



The
Meshan Saga

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008	Andrew Moffatt-Vallance	Greater Magellanic Clouds Campaign, Spinward Marches in M:0
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013	Brian Smaller	Classic Traveller, but will look at anything
014	Christopher Griffen	New Era Regency campaign

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If you would like to become a member or just want to get involved with other Traveller's then contact the New Zealand branch of **HIWG**.

HIWG New Zealand's mission is to:

- Free membership of the New Zealand organisation
- Maintain a database of contact details of all members in New Zealand.
- Maintain a database of all internet based resources for member use.
- Aid members to publish material if they lack the resources to do so.
- Distribute material received from overseas to local members.
- Aid members in subscribing to SIGs, Fanzines etc.
- Converting New Zealand writer's material into PDF format for easy archiving and international distribution.
- Maintain a data warehouse of various Traveller electronic documents.
- Foster Traveller's profile at New Zealand based conventions etc.
- Distribute an electronic newsletter relevant to New Zealand.

Membership to HIWG NZ is free.

HIWG Internet Resources

OFFICIAL HIWG MAILING LIST

message to Majordomo@qrc.com with the following in the message body:

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WEB SITES

Imperium Games

<http://www.imperiumgames.com>

HIWG Australia Site

<http://dove.net.au/~grants/hiwg.html>

Roger Myhre's web site - The HIWG International Site

<http://home.sn.no/~starwolf/HIWG>

Bryan Borich's web site - HIWG Chairsophont

<Http://members.aol.com/kagekiha/traveller>

Traveller History page

<http://www.ultranet.com/~eclipse/SV/TRAV/travhist.html>

Harold Hale's Children Of Earth for TNE

<http://dopey.siscom.net/~hdhale/COE.htm>

Traveller library data

<http://www.pcug.org.au/~davidjw/>

Domain of Deneb

<http://www.best.com/~cgriffen/traveller/deneb.shtml>

NEW ZEALAND SITES

HIWG NZ - Your Site

(ed note: sorry about mistake here last issue)

<http://homepages.ihug.co.nz/~fspace/>

Andrew Moffatt-Vallance-

Home of Greater Magellanic Clouds campaign

<http://users.netaccess.co.nz/amv/trav/traveller.htm>

Andrew Gall

<http://homepages.ihug.co.nz/~slayer/>

Some Ideas For Column Spaces

Snapshots of Space/Time

The purposes of this run of short articles is to give those of us not yet comfortable in writing RICE papers a chance to set up small parts of worlds or cultures. The principle is that of encouragement by inclusion.

A place for encouraging various individuals to input ideas that may take in a page or so, that can be done in isolation to any other work. These ideas may be on a minor incident such as an attempt by a fledgling company to sell product, or a piece of conversation between two characters over the merits of a startwon bar.

Quartermaster's Cupboard

The purposes of this occasional column is to present items that can be found locally and used for table top or minatures assisted gaming. There is no need to give full game stats just identify what, where and how to find and use the goodie you've got.

Examples may include cool minatures, how to turn a drink bottle into a major machine part, or template for a cardboard fold out starship.

Sector Data

Subsector and individual planetary data and sites. Each must be clearly identified by place and date. By giving a continual stream of 'this is' data those gaming in the setting have a down load of it.

Ed Commentary

Some very good ideas are presented here, but I'm wondering whether Richard is proposing this as an outline of his future submission profiles or whether this is targetted at our reader/contributors. I think Richard needs to clarify these statements further so that we can understand the context he intends this commentary to be taken.

Frankly I'm not really concerned about the nature of submissions, just so long as we get a steady stream of material from various people. Obviously the nicely structured submissions with high reader interest will be the most successful, but that's not the purpose of this publication.

The purposes of this publication is to present the various works of members of HIWG NZ to others NZers, as well as present our work to those overseas. Also on the flipside this publication can be used as the ideal medium for those overseas to present material to New Zealanders, even though it may have appeared on TML, in AABP etc. Not everyone in NZ uses the same foreign resources.

It should be our goal as NZ members to ensure that we pool our resources into common avenues of publication, communication and distribution, so that we lower the required effort of trying it on an individual basis.

The content of this publication is totally up to the contributors. I may comment here and there in response to topical issues raised in articles, but I in no way edit any article presented in this publication (excepting my own of course). My only requirement is that it is in an easily reproduced format for inclusion in a PDF file.

The only screening I will conduct is for material of an illegal or highly offensive nature (would could be prosecuted for in some circumstances).

Hopefully that clarifies the stance of the publisher for you.

FSpace Website - Where to find Traveller material

<http://homepages.ihug.co.nz/~fspace/>

If you want to commission some artwork to be done for your favourite Traveller concept, then go here

A wide range of Megatraveller material can be found here

This is the main section for Traveller, containing Meshan sector material as well as the various HIWG NZ details (ie. member list, Traveller links and NZ document lists)



If you want some convention information go here. Some links exist for other sites.



