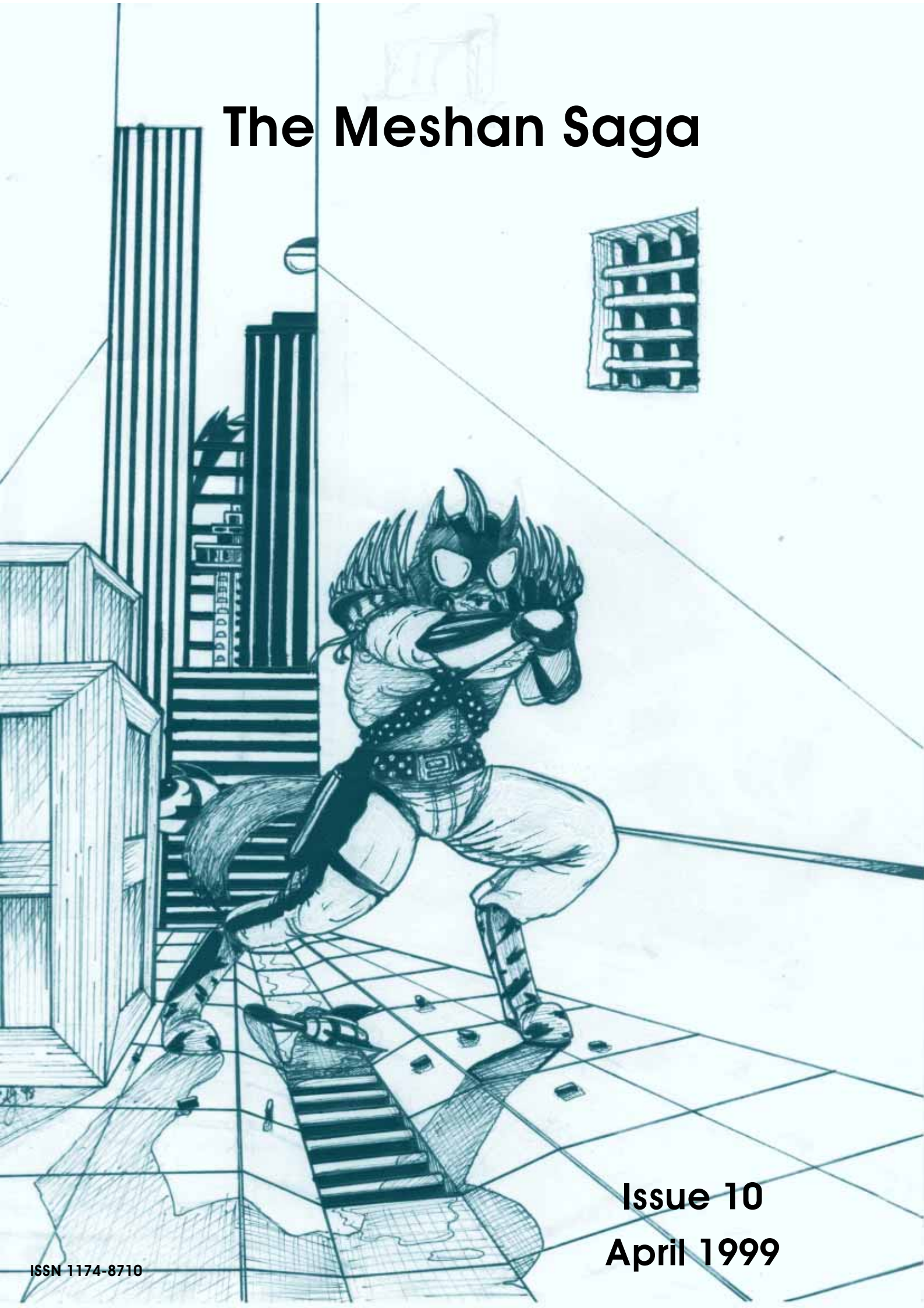


The Meshan Saga



Issue 10
April 1999

No 10, April 1999

Contents

Article	Writer	Rules	Page
The End of an Era	Editor - Martin Rait		2
HIWG NZ memberships	HIWG NZ - Martin Rait		3
HIWG NZ Ad	HIWG NZ - Martin Rait		4
HIWG Internet Resources	HIWG NZ - Martin Rait		5
Notice of Land Grant - Omoysheb	Richard Fields		6
Traveller Goods for Sale	Richard Fields		7
Proposed Meshan Sector Web Navigation	Richard Fields		8
Gossian Military: Development Notes	Richard Fields	era: TNE	9
Lues List of Subsector B Meshan Sector	Richard Fields		16
Ungersol List of Subsector C Meshan Sector	Richard Fields		19
Dekesh List of Subsector D Meshan Sector	Richard Fields		22
Yonder List of Subsector E Meshan Sector	Richard Fields		25
Arena List of Subsector F Meshan Sector	Richard Fields		28
Varson List of Subsector G Meshan Sector	Richard Fields		31
A New Campaign Start Point	Richard Fields	era: TNE	34
Notice of Land Grant - Osan	Richard Fields		36
NZ Colonies in Solomani Sphere Part II	Martin Rait		37
Map Jerman - 1120	Richard Fields	era: TNE	40

The End of an Era

This is the final issue of The Meshan Saga as the flagship fanzine for HIWG NZ. Although it is not the death of TMS, it will be replaced as the NZ fanzine by a new fanzine style newsletter to be launched by Richard Fields shortly.

For information about the new fanzine and it's submission guidelines please contact Richard Fields on [rfields@actrix.gen.nz].

TMS will still come out with issues beyond issue 10, but will be on a far less regular basis and will generally focus on that material generated by the editor and will widen it's scope with respect to some other RPGs.

Submissions can still be made to TMS, but will relate to the new focus of the fanzine, whose guidelines will be published on the HIWG NZ website in the near future.

Thanks for all submissions

Martin Rait

HIWG NZ memberships

Please welcome some of our new contacts in the Traveller world to our community.

David F. Stuckey

Postal Address c/- 3A Pitt Street
 Raetihi
 Palmerston North 5462
 New Zealand

Phone (06) 385 4195
Internet Address Not online

Computer Amiga 1200
Rules Version Preferred TNE

Traveller Interests

Scenarios exploiting the ethical questions raised by Virus (TNE)
Worldbuilding and Ecological Construction
Alternative rules for ground combat - "Striker II" being clumsy
Alternative rules for space combat
Finding alternate minatures in all scales
Scenario writing/GMing

Disclaimer

This publication is not sanctioned by Marc Miller, Imperium Games or Far Future Enterprises. Individual contributors are solely responsible and solely liable for the content of their articles.

Trademarks:

