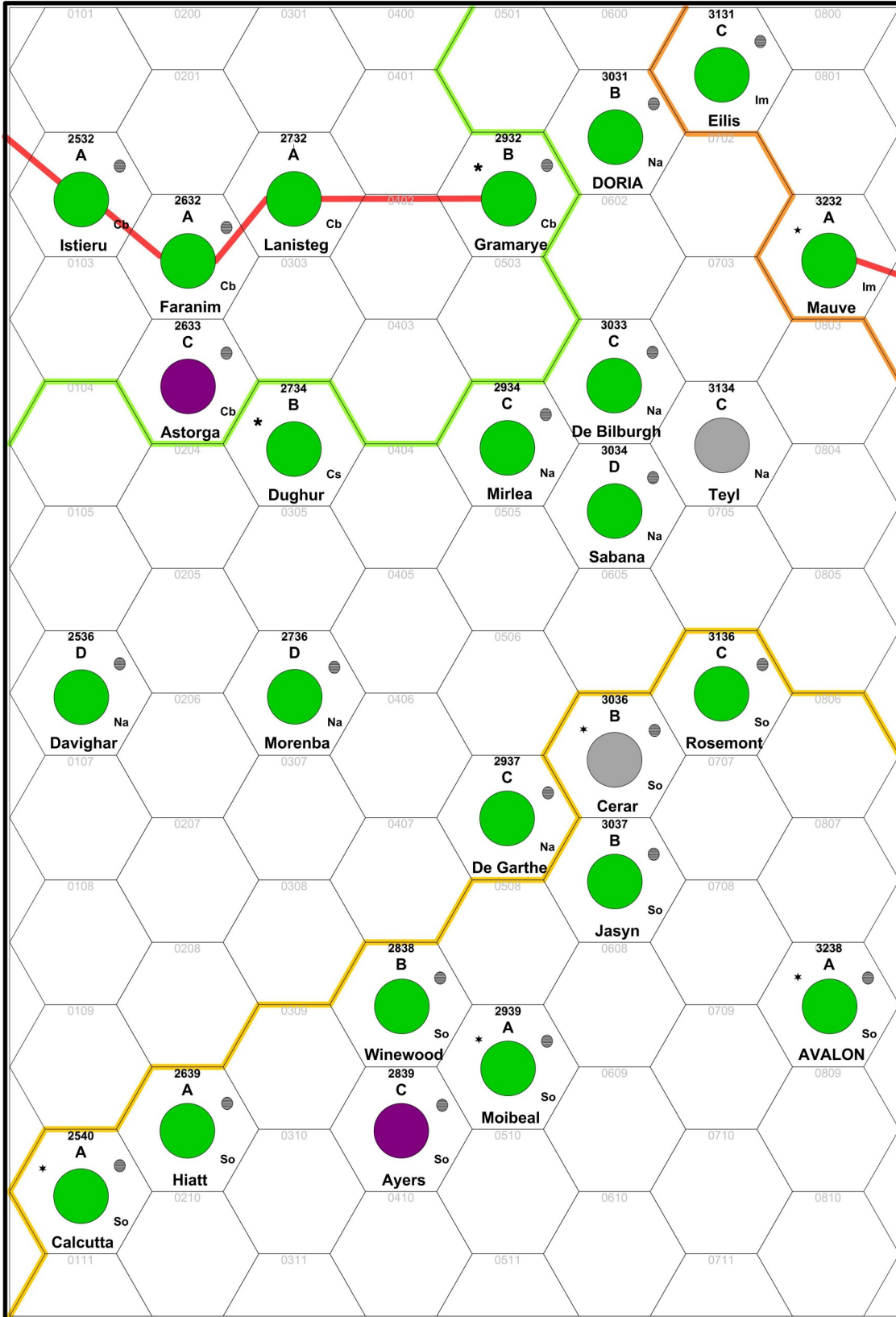
## Fahlnar Subsector Data

Name	Hex	UWP	Bases	Classes	Zn	PBG	AL	Stars
Istieru	2532	A887786-B		Ag Ri		804	Cb	G4 V M3 D
Davighar	2536	D999330-4		Lo Ni		121	Na	K0 V
Calcutta	2540	A699896-C	G			103	So	F5 V M7 D
Faranim	2632	A868742-A		Ag Ri		103	Cb	G6 V M1 D
Astorga	2633	C6B5521-8		FI Ni		212	Cb	F4 V
Hiatt	2639	A855733-A		Ag		414	So	G7 V
Lanisteg	2732	A568569-D		Ag Ni		600	Cb	K4 V M4 D
Dughar	2734	B531100-7	N	Lo Ni Po		100	Cs	F7 V
Morenba	2736	D445678-6		Ag Ni		404	Na	M4 V
Winewood	2838	B338200-C		Lo Ni		822	So	M3 V M2 D
Ayers	2839	C8A4574-7		FI Ni		515	So	G4 V
Gramarye	2932	B795663-7	J	Ag Ni		203	Cb	F0 V M9 D
Mirlea	2934	C351548-A		Ni Po		105	Na	M4 V
De Garthe	2937	C25488A-8				513	Na	F6 V
Moibeal	2939	A333695-D	G	Na Ni Po		801	So	G0 V
Doria	3031	B554972-C		Hi		212	Na	G1 V
De Bilburgh	3033	C752521-5		Ni Po		202	Na	F3 V
Sabana	3034	D432388-7		Lo Ni Po		102	Na	F6 V M1 D
Cerer	3036	B200688-C	G	Na Ni Va		903	So	F4 V M7 D M3 D
Jasyn	3037	B314556-A		Ic Ni		903	So	M0 V
Eilis	3131	C634688-8		Ni		705	Im	F0 V M3 D
Teyl	3134	C100634-8		Na Ni Va		400	Na	M1 V
Rosemont	3136	C787796-8		Ag Ri		103	So	F3 III M2 D
Mauve	3232	A667833-A	N			920	Im	M2 IV M5 V
Avalon	3238	A574988-C	G	Hi In		324	So	F4 V M2 D