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Terrans in the Greater Magellanic Cloud

Terran Humans first reached the Greater Magellanic Cloud in 501T, when Amon Diska discovered the first stable wormhole at Gateway {Nixon 2332}. The wormhole lead to Breakout {Newlands 0720}, the first system to have been seen by the Terrans in the Cloud. However Diska and subsequent explorers were faced by a mystery; there were already Humans in the Cloud. Just 8 parsecs from Breakout they found Ewolsf {Yumacuza 3121} and its native Human inhabitants. Further exploration found more and more Human inhabited worlds. The mystery deepened with the discovery of the Ulkoyo world (a race believed to be native to the Milky Way) of Ayoulka {Newlands 1436}. The current theory is that the Sidhe either discovered or manufactured the wormhole and transported Humans and Ulkoyo to the Cloud. One of these Human races (the Efrip) had discovered jump drive around -1200T and established an empire which lasted for about 800 years before it collapsed for reasons as yet not fully explained.

The Imperial Period

Early exploration of the Cloud was fraught with danger due to the Dkaral effect on ships when attempting to transit the wormhole. It was 10 years before the construction of the Yumazaca gates at both ends of the wormhole neutralised the Dkaral effect; and the first major colonisation effort was launched in 511T, with colonies being established at Breakout, Lazarus, Nemesis and Waverley. With the perfection of the second generation Yumazaca gates in 527T transiting the wormhole became virtually risk free and colonisation increased rapidly. By the year 700T it was estimated that there were some 190 billion Terrans living in the Cloud.

Colonisation and exploration of the Cloud continued until about 1100T and the last organised group of colonists (refugees from the civil wars) from the Milky Way arrived in 1264T. In 546 Empress Paula III allowed a group of refugee Jneril to settle in the clouds. These were followed by more Jneril and in 559T the first of a relatively large number of Dk'arek colonists also crossed over into the Cloud. This was to spark a restive period of tensions and minor conflicts (collectively termed "the Alien Campaigns") within the Cloud. This unrest lead Empress Cloe II to issue the Gateway edict in 624T; this banned further non-Human colonisation of the Cloud and severely restricted the non-humans already in the Cloud. The edict was backed up with major military campaign to crush any opposition; and this resulted in the first real imposition of Imperial authority in the Cloud. These suppressions lasted until 647T and while the Gateway edict was rescinded by her successor, Emperor Arthur V in 689T; Non-human migration was never again to play the same role in the colonisation of the Cloud and Imperial control (while never strong) was not to be disputed until the civil wars.

In 632T the first contact was made with the Second Akhrini Commonality, an Efrip successor state encompassing about two sectors. Tensions between the Terrans and the Commonality over continued Terran expansion lead to a series of wars which lasted from 647T (the start of the First Akhrini War) until 1141T (the end of the Sixth Akhrini War). While relations between the two states was always to remain strained, further conflict was to be averted until the collapse of the Terran Empire. After the Empires collapse, the fragmented nature of their society prevented them from taking large scale advantage of the Terrans misfortune. They absorbed several border worlds, but in 1168T the Commonality disintegrated in a civil war which last 200 years and their civilisation was devastated as thoroughly as that of the Terrans. The Empires collapse began in 1032T with Empress Cloe VI's disputed succession. This directly caused the long series of civil wars which would eventually rip the Empire apart. Initially the civil strife had little effect on the cloud, but in 1128T Admiral Zharkov withdrew the bulk of the Imperial forces from the cloud to support his claim to the throne. Almost immediately order began to breakdown. Without Imperial

ships patrolling the spacelanes, piracy started to increase and planets started to look to their own resources to survive. The Sixth Akhrini War (1135T to 1141T) forced the Empire to return some forces to the Cloud, but this could only hope to slow the collapse. In 1161T the Dk'arek worlds around Khaask revolted, starting the Khaask War (1161T to 1164T). The Empire's defeat in this war led directly to a series of revolts and rebellions, which the Empire was unable to put down. By 1269T the Empire's control had been reduced to eleven worlds within six parsecs of Breakout. In 1272T the Yumazaca gate at Gateway collapsed and all communications between the Cloud and the Milky Way ceased. The few remaining Imperial forces in the Cloud gathered around Breakout and attempted to survive as best they could.

The Second Dark Age Period

The early years after the collapse were a time of crisis. Raiders struck at the rump of the Imperial holdings and one by one the surviving Imperial worlds were lost until by 1314T only Breakout remained. Breakout struggled to survive; the Viceroys played the Raiders and petty successors off against one another and managed to retain a starfaring technological base. The first turning point is generally agreed to have occurred in 1331T when Viceroy Robert III established the Phoenix Project. Several very simple and rugged types of starships were designed; and the Imperial Magellanic Scout Corp (IMSC) (formal name "Imperial Terran Scout Service, Magellanic Corp") was organised from the surviving Imperial Terran Scout Service personnel who had remained in the Cloud after the collapse of the wormhole.

Initially the Phoenix Project had little or no effect and the former Imperial territories slipped into a Dark Age of barbarism. By 1432T interstellar communications had all but ceased; only 3 former Imperial worlds still retained the capacity to construct starships. It is estimated that there were less than 100 working Terran starships in the Cloud at this time. It is then that the Phoenix Project started to make a real impact. Initially its impact was limited to the region around Breakout. By 1587T Imperial control had been reestablished over all of the Breakout cluster (the core worlds of what would later be the Principality of Breakout). At this point Viceroy Colin III changed the aim of the Phoenix Project from reestablishing Imperial control to reestablishing some form of Interstellar civilisation. Phoenix design ships were produced in quantity and made available to private individuals; and the IMSC started with the task of ensuring that an adequate number of worlds had the technology to maintain and construct starships.