Traveller is a registered trademark of Far Future Enterprises and is used without permission. All trademarks used in this publication are the property of their respective owners. The use of any trademarks in this publication is for identification purposes; no challenge to trademark status or ownership is intended or implied.

Copyrights:

Traveller game materials are copyrighted by Imperium Games, Far Future Enterprises, or other game publishing companies. Copyrighted game materials may have been duplicated within the contents of articles, but is intended for use in discussing, and extending the Traveller game system. No challenge to copyright status or ownership is intended or implied by such duplication. All remaining material remains the copyright of the publisher: FSpace Publications and the contributors to this publication. All rights reserved.

The Meshan Saga may be freely distributed and duplicated in its unaltered form. Duplication of any material presented in this publication for inclusion in any other publication is forbidden without the express permission of the copyright holders.

Publisher

FSpace Publications
PO Box 27-025
Wellington
NEW ZEALAND

email: fspace@ihug.co.nz
ph: +64-4-383 6149

Design: Martin Rait
Cover Art: Catherine Goodman
Art: Aaron Barlow

Certain elements of this publication are the copyright of the publisher.

The contents of this publication is not edited by the publisher, and it's content does not reflect the attitudes of the publisher.

ISSN 1174-8710

HIWG NZ



© 1994 A. Barlow

History of the Imperium Working Group New Zealand Branch

HIWG supports the usage of **Game Designer's Workshop (GDW)**, **Imperium Games** and **Steve Jackson Games Traveller** oriented product usage. The group has a large array of alternative and supporting material for use with **Traveller**, **Megatraveller**, **Traveller: The New Era (TNE)**, **T4** and **GURPS Traveller**.

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.

Contact:

Richard Fields
HIWG New Zealand
Flat 9
26 Phillip Street
Johnsonville
Wellington
New Zealand

Enquiries:

Phone: (04) 477 0196
rfields@actrix.gen.nz

HIWG NZ Website
<http://hiwg.sf.org.nz>

HIWG Internet Resources

OFFICIAL HIWG MAILING LIST

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

subscribe hiwg <youraddress>

OR

subscribe hiwg-digest <youraddress>

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

<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/>

Notice of Land Grant - Omoyshob

As (HWIG) Meshan Sector Coordinator, I hold the overall land grant for Meshan Sector. The basis of this is being periodically published in Meshan Saga. Some of this work is undertaken by members of HWIG(NZ) on a voluntary basis, if you wish to undertake some of this work please contact me either care of HWIG(NZ) or directly on rfields@actrix.gen.nz .