Fahlnar Subsector Map

# The Fahlnar Subsector

URLAQQASH



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
  - ✦ Independent Scout Base
  - Research Station

DRINSAAR

GALORN

AKUSIR

**Astorga (Reavers' Deep 2633 C6B5521-8):** Astorga is a wild planet, with violent storms and acid rain common occurrences. If it wasn't for the abundance of volatile fluids on the world's surface Astorga would never have been made a member of the Carrillian Assembly.

**Avalon (Reavers' Deep 3238 A574988-C):** An important border world, Avalon is a major military industrial centre supplying hardware to the Imperial facing Solomani bases in the Magyar sector. Several hundred years of industrial activities has left a once pretty world an ecological disaster.

**Ayers (Reavers' Deep 2839 C8A4574-7):** Ayers has extremely high levels of methane and carbon dioxide in its atmosphere, making the use of oxygen tanks outside of the living habitats a necessity. Other 'trace' gases are also found in high quantities on the world and constitute the major exports.

**Calcutta (Reavers' Deep 2540 A699896-C):** Calcutta is a typical Solomani border world, with large contingents of the various military arms. Calcutta is an unremarkable world, except for the fact that there is very little native fauna.

**Cerer (Reavers' Deep 3036 B200688-C):** Another in the string of military worlds on the Solomani border, Cerer is a moon orbiting the largest gas giant in the system. Cerer is also the main trade gateway through the Solomani border for the Fahlmar subsector, having substantial customs inspection facilities.

**Davighar (Reavers' Deep 2536 D999330-4):** A huge world covered in water, the only land found on Davighar is around the ever active volcanoes. The atmosphere has a heavy sulphur taint due to the volcanoes. Life on Davighar is brutal with a few clans ruled by over by a single warrior clan.

**De Bilburgh (Reavers' Deep 3033 C752521-5):** A poor world with vast rolling deserts, the inhabitants of De Bilburgh make a living combing the deserts for high grade crystals, usually after one of the huge

sandstorms that scour the world has swept an area clean.

**De Garthe (Reavers' Deep 2937 C25488A-8):** Although De Garthe is a fertile, lush world it is starting to have resource issues in some sectors of the economy. The previous government has given up the reins to the civil service bureaucracy in an attempt to deal with the resourcing issues. Strict population control is one recently introduced measure.

**Doria (Reavers' Deep 3031 B554972-C):** Doria is a world in conflict, and has been for hundreds of years. With over a dozen nations vying for resources, control and prestige, the world is a constant powder keg. While there hasn't been a major, world encompassing war for 300 years, brush wars, conflicts and terrorist attacks are a weekly occurrence somewhere on the world. The only time the nations of Doria have been united in a common cause was in 923 when the Carrillian Assembly attempted to invade the world. The combined nations were successful in repelling the invasion force, the peace lasting only a few years before internal tensions broke out again.

**Dughar (Reavers' Deep 2734 B531100-7):** Dughar is a cold, windswept world, with rugged mountain ranges and long, deep valleys cutting across the many huge, open plains. The little unfrozen water found on the world gathers at the bottom of these valleys. There is a small community of humans on the world who make a living searching for gems along the valley walls and, close by their only permanent settlement, is a small Imperial naval base. The naval base is built on leased ground and provides a small, but high quality, B class starport for visiting starships to trade with the locals. The site is also a listening post pointed towards the Solomani worlds to Rimward. A single 400 dTon fleet courier is stationed at the starport.

**Eilis (Reavers' Deep 3131 C634688-8):** Eilis is the home of the religious sect called 'Commune of Converts'. Every member of the sect is required to spend at least two weeks of the year on the Order's homeworld, the name

of which means "God is my oath" in an old Terran language.

**Faranim (Reavers' Deep 2632 A868742-A):** A lush, green world Faranim is a salad bowl that exports agricultural products to every major world in the Carrillian Assembly.

Large quantities of the food stuffs are destined to feed the billions living in the Carrillian Belt four parsecs away. The rare Faranim Sea Sponge is considered a delicacy on many of the worlds of the Assembly.

**Gramarye (Reavers' Deep 2932 B795663-7):** Gramarye, originally settled by colonists from nearby Doria, was conquered by the Carrillian Assembly late in the Assembly's expansion. The Assembly stations a large contingent of Peacekeepers on the world to put down the regular revolts, and to ensure the shipments of foodstuffs to the rest of the Assembly.

**Hiatt (Reavers' Deep 2639 A855733-A):** A bland but fertile world given over to agriculture, Hiatt is tightly controlled by a handful of the largest land-owners.

**Istieru (Reavers' Deep 2532 A887786-B):**

A large, dense world Istieru is controlled by the Carrillian Civil Service. The majority of the world's production is split between agricultural goods and the construction of spaceships and starships for Carrillian Peacekeeper forces.

**Jasyn (Reavers' Deep 3037 B314556-A):**

Small, frozen and completely without form, Jasyn nevertheless has a wealth of mineral resources. Various companies are licensed to mine the world, all controlled by the central mining guild. Recently ruins of an unknown origin were discovered in an underground cavern.