The Diadochi Period

Phoenix ships ranged far and wide and the IMSC disseminated technology as best it could. Gradually interstellar communication and commerce started to increase; and in 1839T the first of the Diadochi states (the Faorin Confederation) was formed, encompassing five worlds centred on Faorin [The Principality of Breakout is not usually considered to be a Diadochi state, as there was no break in the functioning of Imperial bureaucracy on Breakout]. The next 300 years saw more Diadochi states come into existence and in 2127T Viceroy Henry IV proposed the Babylon Accords. Most of the Diadochi states and independent worlds in the Newlands and Yumazaca sectors acceded to these over the next 180 years. The Babylon Accords formed a very loose interstellar government. The signatories acknowledged theoretical fealty to the Terran Emperor or Empress (the Empire still being regarded with great awe and respect) and agreed for the Viceroy to act for the Emperor or Empress until contact with the Milky Way could be reestablished. In 2132T the Imperial Magellanic Assembly on Babylon {Yumazaca 2517} was established. Consisting of representatives from all states acknowledging fealty to the Empire. It was to act as an advisory body to the Viceroy concerning Imperial matters. In practice the Viceroy can not act without approval from the majority of the Magellanic Assembly and the Imperial Diadochi states retain much effective independence. The system can best be described as a very loose feudal state, akin to 12th and 13th century France.

The first threat to the Magellanic Empire came in 2197T. During the preceding 25 years the IMSC had re-established the J-2 route across the Diska Rift and started recontact with the worlds beyond. It was here that they encountered the Mwoah. The Mwoah are a major race descended from herbivore/intermittent stock native to the Cloud. The Mwoah had discovered jump drive in 1678T and had formed an interstellar state (the Mwoah Unity) encompassing about half a sector and were starting to expand into the former Terran colonies beyond the Diska Rift. In 2197T the Mwoah launched a campaign to eject the Magellanic

Empire from beyond the Diska Rift starting the First Mwoah War.

The war went badly for the Terrans. Despite possessing a clear technological advantage and theoretical numerical advantage, the Imperial Diadochi refused to commit significant forces to the prosecution of the war. This forced Viceroy Alethea III to conduct the war with inadequate forces. These were restricted to: the IMSC, such forces as she could spare from the Principality of Breakout and cajole from the Imperial Diadochi, whatever mercenary forces could be afforded, and the few local forces which could be raised from beyond the Diska Rift. Naturally these were insufficient for the task required. By mid 2204T the Mwoah had ejected the Terrans from beyond the rift and continued the campaign across the J-2 route. The Rift campaign was the hardest fought of the war. The Terrans fought desperately for each world, but by late 2205T the Mwoah had forced their way to Gibraltar {Newlands 3235} at the Imperial end of the J-2 route and were threatening Imperial territory. Finally the Imperial Diadochi took some notice and significant forces were made available. The siege of Gibraltar lasted until 2207T and exhausted the Mwoah ability to continue the war. A peace treaty was arranged; and the war ended with the Terrans still in possession of Gibraltar, though all the worlds beyond that were placed in the Mwoah sphere of influence.

In 2209T the Mwoah started to colonise Gibraltar's distant companion, naming it Orabow. Though this was a clear violation of the Treaty of Lorien which ended the war and a definite threat, the Terrans could respond with nothing stronger than terse diplomatic protests. It was quite clear that the Magellanic Empire lacked the military strength to do anything more than this.

In response to the defeat in the First Mwoah War and the humiliation of the Orabow incident, the Magellanic Assembly finally agreed to the formation of a structure to coordinate the defence of Imperial territory. In 2214T the Imperial Magellanic Navy and Marines (formal names: "The Magellanic Division, Imperial Terran Navy" and "The Magellanic Division, Imperial Terran Marines") were formed. Initially these were simply administrative organisations to provide a higher command structure and coordinate cooperation and standardisation between the various Imperial Diadochi states. However in 2228T a system was established whereby a small number of Diadochi units were seconded to the Navy and Marines on a rotating basis, to provide a ready reaction force on the border. This system was further expanded in 2231T when the two surviving Imperial units still in the Cloud (the King Charles III Squadron and the Albion Marine Legion) were transferred from the Principality of Breakout to Imperial command. This state of affairs remained unaltered until the Second Mwoah War.