I have minimal system and planetary, and no cultural notes on Omoyshob, 1716 Varson, Subsector G.

The available information is:

During the First Imperium, circa -3500
Omoyshob was coreward of the First Imperium's borders

Vargr pillaging of the First Imperium passed through the region circa -2400.

At least one colonisation project was put into Meshan by Solomani during the Rule of Man circa -2200 to -1780.

Pre rebellion, circa 1110 or 1115:
C887546-4 Ag Ni 800 Vv F3D

Rebellion, circa 1120:
C887546-4 Ag Ni C3 800 V5 F3D

Post Virus/ TNE, circa 1200:
X7887346-1 Lo Ni C5 Blk 400 Va F3D

The C3 and C5 notes refer to a chirper population, being 30% and 50% of the relevant total populations.

Omoyshob as a name is possible to generate by the Droyne word generation table, page 41, Alien Module 5, Droyne, GDW 1985.



Aaron Barlow
Art Services

Aaron Barlow

Phone +64-4-389-1511

Contracting Artist
FSpace Publications
P O Box 27-025
Wellington
New Zealand
Answer Service 383 6149
Email conantiger@hotmail.com

Traveller Goods for Sale

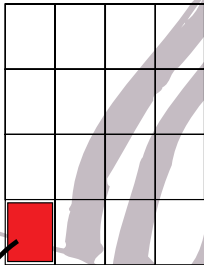
contact rfields@actrix.gen.nz

	Item	Volume	Price*
Classic Traveller	Boxed sets (NZ folded box, Books 1,2,3 2nd Ed)	4 sets	\$25.00
	In 1981 to reduce stoms charges Boardgame Specialists (NZ) Ltd received a dispensation from GDW to make Traveller affordable in New Zealand, this was achived by boxing in country. These are slightly less robust than the GDW boxes.		
	Books 1,2,3 2nd Ed	5 sets	\$18.00
	Book 4, Mercenary	3 each	\$6.00
	Book 5, High Guard 2nd Ed	3 each	\$6.00
	Supplement 2, Animal Encounters	2 each	\$6.00
	Supplement 3, Spinward Marches	3 each	\$6.00
	Supplement 6, 76 Patrons	3 each	\$6.00
	Supplement 7, Traders & Gunboats	1 each	\$6.00
	Supplement 8, Library Data (A-M)	1 each	\$6.00
	Supplement 9, Fighting Ships	4 each	\$6.00
	Supplement 10, The Solomani Rim	2 each	\$6.00
	Supplement 11, Library Data (N-Z)	3 each	\$6.00
	Supplement 12, Forms & Charts	2 each	\$6.00
	Adventure 1, The Kinunir	1 each	\$6.00
	Adventure 2, Research Station Gamma	3 each	\$6.00
	Adventure 3, Twilight's Peak	1 each	\$6.00
	Adventure 4, Leviathan	1 each	\$6.00
	Adventure 6, Expedition to Zhodane	2 each	\$6.00
	Adventure 7, Broadsword	2 each	\$6.00
	Double Adventure 1 Shadows/Annic Nova	3 each	\$6.00
	Double Adventure 3, Argon Gambit/Death Station	1 each	\$6.00
	Double Adventure 4, Marooned/Marooned Alone	3 each	\$6.00
	Double Adventure 5, Horde/Chamax Plague	3 each	\$6.00
	Double Adventure 6, Devine Intervention/Night of Conqu	3 each	\$6.00
	Journal 13	2 each	\$6.00
	Journal 17	2 each	\$6.00
	Journal 18	2 each	\$6.00
	Best of Journal 1	2 each	\$6.00
	Best of Journal 2	2 each	\$6.00
	Best of Journal 3	2 each	\$6.00
	Striker 1 (Shrink wrapped)	1 each	\$25.00
	Fasa Corp	High Passage 2	1 each
High Passage 5		1 each	\$6.00
Double Adventure Stazhlekh Report/Harrensa Project		2 each	\$6.00
Action Aboard		2 each	\$6.00
Uragyad'n of the Seven Pillars		2 each	\$6.00
Rescue on Galatea		2 each	\$6.00
Legend of the Sky Raiders		2 each	\$6.00
Trail of the Sky Raiders		2 each	\$6.00
Fate of the Sky Raiders		2 each	\$6.00
Ordeal by Eshaar		2 each	\$6.00
FCI Consumer Guide 1		4 each	\$6.00
Marischal Adventures (William H Keith & Assc.) 1981		Fleetwatch	28 each
	Trading Team	21 each	\$1.00
	Salvage Mission	26 each	\$1.00
	Flight of the Stag	26 each	\$1.00
	Zocchi's Original Gamescience		
Polyhedra Dice (D4,D6,D8,D12,D20)	31 sets	\$4.00	
Steve Jackson Games 1982, Traveller 15mm Cardboard Heros			