**Lanisteg (Reavers' Deep 2732 A568569-D):**

Although Lanisteg is categorised as a non-industrial, agricultural world, it is actually the home of the largest jump drive manufacturing plant in the Carrillian Assembly.

**Mauve (Reavers' Deep 3232 A667833-A):**

Mauve came to prominence in 519 when the Imperial Navy dispatched the fleet stationed there to quell the conflicts that threatened to plunge the Drexilthar and Fahnar subsectors into interstellar war. The Imperial Navy continues to maintain a sizable fleet in Mauve, both to counter any possible aggression from the Carrillian Assembly as well as the Solomani bases along the nearby border.

**Mirlea (Reavers' Deep 2934 C351548-A):**

A poor world, nevertheless the population is a content lot. Mirlea is known for one thing, an odd, roughly donut shaped moon.

**Moibeal (Reavers' Deep 2939 A333695-D):**

Moibeal is a harsh world, with the majority of the population either employed directly by Solomani military forces or by supporting industries. The Solomani Defence Forces Bureaucracy controls the world completely, with division of labour, professional and service management, hierarchical coordination and control, and legal authority following a strict chain of command. The bureaucracy is impersonal and rational and based on rules set by the military leaders. While there is a brisk trade into the world very few people actually choose to visit the world.

**Morenba (Reavers' Deep 2736 D445678-6):**

Morenba is an un-inviting world, cool and harsh. Nevertheless it has a large population of different Aslan clans, all eking out a living on the world, often fighting over the choicest pieces of land.

**Rosemont (Reavers' Deep 3136 C787796-8):**

A lush, green world made up of many small continents, Rosemont is controlled by the Solomani Ministry of Agriculture. The wines of Rosemont are in great demand by Solomani worlds up to a sector away.

**Sabana (Reavers' Deep 3034 D432388-7):**

Another world poor in resources, Sabana has a small population who claim to be descendants of a long gone Reaver band.

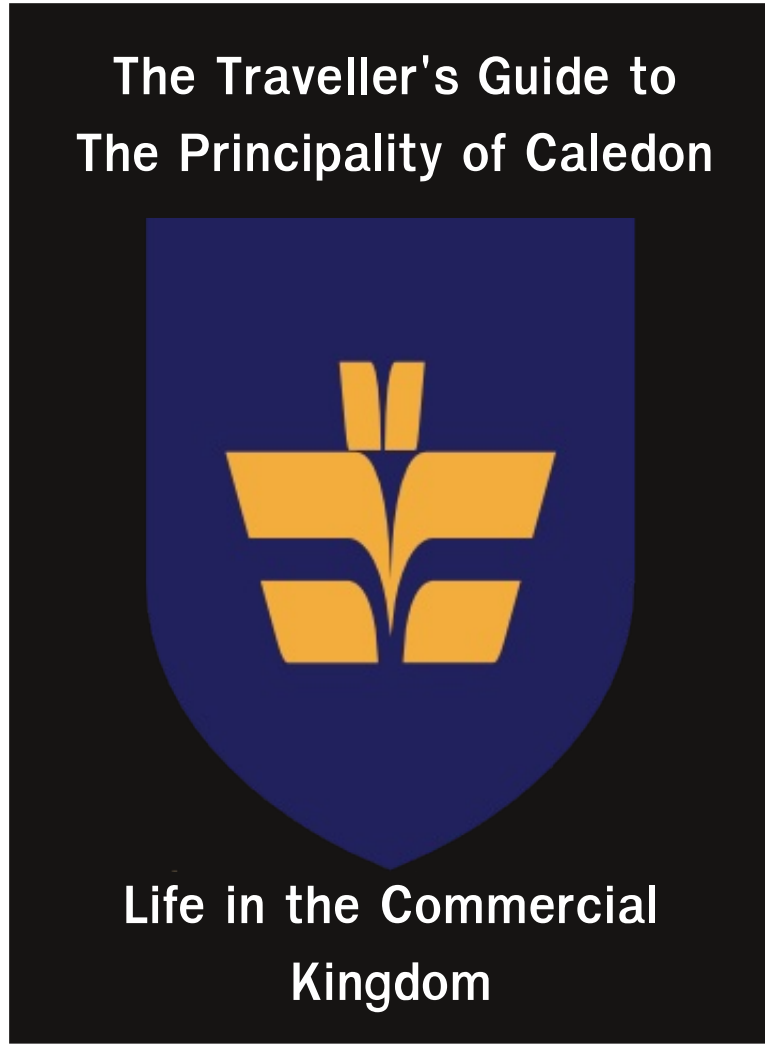
**Teyl (Reavers' Deep 3134 C100634-8):**  
Teyl is the only moon orbiting a large planet called Nemesii, which has an extremely insidious atmosphere. The moon was discovered to have an ice core, which now fuels the fusion reactors that keep the population alive. The engineers that maintain the reactors also run the government.

**Winewood (Reavers' Deep 2838 B338200-C):** Winewood is a world rich in radioactives and mining leases are tightly controlled by Solomani officials. Company officials have known to be sent to prison for going outside their allotted claims.

**Xenoplasm:** An organic molecular compound found to transmit electrical signals much faster than silicon. Private research facilities have been established in both the St George and Outpost systems to investigate the compound, which has so far been found in the St George and Dutrissal systems. Early tests in building computers for command and control systems with Xenoplasm have been wildly successful, often seeing improvement of up to fifty percent over traditional Imperial designs. The first commercially produced computer system based on Xenoplasm was produced in 1113.

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## Coming Soon.....