The Mwoah spent the period after the war slowly conquering and absorbing many of the worlds now within their sphere of control. However in 2293T they launched a campaign to conquer the Jneril world of Hrali {Newlands 3231}. Despite this being within the Mwoah sphere according to the Treaty of Lorien, the Imperial forces attempted to intervene; on the basis that the treaty had been invalidated by the Mwoah colonisation of Orabow. This sparked the Second Mwoah War. Initially the war went badly for the Empire. With major elements committed to Hrali, the ready reaction forces on the border proved inadequate as the Mwoah used their base at Orabow to bypass Gibraltar and drive into Imperial territory. However, in 2297T, Admiral Sir Sommerfield-Johns smashed a major Mwoah task force at Hastar {Newlands 2533} and the tide began to turn. Although the Empire had lost its technological advantage, gradually the Imperial forces gained the upper hand. In 2300T the Imperial forces had forced the Mwoah back and launched an invasion of Orabow. By 2301T Mwoah resistance on Orabow had ended and the Mwoah prisoners and civilians were interned in confinement camps. The Empire then launched a campaign to carry the war back across the Rift. The Rift campaign was as hard fought as the first war. The Mwoah fought for every world and by 2303T the war had bogged down and was rapidly losing support amongst many Diadochi states within the Empire. An armistice was arranged and in 2304T the Treaty of Karin ended the war.

The treaty established the Diska Rift as a demilitarised zone between the Terrans and the Mwoah. The Mwoah colonists of the former Jneril world of Hrali (renamed Utarr) and their other worlds in the Rift were allowed to remain, but they were to be independent of the Mwoah Unity. This proved to be less of a success than was hoped for, for though the worlds were granted theoretical independence, the nature of Mwoah society means they are effectively still part of the Mwoah Unity. In 2305T the few remaining Mwoah survivors from the Orabow confinement camps were repatriated. Their unfortunate treatment

caused immense outrage amongst the Mwoah; but no action was taken over it. The Magellanic Assembly granted Jneril survivors of Hrali the former Mwoah world Orabow as a new home; now renamed St'iyha. Despite continuing tensions, the border has remained stable since.

However recent times have seen an increase in tensions. In 2362T a human Diadochi state (the Civtra Confederation) formed within the Mwoah sphere of influence. It is widely suspected within the Mwoah Unity that the Empire was instrumental in the formation of this state. Though there are no formal links or official aid, Imperial support for the Confederation is a major point of tensions between the Empire and the Mwoah. Though the Mwoah have yet to take any action against the Confederation, most analysts agree that it is only a matter of time before they do.

The performance of the Imperial forces during the war was much improved; and the Imperial Navy and Marines had been enlarged throughout its course. With the end of the war many of the Imperial Diadochi states argued for their reduction to pre-war levels. However the clear evidence of the inadequacy of their levels during the early war lead to widespread calls for the retention of at least some of the new units raised. Finally in 2307T the Magellanic Assembly authorised the Navy to retain eight Squadrons and the Marines six Legions (each consisting of two infantry and one cavalry regiments). In addition to these, the Jneril Eiahya Legion (a unit of non-Imperial Jneril serving out of honour for Hrali) was also retained. The units in excess of this were disbanded and their equipment placed into reserve against future emergencies. The system of secondment of Diadochi units was retained; and most Imperial units generally have one or two Diadochi units attached to them. These enlarged Imperial forces are funded by a small levy on Imperial worlds (termed Scutage) authorised by the Magellanic Assembly on a year to year basis.

Around 2311T another threat emerged with the formation of the Third Akhrini Commonality. Whilst it is located at least a sector from the Imperial borders, conflicts over influence in the various Non-Imperial Diadochi states located between the two states lead to increasing tensions. In response, in 2331T the Magellanic Assembly authorised a further small increase (two Navy Squadrons and one Marine Legion) in Imperial forces due to the increasing tensions. Despite numerous small scale clashes and skirmishes, these tensions did not lead to direct large scale conflict until the Seventh Akhrini War in 2364T.

A disputed succession in the Querad Union (a Non-Imperial Diadochi state) in 2362T lead to a civil war within the Querad Union between pro-Imperial and pro-Akhrini factions. In 2364T the Akhrini committed mainforce units to support the pro-Akhrini faction. Viceroy Martin VI authorised the commitment of Imperial Naval and Marine units to counter this. Since neither the Commonality nor the Empire was willing to move to an all out confrontation, the war progressed fitfully until a compromise settlement was reached in 2367T. Under the Treaty of Hakkon, control of the Querad Union was given over to a joint council consisting equally of both factions. Both the Commonality and Empire are allowed to station forces within the Union to maintain peace. During the war the Imperial Navy and Marines raised a small number of new units. Of these one Navy Squadron and three Marine Legions were retained after the peace. The war, however, did little to resolve the ongoing tensions between the Commonality and the Empire; and as at 2370T tensions remain high.

The Terran Magellanic Empire

The Terran Magellanic Empire is the successor to the Terran Empire in the Greater Magellanic Cloud. Whilst it still owes theoretical fealty to the Terran Empire, there has been no contact with the Terran Empire for over 1,000 years and the Magellanic Territories have continued whilst awaiting contact to be reestablished. Its formal name is “The Magellanic Territories of the Terran Empire”, but it is usually referred to as the Terran Magellanic Empire, or more frequently in recent times, simply the Magellanic Empire. Whilst the Empire never technically fell (Imperial rule and the Imperial bureaucracy were maintained on Breakout throughout the Second Dark Age), the current Empire can be best said to date from the proclamation of the Babylon Accords in 2127T.