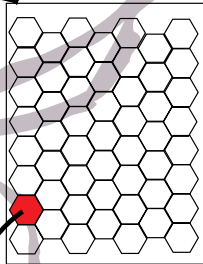
Proposed Meshan Sector Web Navigation

The Site Navigators Guide to Meshan Sector

This web site is still largely under construction. However this pictorial guide is intended to give a way to navigate through it. If you've got suggestions or notice faults, please e-mail me at rfields@actrix.gen.nz .



The Sector front page is made up of 16 Buttons. One for each subsector. Each will connect you to its relevant subsector page, with its own map and data list.



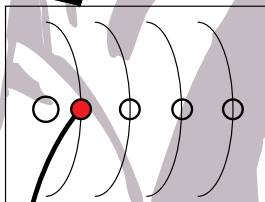
List Data

Blar,
Blar,
Blar,
Blar,
Blar,
Blar,
Blar,
Blar,
Blar,
Blar,

Text Data

Blar, Blar, Blar, Blar,
Blar, Blar, Blar, Blar,
Blar, Blar, etc

The Subsector map page is made up of a variable number of buttons. One for each Star system. Each will connect you to its relevant system page, with its own map and data list.



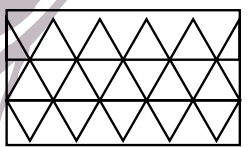
List Data

Blar,
Blar,
Blar,
Blar,
Blar,
Blar,
Blar,
Blar,
Blar,
Blar,
Blar,

Text Data

Blar Blar Blar Blar
Blar Blar Blar Blar
Blar Blar etc

The Subsector map page is made up of a variable number of buttons. One for each Plant or stellar object. Each will connect you to its relevant page, with its own map and data list.



List Data

Blar,
Blar,
Blar,
Blar,
Blar,
Blar,
Blar,
Blar,
Blar,
Blar,
Blar,

Text Data

Blar Blar Blar Blar
Blar Blar Blar Blar
Blar Blar etc

The planet map page has no buttons or lower documents. It will however have a list of relevant articles (if any) and how to find them. Any scenarios, NPC sheets or sites of interest can also be found via Meshan Saga, the periodic fanzine of HWIG(NZ).

Alternatively an alphabetical index will be compiled some time in the future.

Gossian Military: Development Notes

circa 1190

The Malitia.

Largely a Boys Club. Attendance is voluntary, although expected for all men aged 16-60 years. The uniform was typically a Baret and Brassard coloured mid green, with rank and unit insignia stitched in black.

Equipment.

You brought your own firearm, ammunition and rations. The local malitia hall might assist with the catering but was frequently limited to providing a bar. No attempt was made to bring uniformity to training, tactics or supplies.

Organisation.

Despite the use of a standard rank table, the abilities of an individual were always in doubt. Some officers were voted in, others promoted themselves through force of personality.

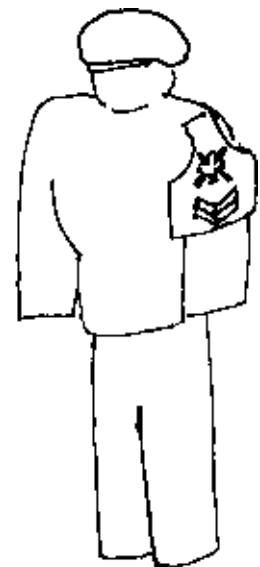
In general, Foot (Infantry), Dragoons (Mounted Infantry) and Cavalry (Mounted) formed into their own units. The proportions (in Striker II terms) were roughly: 1 Tactical command stand per 10 stands and 3 self ordering stands.