# NEWS FEED

## A Detailed History of Reavers' Deep

By Brett Kruger

The first section of this article is taken from the book, 'A Pilot's Guide to the Drexilthar Subsector', and is most likely copyright by Gamelords and J. Andrew Keith. Sections of the second part of the article have been extracted from the Integrated Traveller Timeline by Donald McKinney. Where there are conflicts between canon and non-canon sources I have gone with canon sources in the first instance and Classic Traveller canon in the second instance. I have also added in events that are mentioned in other sources, and where no dates were mentioned I have extrapolated the approximate date. I have of course also added my own events to the timeline.

"Little is known of the early history of the Deep. It is fairly certain that the Ancients visited several planets in the region as artefacts found at various sites in the Deep have indicated this to be the case.

Near the end of the Pax Vilanica, as the First Imperium began suffering from internal dissension and civil wars among ambitious provincial governors, the Saie culture was first discovered in the Deep. One provincial governor, seeking possible allies in support of his planned revolt in the Daibei Sector, sent explorers out to the uncivilised regions beyond the frontiers. The Saie were the most sophisticated race discovered, with a thriving Tech 7 culture. The governor sent technical aid to the Saie homeworld to help them develop interstellar travel. Unfortunately his plot was uncovered and he was deposed and executed. The technical mission remained on the Saie homeworld, cut off from support and forgotten.

The aggressive, militant Saie used their newly acquired technology to carve out a small empire in the Caledon, Riftrim, and Nightrim subsectors. They became rather thinly spread in the process and when a major civil war erupted their empire collapsed, and the culture vanished almost without a trace. Even the identity of their home-world and all records of their appearance were lost, buried amid confused legends among the peoples they had conquered.

It was during the period of the Interstellar Wars between the Vilani and the young,

vigorous Terran Confederation that humans of Solomani extraction first settled the Deep.

Settlers seeking to escape the war-torn worlds near Terra set out on an epic journey which ultimately ended with the settlement of Caledon in the Caledon Subsector. Other Terrans followed later, during the period of the Second Imperium (also known as the Rule of Man), exploring parts of the Deep. By and large, however, the region remained mostly unsettled.

The Second Imperium did not last long as the inherited problems of the Vilani regime could not be overcome by their Terran successors in time to prevent a complete collapse. The Long Night ensued, at first a slow decline of interstellar civilisation which at last ended in a chaos of petty states and individual strong men attempting to cling to power in the absence of unified government or consistent interstellar communication.

It was during the latter part of the Long Night that the Reavers first appeared in the Deep.

The Reavers were petty warlords or outright pirates who parleyed a handful of space-worthy starships into an opportunity to seize local power bases and loot backward worlds.

This was common outside the Deep as well as within, but Reavers' Deep remained a haven for these freebooters long after the rise of new interstellar states extinguished their breed elsewhere.

Eventually the arrival of the Aslan to spinward and the Third Imperium to trailing, and the ensuing Aslan border wars fought within the Deep itself by these two powers,





put an end to the Reavers. Though the name lingered in romance and fiction it is still frequently applied to contemporary freebooters operating out of the independent worlds of the Deep.

Today the Deep is a divided region, established as a neutral zone between the Imperium and the Hierate many centuries ago. Aslan - and Aslan client states - are present on the spinward and rimward edges of the Deep. The Imperium is to coreward-trailing. Territory belonging to the Solomani Confederation extends through part of the Fahinar subsector. But the core of the Deep is independent, or under the influence of the two largest political entities in the region, the Principality of Caledon, and the Carrillian Assembly. Although influence from the larger realms encircling the Deep is pervasive, the Deep has a deeply ingrained tradition of freedom from outside interference that makes it an interesting - and often dangerous - sector of the frontier."

"Rubbish. They just don't know where to look to find the past." Sir Steven Cromwell of the Royal Caledon University, upon reading the above entry in an Imperial library.

## Reavers' Deep timeline.

Circa -300,000: It is assumed the Ancients settle humans on Drexilthar, Rejhappur and Ghost, and Droyne on Askoapoy (located within the Gralyn System) at this time.

Circa -300,000: Several large asteroidal masses strike Rejhappur during the Ancients' Final War.

Circa -50,000: The First agricultural civilisation in Reavers' Deep appears on Drexilthar.

Circa -2600: A rebellious provincial Vilani governor seeking allies bestows jump technology upon a warlike non-human race in Reavers' Deep, the Saie. The Saie forge a small empire of five or six worlds in the Caledon, Riftrim and Nightrim subsectors. However, after a time they become involved in a disastrous civil war that shatters their society, leaving behind only barbaric survivors

on two worlds, Tsanesi and Glenshiel.

-2265: Zemlya settled by a mutineering Terran troop carrier.

Circa -2250: Terran explorers first venture into the Reavers' Deep sector during a lull in the Interstellar Wars, and discover the Virushi of Virshash.

Circa -2250: Terran refugees opposed to the Terran absorption of the Vilani Empire settle on Caledon in what will become the Principality of Caledon in Reavers' Deep sector, led by prominent banker Charles Stuart Scott.

Circa -2249: Germine settled by an offshoot group from the Caledonian colony.

Circa -2235: Firth settled from Caledon.

-2204 to -1776: Various Terrans settle other suitable planets within the sector.

Circa -2000: Askoapoy discovered by Second Imperium scouts.

-1950: Pendang is colonised by Solomani settlers.

-1893: A scientific outpost is established on Askoapoy by Second Imperium scouts.

Circa -1800: Tashrakaar, a planet only marginally suitable for human life, is colonised by Solomani following a misjump and forced planet-fall.

-1800: The colony vessel Germania crash-lands on Hoffman.

-1778: Budgetary crisis on Daibei strands the human outpost on Askoapoy. The last starship leaves Askoapoy for help.