Government

The founding documents for the Terran Magellanic Empire are the Babylon Accords. These accords set forth the basic structure of the Empire and provide for its administration. These were put forth by Viceroy Henry IV in 2127T and found rapid approval within the former Terran territories within the Cloud. The Accords set forth the roles of the various arms of the Imperial government and established a system of checks and balances to prevent the abuse of power and adequate representation for all Imperial worlds. The Empire’s capital is located on Babylon {Yumazaca 2517} one of the three worlds under direct Imperial control.

The Empire is governed by the Viceroy of the Imperial Magellanic Territories acting as proxy for the Terran Emperor or Empress. The Viceroy is assisted and advised by the Magellanic Assembly (formal name “The Terran Imperial Magellanic Assembly”). The Assembly consists of representatives from all worlds not directly administered by the Imperial Government and is chaired by the Viceroy or (more often) his or her Chief Seneschal. Whilst the Assembly is theoretically simply an advisory body, its approval is required to raise taxes or levies on worlds not directly answerable to the Empire; and it would be an extremely reckless or bold Viceroy who would act without its approval. The representatives to the Magellanic Assembly are appointed directly by the individual worlds according to whatever procedures are decided upon locally. The current Viceroy is Sarah III, Princess of Breakout, of the House of Chang. She assumed the role in 2368T with the death of her father Martin VI. Though the position of Viceroy is technically non-hereditary, it has been held by the hereditary Prince or Princess of Breakout since 959T.

The Viceroy is assisted in his or her role by the Imperial bureaucracy and the Imperial nobility. The Imperial nobility theoretically consists of all those Peers who hold their patents of nobility directly from the Emperor or Empress (as represented by the Viceroy). In practice however only the High nobility are directly involved in Imperial government. These nobles act as proxies for the Viceroy within their respective territories, ensuring that the Viceroy’s policies are carried out.

The Imperial bureaucracy is divided into five ‘branches’: The Imperial Magellanic Scout Corp (IMSC), the Ministry of Defence, the Ministry of Justice, the Imperial Exchequer and the Collage of Heralds. The IMSC’s role is four fold: to maintain communications within the Empire, to conduct exploration outside the Empire, to maintain diplomatic relations with other states, and to investigate breaches of Imperial law. The Ministry of Defence’s role is to coordinate the defence of the realm. The Ministry of Justice’s role is to prosecute breaches of Imperial law and enforce such punishments as may be imposed. The Imperial Exchequer is responsible for the financial management of the Empire; making forward predictions, keeping detailed records and managing the day to day accounting required for an interstellar state. The Collage of Heralds’ role is less well defined. It is officially stated as ‘To maintain accurate information and records relating to the Magellanic Territories of the Terran Empire and to ensure that those records and information

are made available to all who might seek it. Additionally the Collage of Heralds shall establish the legitimacy of those claiming noble rank.' While this is seemingly a very simple set of tasks, the Collage of Heralds have chosen to interpret them in a very liberal manner.

Local Government

The Babylon Accords allow each individual world within the Empire to administer itself as it sees fit. This has led to a very wide variety of local governments within the Empire. However there are some common features of most local administrations. Most commonly, worlds are administered (at least formally) by a noble, who will owe fealty either to a higher noble or to the Emperor or Empress directly. However it is not at all uncommon for such nobles to merely be titular heads for some other form of government. This is a holdover from when the Magellanic Territories were directly ruled by Terra. At that time almost all Imperial worlds were administered by a hereditary noble on behalf of the Emperor or Empress. However during the Second Dark Age many former Imperial worlds changed their actual type of government, whilst retaining the forms of the previous Imperial administration. Only in a very few instances have the old Terran Imperial forms been entirely abandoned. Many worlds have joined together to form multi-world governments (the Diadochi states) and these states exist within the Empire as component parts of the Empire.

The Babylon Accords provide for each local government to make and enforce laws within their own territory and provide for a system of extradition for criminals to be returned to the appropriate jurisdiction. Each government may conduct diplomatic relations with other governments within the Empire and make binding treaties with other Imperial local governments. Local governments may raise and maintain armed forces to defend their territory. Indeed some arrangement for armed forces to assist in the greater defence of the Empire is a requirement of the Accords. In short the local governments within the Empire only surrender a small degree of their sovereignty to the Imperial government. The commonly held precedent is that any power not specifically assigned to the Imperial government is held by the local government; though this practice holds no legal force and is disputed by most Viceroys.

The Nobility

There are two basic types of nobility within the Empire: the Imperial nobility and the Local nobility. All nobles hold a patent of nobility and ultimately owe fealty to the Emperor or Empress, who is represented in the Cloud by the Viceroy as his or her proxy. The Imperial nobility are those nobles who hold their patents directly from the Emperor or Empress. The Local nobility are those nobles who hold their patents through some intermediary noble or nobles.

Noble ranks are hieratical in nature and are ranked (termed precedence) as follows: Knight, Baronet, Baron/Baroness, Marquis/Marquessa, Viscount/Viscountess, Count/Countess (the title Earl is often substituted for that of Count), Duke/Duchess, Archduke/Archduchess, Grand Duke/Grand Duchess, Prince/Princess, Emperor/Empress. Though Viceroy is not a noble rank and indeed technically the Viceroy does not need to be of noble rank (the only non-noble Viceroy was Mordred Alaman [626T - 631T]), the Viceroy is considered to be part of the Imperial nobility, holding a precedence one less than the Emperor or Empress or two less if the Empire is currently ruled by a Regent. Knighthoods and Baronetcies are generally for the individual's lifetime only whilst the higher ranks are generally hereditary (though this is not always the case). Hereditary nobles are termed Peers and non-hereditary nobles are termed Chevaliers. Peers with the rank of Archduke/Archduchess and above are termed High nobles, those of rank Marquis/Marquessa to Duke/Duchess are termed Seigneurs, whilst lesser Peers are termed Squires; there is no specific distinction between the various ranks of Chevaliers.

Any Peer may petition the Collage of Heralds to create a lesser noble owing fealty to them; or since some Peers hold more than one title, may simply reassign one of their existing hereditary titles to another individual (subject to approval by the Collage of Heralds). The Emperor or Empress may personally bestow a noble title without resort to the Collage of Heralds and this power now resides in the Viceroy as Imperial proxy. However this power has only been used very sparingly by the Viceroys (only twice in the past 100 years) and in all cases the Collage of Heralds has later ratified these appointments (though this is

not necessary). In certain circumstance, an Imperial noble may transfer direct fealty from the Emperor or Empress to some intermediate noble, in doing so becoming a Local noble (though such changes require approval by either the Collage of Heraldry or the Emperor or Empress). It is likewise possible (though extremely rare) for a Local noble to become an Imperial noble.

The Imperial Military

There are three arms of the Imperial military: The IMSC, the Imperial Navy and the Imperial Marines. The Imperial Navy and Marines maintain their headquarters at Riyergrock {Yumazaca 2925}, location of the only Imperial military depot; whilst the IMSC still maintain their headquarters on Nemesis {Newlands 0920} inside the Principality of Breakout.

The IMSC is not strictly speaking a military organisation. However they maintain a fleet of ships (including warships up to ships of the line) and trained personnel to fulfil their duties. Most of these ships are in the Patrol Service of the Communications Office. The IMSC maintains these warships to fulfil its role keeping the spacelanes free from piracy and lawlessness. During time of war the assets of the IMSC are placed at the disposal of the Ministry of Defence and its ships serve under naval command. Generally its ships will serve as couriers, escorts, scouts and auxiliaries; but some of its larger vessels will serve with combat units. It must be noted however, that the IMSC's role in keeping the spacelanes open tends to become even more important during a war and this places a major limitation on the number of vessels which can be made available to the Navy. However, many former scout personnel (technically scout personnel do not retire, they merely opt for "detached duty") are recalled during wartime and a large number of these are seconded to the Navy and Marines.

The Imperial Navy is responsible for the conduct of warfare in space. In peacetime it maintains a small number of active squadrons and a pool of senior officers to provide a higher command structure during war. It also maintains a stockpile of matériel and a list of reserve personnel to allow for rapid expansion in time of crisis. In peace it is reinforced by a number of local squadrons temporarily attached to it on a rotating basis; this not only strengthens the Navy, but also ensures that the local forces are familiar with current Imperial doctrine and operating procedures. During war the Imperial Navy is further reinforced by other local units, to bring it up to the force levels required. The Imperial Navy also encourages commonality and interoperability amongst the Diadochi forces. To do this the Navy maintains a large design staff and encourages the various Diadochi forces to use the standardised designs it produces. The Navy also maintains training establishments open not only to Imperial personnel, but also Diadochi forces and friendly non-Imperial states.

The Imperial Marines are responsible for the conduct of warfare within planetary environments (a planets surface and atmosphere out to 20 planetary diameters). They are much like the Imperial Navy; in peacetime they only maintain a small number of units, a pool of senior offices and stockpiles of matériel and lists of reserve personnel. In peace they have attached a number of Diadochi units on a rotating basis and are expanded by more Diadochi units in wartime. They also maintain and encourage the use of standardised equipment and organisations. In addition to this the Marines also maintains a force of personnel (drawn from the regular combat units) for service aboard Imperial Naval vessels. As is the case with the Navy, the Marines maintain training establishments open not only to Imperial personnel, but also Imperial Diadochi and friendly non-Imperial states. However in addition to this, they also have personnel serving as cadres in some friendly non-Imperial states.

In addition to these forces, mention must be made of two other sources of Imperial forces. The first are the various mercenary units hired by the Empire as are required. These are generally surface combat forces, though starships are hired to act as naval auxiliaries on occasion. The Empire generally uses mercenary forces in secondary theatres and for auxiliary duties (there have been however, a small number of notable exceptions to this policy), preferring to use Imperial and Diadochi forces as their primary combat arms. Also, though the Imperial Marines do occasionally provide cadres for friendly non-Imperial states, the Empire generally prefers to hire mercenaries for this role.