-1723: The Droyne of Askoapoy help transplant the human scientists to Gralyn.

Circa -1620: Coventry is established as a prison planet by the Second Imperium.

Circa -1372: Khtearle settled by a refugee noble family from the Daibei sector.



Circa -1320: Use of Coventry for three centuries as a prison planet and a site of numerous cruel and lethal biological experiments on unwilling subjects, ends.



-1118: The First Aslan Border War begins between the Aslan and the Second Imperium.

Circa -1100: The alliance of Reavers in Reavers' Deep sector collapses.

-1100: An Aslan colony ship mis-jumps into the Zemlya system and crashes.

-1087: Drellesarr colonized by Reaver warlord Blackjack Duquesne as a refuge for his raiders.

Circa -1030: A Reaver warlord, Grand Admiral Izanak, flees to Drexilthar. A minor human race made up of three ethnic groups, the K'tring, the Akakhad and the High Iltharans live on the world. He contacts the early industrial High Iltharian ethnic group and forces them to repair his ships.

Circa -1020: Admiral Izanak leaves Drexilthar after his ships are repaired by High Iltharans, and vanish into history.

-1019: The Iltharans use their new knowledge gleaned from the Reaver warships to subjugate the people on the Tring and Akakhad Continents.

-1012: First Iltharan spaceship is launched from Drexilthar.

-1010: Pendang is attacked by Khalyasyu' Clan.

-1002 - The first Iltharan starship begins in-system jump trials.

Circa -1000: The Lshana, a minor non-human race of Lhshami, achieve a stable civilization that continues to the present.

-1000: The High Iltharans, using reverse-engineered Reaver technology, have finally united Drexilthar and begun to launch jump-capable starships.

Circa -1000: A human warship from the Reaver state on Drexilthar crashes on Gaajpadje. The crew's descendants form the K'tring human minor race.

-988: Traneer settled from Drexilthar, primarily by Akakhad and K'tring political refugees.

-988 to -970: The Drexiltharans establish their empire by conquering the other inhabited worlds of the Drexilthara Main, namely Tashrakaar, Drellesarr, and Drenslaar.

-962: A series of Reaver attacks from Lishun sector on shipping near Sylea (Core 2118) force its ruling classes to stop ignoring the Reaver problem.

-959: Baron Ricardo Urquhardt gains support to establish the Justice Fleet, to respond to Reaver attacks on Sylean shipping by retaliatory assaults on Reaver worlds.

-930: Baron Urquhardt's anti-Reaver tactics force the Reavers to abandon Core sector.

-890: Iltharans from Drexilthar develop the jump-2 engine. They start roaming through the neighbouring star systems, claiming them for their budding empire and "taxing" anyone they find. With the exception of Drinsaar, a former Reaver base, the Iltharans do not actively occupy any other systems aside from Rintarna, which voluntarily joined them. The Drexiltharans have the philosophy that "If our ships can reach it, it's ours".

-835: The Loakhtari Clan sponsors creation of The Eakoi Corporation, a trade company headquartered on Eakoi.

-800: The Eakoi Corporation establishes a base on Danelag.

-685: Opitan recovers jump technology.

-676: A colony ship from the Reaver Kingdom on Oloma crash-lands on Cuslets.

-645: Aslan led by Leahyakhyen colonies Roakhoi. Leahyakhyen and his followers, who had lost their lands in a clan war, had fled the Hierate looking for new land holdings. Two

generations later, after several natural disasters including volcanic eruptions, plague, and famine, destroy the colony ships and technological base.

-480: The colony ship Bold Endeavor, bound for Andrios in the Uraggash subsector, is attacked by Reavers and misjumps to Roakhoi, where it crash-lands. Although initially hostile towards each other, both the humans and Aslan of Roakhoi have created an integrated society with primarily Aslan cultural values.

-250: The Gralyn System achieves a sustainable jump industry.

Circa -200: Caledon acquires jump technology from Sylean traders. Colonies are established on a number of other worlds, including Duncinae, Ranald, and Fulton.

Circa -200: Roakhoi is first surveyed by Aslan explorers.

-200: Concorde settled by Aslan looking for land holdings.

-180: Stuart settled by colonists from Caledon.

-102: Jamieson Dundas of Caledon establishes the Principality of Caledon, comprising large portions of the Caledon and Scotian Deep subsectors in Reavers' Deep sector.

-100: War breaks out on Zemlya between the Human nations and the Aslan populations.

-100: The Loakhtari Clan begins moving into Eakoi and Ea subsectors in earnest, greatly assisted by The Eakoi Corporation.

-86: A Drexiltharan base is established on Ildrathir (later renamed Victory).

-75: Luiwaiwuah and Turin are settled by the Tlyetrai of Hoa.

-63 to -7: The Asian Cultural Reform. The reform modified and codified Aslan culture and sets the future direction of the race.

-54: The Battle of Victory. A small Caledonian fleet defeats a much larger Drexiltharan fleet. The system is renamed Victory by the Prince of Caledon to commemorate the event.

56 to 49: Aslan Cultural Purge. The purge enforced the new Aslan code on those Aslan who had not embraced it voluntarily or had left before the enforcers' arrival. There was a marked increase of dissident Aslan leaving the Hierate during the first part of the Purge. Many of the Aslan migrate to Reavers' Deep.

68: Scotia is declared the personal property of the Prince of Caledon.

87: The Ayansh'i contacted by Third Imperium scouts.

Circa 100: The IISS enters the Reavers' Deep Sector. Trade increases considerably, as does Iltharian raiding.

Circa 100: The Drexilthar Empire, controlled by the Iltharan human minor race of is at its height at this time.