The other source of Imperial forces is the Jneril Eiahya Legion. This is a Legion of ground combat troops

at the disposal of the Empire. While it is placed under the tactical command of the Imperial Marines it is quite separate from them. The Legion is recruited from non-Imperial Jneril. They serve out of a sense of honour for the Empire's intervention to save the Jneril world of Hrali from conquest by the Mwoah. The Legion is funded and maintained entirely by donations from non-Imperial Jneril, though its personnel are frequently rewarded by land grants within the Empire when they retire and many of its members have been elevated to the nobility. This Legion is one of the best at the disposal of the Empire and has no difficulty in recruitment (indeed it is frequently over strength).

Imperial Justice

Imperial justice is administered by the Ministry of Justice and the IMSC. The IMSC's Security Branch and Patrol Service are responsible for enforcing Imperial laws and regulations. The Ministry of Justice maintains the Imperial court system, which hears both criminal and civil cases; and enforces such judgements as the courts may hand down. In addition to this, the Imperial Navy, Marines and IMSC also maintain Courts Martial for breaches of the relevant military codes.

Imperial justice generally only covers crimes which are not covered by a local jurisdiction or crimes which have a direct bearing on the Empire (such as treason, espionage, piracy, use of psionics or assault of an official on Imperial business etc.). Areas under Imperial jurisdiction include: Imperial bases, starships in or in transit to jumpspace, the extraterritoriality zone of a starport, designated combat zones in time of war, Imperial diplomatic missions etc. It should be noted that current serving Imperial personnel are subject to Imperial justice at all times. However the Empire will generally defer to local authorities where there is an overlap in such cases. The Empire holds to the principle that no person should be tried for the same crime twice; thus if a person has been charged with a crime by a Local jurisdiction, they will not extradite them to face an Imperial tribunal over the same incident. The same of course applies in reverse, though some exceptions are made to this policy. The Empire only has jurisdiction in civil matters when no local jurisdiction applies, in regards to contracts made under Imperial law, or in the very rare case that an article of the Babylon Accords may have central relevance to the action.

All Imperial courts take the form of an inquisitorial tribunal of three to nine judges. Imperial law and custom dictates that any person called before an Imperial court shall have legal representation if they so desire. The Ministry of Justice maintains the Office of Imperial Attorneys for those unable to afford legal representation, as well as the Office of Imperial Proctors to present the indictment in criminal cases. The Empire is required to engage private attorneys to represent it in civil cases. Imperial courts reach their judgments on a majority basis. A dissenting opinion by a judge is usually grounds for an appeal.

There are several different layers of courts. At the lowest level are the District Tribunals, these generally cover a single subsector, though some heavily populated subsectors may be divided into more than one district. Above them are the Quadrant Tribunals, which usually cover four subsectors. Above them are the Provincial Tribunals, these generally cover an entire sector. Finally at the highest level is the Imperial Magellanic High Tribunal. This is effectively two courts, a junior court of between three to seven High Tribunes; and a senior court of the full bench of eleven High Tribunes. Most cases will be initially heard in a District Tribunal, though some more serious cases may be heard directly in a Quadrant Tribunal; the higher levels acts as courts of appeal. Babylon, Riyergrock and MCN-378290 are somewhat different as the Empire has sole jurisdiction on these worlds. Therefore these worlds contain multiple Imperial Districts and Quadrants; and both Babylon and Riyergrock are treated as complete Imperial Provinces in their own right.

In criminal cases a conviction may be appealed to a superior court if given leave by the higher tribunal. Generally the first appeal is granted automatically, though subsequent appeals require a serious point of fact or law to be granted an appeal. An acquittal may only be appealed on the grounds of perjury by or on behalf of the accused. In civil cases either party may appeal to a superior court if given leave. As in criminal cases, the first appeal in a civil case is generally automatic, with further appeals requiring a serious point of law or fact. One further level of appeal theoretically exists above the High Tribunal: the Emperor or Empress themselves. This power now resides in the Viceroy as Imperial proxy, but this has only been

exercised five times since the first Terran colonies were established in the Cloud, only once since the Babylon Accords.

Penalties levied by Imperial Justice are varied. In civil cases they invariably take the form of restitution and punitive damages (almost always financial). In criminal cases they can range from fines through imprisonment to execution. To enforce judgements, the Ministry of Justice maintains bailiffs and a number of prisons (including the prison world of MCN-378290 {Newlands 1315}). Terms of imprisonment imposed by Imperial Courts Martial are served in Ministry of Justice prisons if they exceed 100 days duration. With the exceptions of those imposed by Imperial Courts Martial in time of war, Imperially mandated executions are always carried out at MCN-378290 using the traditional method of plasma vaporisation. Any person executed under Imperial justice forfeits all rights, titles, honours and property to the Empire.

Non-humans within the Empire

Whilst the vast majority (around 74%) of the population of the Empire are Terran Humans, significant minorities of non-Terrans and Non-human do exist within the Empire. Of these approximately 15% are non-Terran Humans (10% Efrip, 3% Akhrini and 2% others), 5% are Dk'arek, 4% are Jneril and the remaining 2% are Ulkoyo and various Minor sophonts native to worlds within the Empire. Most of these species have retained their native cultures in some form, though many have been heavily influenced by Imperial culture.