100: The infant Principality of Caledon turns back the conquistadors of Drexilthar, but not before losing Duncinae, Ranald, and Fulton.

102: Caledonian merchants first contact the Lhshana on Lhshani.

105: Imperial scouts visit Khtearle.

107: Third Imperium scouts survey Reavers' Deep. Upon contact, the Drexiltharans and the Imperials clash in several ugly incidents.

110: Orkney first surveyed by Imperial scouts.

126: A Caledonian merchant ship visits Hoffman.

180: The IIS discover the Derfi'gassak during the second survey of Orkney.

200 to 300: A rise in interstellar activity increases the number of Drexiltharan attacks on colonies and shipping. The Drexiltharans make themselves thoroughly unpopular with all their neighbours.



202: Concorde joins the Third Imperium.

212: The "Peace of Dark Nebula" is established between the Aslan and some polities in Magyar sector.

257: The Principality of Caledon engineers revolts on Duncinae, Ranald, and Fulton. This results in open war between Drexilthar and Caledon.

266: The Imperium enters the Caledon-Drexilthar war on Caledon's side.

267: Drinsaar is conquered by the Imperium.

268: Drexilthar is bombed back to pre-stellar industry levels by elements of the Imperial White Fleet.

268: The Imperial White Fleet bombards Drexilthar to suppress its violent natives. The planet takes centuries to recover.

285: Aslan tribes on Zemlya forced to sign the Gusinayan Peace Accord.

289: Civil war breaks out on Khtearle.

Circa 295: Los is settled by a break-away group from Caledon.

Circa 300: Tensions rise again as the Old Earth Union grows more active in Reavers' Deep sector. The Aslan clans argue that the Treaty of Dark Nebula is binding on all human states.

301: Aktirao clan ship arrives at Khtearle.

309 to 328: The First Civil War within the Principality of Caledon breaks out. The governments of Duncinae, Ranald, and Fulton secede from Caledon and organize themselves into the Confederacy of Duncinae.

Circa 330: The Virushi, a peaceful minor race native to Virshash, is contacted by the Imperium and joins.

335-015: Medel's Mega Mart registered by its founder Shamus Medel.

353: The Imperium grants local autonomy to the Kolan Hegemony as it expands into the Deep.

360: Dr. Charles Abercrombie of the Principality of Caledon explores Grendal and surrounding systems and subsequently leads a colonizing venture to Grendal.

373: The Morris clan passes through Principality space on their way to colonize Morristown.

374: Indiscriminate attacks upon Aslan ships by the Old Earth Union lead to serious naval engagements.

378: The Aslan Duel-War begins after Aslan envoys and Imperial Admiral Suukar agree to terms for a ritual war in Reavers' Deep and Daibei sectors. A ceasefire is observed elsewhere.

380 (5372 Aslan): After several battles the Imperium captured Gavza, and the Imperial ambassador receives the ritual apology from the Aslan clans on Ftahair (Dark Nebula 1208). The "Peace of Ftahair" is signed and ratified by all parties.

455: An Uawairlew clan ship arrives at Khtearle.

458: Garim annexed by the Third Imperium.

482: A Hiyulew clan ship arrives at Khtearle.

495: War erupts between Aslan clans on Khtearle.

500: The clan war on Khtearle ends.

517: Growing tensions in the Drexilthar and Fahlmar subsectors of Reavers' Deep prompt the Imperium to "sponsor" peace conferences in the neutral Carrill system.

519: The Carrillian Assembly is formed. The Articles of Assembly that are signed at the Carrill conferences federate the formerly feuding parties into the Assembly, with Carrill as the capitol.

542: Tharrill and its sister world, Anatar, are colonized by the Carrillian Assembly shortly after that state's formation.

563: Caledonian explorers contact the TL 3 Yn-tsai (Saie), a non-human race living there but not native to the planet, of Tsanesi and place them under royal protection.

578: A Caledonian merchant causes a riot on Germaine. In response Caledon forces a trade agreement on Germaine.

578: Winchestur Mollh is born on Sterling.

598: Merchant explorers from the Principality of Caledon survey Lhshami and contact the early-TL 9 Lhshana, a non-human race native to the planet. Formal relationships and trade agreements are formed with them.

609: Petzina colonized from nearby Woomera.

644: Winchestur Mollh, a wealthy merchant prince in Reavers' Deep sector, leaves much of his estate to advance the study of psionics. A memorial is built on his homeworld of Sterling.

678: Captain Donald Morrison visits Doom and discovers a hidden base.

710: Lurammish settled.

727: Gralyn colony ships arrive at Khtearle.

738: Quantum Mining Ventures formed on Caledon and begins exploiting Iron Angel.

760: The Confederacy of Duncinae establishes Coventry as an exile world for political dissidents and criminals.

793: Horacio settled by immigrants from St George.

800 to 875: Expansion of the Principality of Caledon's mercantile and trading interests, era of considerable exploration and expansion by the Principality in all directions.

810: One of the richest lanthanum strikes in the history of the Reavers' Deep sector is

discovered on Dakaar, and becomes the basis for the ruthless Dakaar Corporation.

831: Marlheim invades Pendang.

833: The Principality of Caledon establishes a trade enclave on Dunmarrow.

846: Subsidized by the Principality government, the Scotian Deep Trading Company upgrades the starport on Rejhappur's moon from class D to class C. The improvements are intended to support the increased rimward trade with various enclaves and trade centers on Rhys, Brighton, and Dunmarrow.

854: Arbuthnot Minerals and Resources Ltd establishes a mining colony on Linda.

860: Roye regains jump technology and begins trade with nearby worlds.

860: Sir James Armstrong of Caledon founds a wilderness retreat, which later becomes a full-fledged colony on Glenshiel.

870: Five hundred colonists, mostly retired Imperial Naval personnel, settle what is to become Outpost.

871: Outpost voluntarily petitions to become an Imperial client state. A loophole in the Treaty of Ftahar then allows the Imperium to establish a naval base there.

872: The Imperium establishes a naval base at Outpost, five parsecs past the Imperial border, to protect trade and maintain communications with the Confederacy of Duncinae.

874: James Dunbar establishes a trading post for the Scotian Deep Trading Company on Rejhappur to support the jaihe trade.

883: Dissidents from Purity are exiled to Purgatory.

902: Oloma and Opitan purchase jump-capable ships from the Principality of Caledon.

903: Prince Janin Kresh of Oloma attempts to annex Opitan, resulting in nuclear war



between the two worlds.

904: Ildrissar is settled by the Carrillian Assembly.

910: LSP purchase mining rights to the Ikuna Belt.

Circa 910: Datar is colonised after a major platinum-iridium strike.

912: Grampia settled by MacGregor Minerals from Rob Roy.

916: Vilhelm Industries registered on Gerim.

922: The "Red Plague" strikes Anatar in the Tharrill system in "one of the most horrible catastrophes in human history." Within two years, 90% of the population is wiped out.

925: Daken is settled.

Circa 960: The inhabitants of Traneer begin to re-industrialize, with little concern for their planetary ecology.

964: Clasp Publications on Marlheim publishes "Siyreakhaotoior: Classic Aslan Legends in Translation."

985: A colony is established at the south pole of Daken to harvest the coral-like "goldsand".

988: Quantum Mining Ventures purchase a lease for Claverse from the Principality of Caledon.

991: Germaine breaks its trade agreements with the Principality of Caledon.

994: Banff System Company incorporated on Collin's World.

998: Two of the three largest mines on Datar shut down, causing a planet-wide recession.

1000: Twelve protesters are killed in the "Birthday Massacre" on Garrison, prompting a planet-wide rebellion.

1000: Marine Commandant Greyson holds supreme power under martial law on Garrison

for over a decade.

1002: The Snox nation on Khtearle proposes a Council of Nations to the other factions on the world.

1006: All but one Aslan clan joins the Khtearle Council of Nations.

1010: Sian settled by the Carrillian Assembly.

Circa 1010: The Knight's Legion mercenary group formed by Sir Melerth Khakhan on Khakhan.

1012: Brandon System Company incorporated on Collin's World.

1015: The trade war between Brandon System Company and Banff System Company ends.

1024: The Principality of Caledon Dynastic Crisis of 1024, a.k.a. the Second Civil War. The conflict is sparked by Prince Colin dying without issue. Two rival claimants to the throne, Admiral Earl Maxwell and Edward, Lord Campbell, emerge.

1024: At the decisive Battle of Dunbarton, Lord Campbell's forces are victorious over his rival, Admiral Earl Maxwell. Lord Campbell is backed by several of the wealthiest mercantile corporations within the Principality and Campbell's victory was largely due to his superior war chest.

1025: During the Dynastic Crisis of 1024 the Scotian Deep Trading Company, led by Robert Armstrong, actively supports the Campbell faction, and as a result gains considerable influence at court, as well as a Barony for Lord Armstrong.

1025-004: Prince Edward, formerly Lord Campbell, ascends the throne of the Principality of Caledon in Reavers' Deep sector.

1030: Increased volcanic activity causes heavy pollution of Dran's atmosphere.

Circa 1030: Trade with the J'aadje, a minor race on Gaajpadje, opens with the Principality of Caledon. The K'tring remnant of the Iltharan



human minor race from Drexilthar is not yet found.

1030: Prince Edward of Caledon grants administration rights on Rejhappur to the Scotian Deep Trading Company, in recognition of their support during the Dynastic Crisis of 1024.

1058: Aslan traders employed by Tlasayerlaahel re-contact Roakhoi, with its mixed Aslan and human population.

1058: Roakhoi is opened for trade, primarily tlaospice, by the Tlasayerlaahel trading corporation operating out of Roaa.

1059: Forces of the Scotian Deep Trading Company defeat a coalition of steppe nomads on Rejhappur at the Battle of Simbula, excluding the nomads from the world's fertile regions.

1070: A blood feud between submarine families starts on Roye.

1075: The blood feud on Roye ends with the deaths of fifteen family members. The Council of Eight is forced to step in and end the feud.

1075: Quantum Mining Ventures loses its lease on Claverse after several mining accidents.

1080: Dakaar Trading enslaves the Languljigee minor race on Lajanjigal, to begin mining rare earth elements and radioactives discovered by one of their survey ships.

1086: Luiwaiwuah conquered by Hoa.

1086: The Cassandra Strike throws the Dakaar Corporation out of the Cassandra system (Reavers' Deep 1924) allowing the miners to become independent.

1087: The Tlyetra of Hoa attempt to re-claim Turin but are repelled.

1098: Roakhoi starport upgraded from D to C.

1098: Jericorp Mining founded by Gill Jeric in the Drexilthar subsector of Reavers' Deep

sector.

1098: The Scotian Deep Trading Company begins work on Nahawaijohm, the first settlement in the steppes on Rejhappur, but steppe nomads work to stop the construction.

1098: The Council of Eight on Roye purchases a Far Trader and begins trade with the Imperium.

1101: A terrorist attack on a cruise liner orbiting Griffin marks the start of several years of conflict on the world.