Imperial law grants full and equal citizenship to all intelligent beings within the Empire. However the Babylon Accords do not require the same of local governments and a few do differentiate on the basis of species, despite Imperial attempts to discourage this. Still generally non-Terrans and Non-humans are treated as full members of Imperial society and many have achieved prominence within it. Few Imperial citizens would be unaware of the exploits of the Jneril General Ealr or the Dk'arek Admiral Owarkh during the Second Mwoah War; and the Empire certainly takes great pride in the Eiahya Legion.

Language

The official language of the Magellanic Empire is Maganglic, a variant of the Imperial Terran Anglic spoken in the Terran Empire. Maganglic developed in the Principality of Breakout during the Second Dark Age and it became widespread by its use in the Phoenix Project. Other Anglic languages are also common within the Empire, often having official status at the local government level. The various Non-human members of the Empire also retain their own languages and these are protected and encouraged by Imperial decree and custom.

Calender

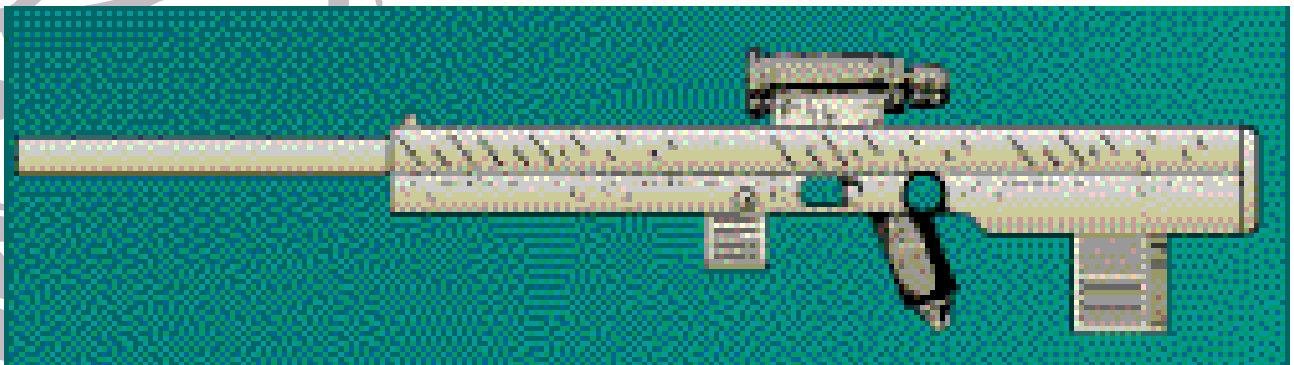
The Magellanic Empire uses the old Imperial Terran calender and temporal system. The system is based on a day of 24 hours and a year of 365 standard days. The days within the year are consecutively numbered from 001 to 365. Archaic divisions such as the week of 7 days and month of 30 days are still widely used, though these are purely unofficial. The Imperial Terran calender uses a zero year and 001-0T (14th September 2635AD in the old Terran Gregorian calender) is the date of the Treaty of Zuukish which marked the end of the 10th Interstellar War and the final triumph of the Terran Confederation over the Glorani Empire. The Imperial Terran calender was introduced by the first Terran emperor, Paul I in 297T some 5 years after the foundation of the Empire.

There have been occasional calls for the abandonment of the old Imperial Terran calender in favour of a more 'Magellano-centric' calender; but there is no sign of any widespread support for such a change. However two other calenders are widely used at a local level: the Efrip Ereyt calender and the New Magellanic calender. The Ereyt calender uses a pentad of 5 years, each of 292 standard days numbered 001 to 292 consecutively. The Ereyt calendar uses a zero pentad and 001-1/0Er corresponds with 094-692T. The New Magellanic calender uses the standard Imperial Terran temporal system and a zero year, but has its start date (001-0NM) at 213-511T (the date of the foundation of the first Terran colony at Breakout).

Psionics

The Psionic Revolt (589T to 642T) is still keenly remembered by the Terrans within the Cloud; and the use of psionics is one of the very few Imperial crimes as laid out in the original Babylon Accords. Most local governments also have strict laws prohibiting the use, instruction in, or advocacy of psionics. However psionics are not unknown within the Cloud. During the Psionic Revolt many of the psionic criminals fled to the Cloud and attempted to continue their practices beyond the reach of the Terran Empire. Many Psionic Institutes were set up both within and without the Empires borders. These have proven almost impossible to totally eradicate. Despite continued efforts to stamp out this criminal practice, there still exist those who would seek out and use such abilities for personal gain without any regard for society as a whole.

GSR-12 SNIPER RIFLE



This gauss sniper rifle is in use by the Federation Army throughout its infantry units. Typical deployment is 1 per infantry platoon. This weapon was developed with the concept to use VRF Gauss ammunition in common use throughout military support vehicle as a viable sniper weapon ammunition, allowing cost savings and battlefield supply versatility.

GAUSS SNIPER RIFLE	RDS 0	PEN 21/4	DMG 10	RANGE V.DIST	SIG LOW	RECOIL MED	DIFF RIFLE
	TL 13	LENGTH 1.0	VOLUME 4.5	WEIGHT 4.5	PRICE 10000	AMMO (WEIGHT PRICE) 0.5	100