1102: Jericorp Mining comes to Tashrakaar, one of a dozen small independent companies working the valuable mineral flats there.

1103: The Nahawaijohm settlement is finally completed on Rejhappur, but only after the Scotian Deep Trading Company brings in a sizable contingent of mercenaries.

1103: Hal Southerland joins Jericorp Mining as a mining engineer, working on Tashrakaar.

1104: Scientists establish a research centre in the Shadowland mountains of Kraan to study an intact Iltharan base from the edge of their Drexilthar empire.

1104-253: Quantum Mining Ventures purchased by Deepstar Capital Ventures.

1105: Stiff economic competition between the Aslan Tlasaverlaahel merchant corporation and the Human Caledon Ventures erupts in the Roakhoi system.

1105: Sir Percival Jameison arrives on Rejhappur as the new Director-General for the Scotian Deep Trading Company, determined to conquer all the unpacified nomadic tribes.

1107: An expedition to scale Anekthor on Glenshiel meets with disaster, with only two survivors.

1107: The safety interlocks for the undersea colony domes on Sarrad inexplicably fail, killing all but a few thousand of the planet's three million inhabitants.

1107: Ankara is declared a Red Zone by Imperial officials in the Nightrim subsector as violence against outsiders increase. The scout base in the system is put on alert as tensions rise.

1108-003: Quantum Mining Ventures purchases a 100 year lease of Mull from the Imperium and begins to move its headquarters from Iron Angel to there. It begins upgrading the starport from class C to class A to conform with Imperial contracts.

1108: World war starts on Merisun when all nations takes sides in a rapidly escalating dispute.

1108: Director-General Sir Percival Jameison is confronted by an angry mob on Rejhappur. His order to the native garrison to disperse the mob results in his death, and the start of the Rejhappur Revolt.

1108: A revolt on Rejhappur leads to significant problems for the Scotian Deep Trading Company.

1109-202: Quantum Mining Ventures completes the move of its headquarters from Iron Angel to Mull.

1109-230: A revolt against the Carrillian Assembly begins on Ildrissar after Ildrissarians started protesting the enforcement of new Assembly tariffs on internal trade. It is reported a contingent of Assembly Marines opened fire on the demonstrators causing the death of 314. High Justice 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.

1109-241: The Principality of Caledon opened Htalrea to human trade today via the Confederacy of Duncinae. This is seen as a step forward in free trade by local markets and a welcome move.

1109-301: The "*Vision of Beauty*", an Imperial 20,000 Dton light cruiser, suffered major damage after an unexplained explosion while docked at the Shetland navy shipyards. The '*Vision of Beauty*' was in-system for its annual maintenance cycle and casualties have been reported as minimal. Imperial authorities are still investigating the cause of the explosion.

1109-345: Notorious corsair and criminal mastermind Jaserlak 'The Finger' Doftermek was executed today on Petzina for crimes against the Imperium. In his final statement before his execution Doftermek proclaimed that blood would flow as a consequence of his death.

1110-11: A diplomat announced today that the Carrillian Assembly has invited Drenslaar to join that body, and has sent its navy to 'help' in the negotiations. Reports from Drenslaar indicate that all resistance is being quashed.

1110-35: 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.

1110-87: 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 as a result.

1110-88: Santiago raiders destroyed by an Arbuthnot Minerals & Resources Ltd patrol cruiser.

1110-93: 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.

1110-101: The Santiagos government sends a strike team to take out Linda patrol cruisers. Interplanetary war between the two worlds





ensues.

1110-148: 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.

1110-222: 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.

1111-16: The Dakaar Corporation begins construction of the new colony domes on Sarrad in return for mineral extraction and processing rights from the world's government. At the same time Dakaar Minerals mining equipment was moved onto a newly constructed mobile platform on the southern ocean.

1113-121: Today Caledon Ventures began establishment of a permanent trading post on Htalrea's northern continent of Teltrata.

1113-187: Riots are sparked on Mirak when local citizens attempt to defend the crew of the free trader MacBeth, registered out of the Confederacy of Duncinae, from police harassment.

1113-268: Trallatrel Corporation begins construction of an outpost on Htalrea's southern continent. This is the second permanent offworld trade settlement on Htalrea since the Principality of Caledon opened the world to human trade.

1113-332: Officials of Caledon Ventures and the Scotian Deep Trading Company announce their final amalgamation under Caledon Ventures from Stirling. The president of Scotian Deep acknowledged that the amalgamation was the only way the company could continue to trade.

1113-364: Caledon Ventures officials on Dunmarrow warn its personnel in the Ea and Scotian Deep subsectors that action from the Aslan company Tlasayerlaahel is expected against their interests.

1114-029: The Grand Duchy of Marlheim closes its borders to all shipping from the Confederacy of Duncinae following riots on Mirak late last year.

1114-038: Roger Vane is elected President of the Confederacy of Duncinae.

1114-048: Caledon Ventures signs an agreement with the K'Tring state on Gaajpadje placing K'Tring and J'aadje disputes in the hands of company mediators.

1114-058: The Second Treaty of Ftahalr is signed on Ftahalr (Dark Nebula 1208) by representatives of "The 29" from the Aslan Hierate, the Third Imperium and the Solomani Confederation (under stated duress of course). This historic second treaty, signed exactly 734 years after the first treaty, confirms the independence of the worlds in the Reavers' Deep and Dark Nebula sectors and guarantees non-interference from the three major polities bordering these sectors.

## **WANTED** **Colonists for the** **Urlaqqash** **Subsector**

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## UNKNOWN WORLDS

'DARWINS FOLLY' is on patrol in the Cassady Belt when it spots a pirate vessel.