Town and agrarian units being more likely to be foot with occasional civilian lorries or beast drawn waggons. Rural units tending to cavalry or dragoons, with hunters indefinitely being self ordering, high asset, average morale stands. Vargr units having a higher proportion of command stands and less interunit cohesion.

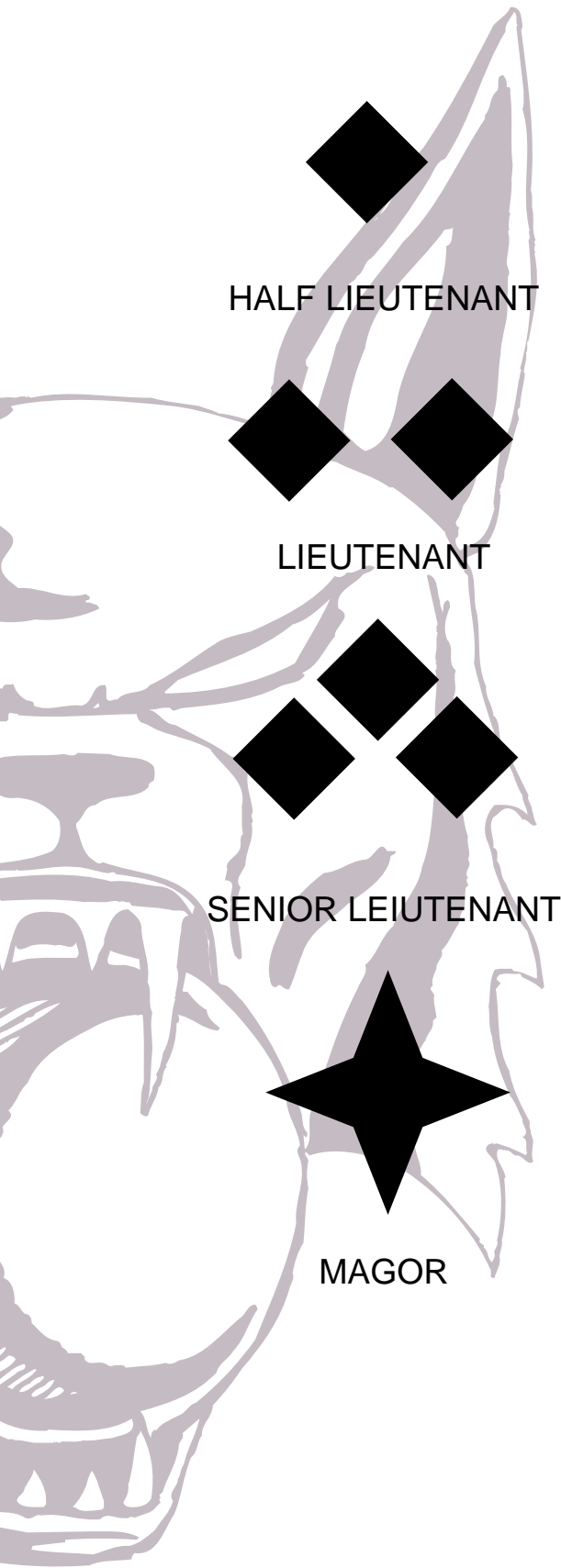
Two notable exceptions being the Tolen battery and the Peaks .

The Tolen Mortar Battery, being a semi-hereditary unit with 6 TL9 120mm mortars and a good store of ammunition, including some programmable revectoring and antiarmour rounds.

The Peaks (PDM battery), which was by comparison almost a secret society. By the time of the Kissidi Missions, they had 29 TL10 Planetary Defence Missiles in a scattered collection of bunkers of which 4 were expected to fail to operate properly. The Peaks was divided into two chapters, watchers who manned several passive sensor systems in shifts, and the technicians who maintained some systems and trained selected youths in repair by rote. The Peaks had a higher proportion of remanent tech than most including a large number of TL10 laser carbines and pistols.



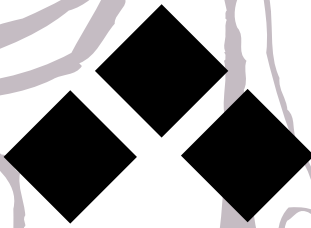
Standard Ranks , Gossian Malitia cica 1200



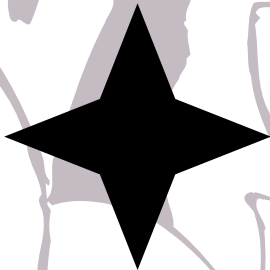
HALF LIEUTENANT



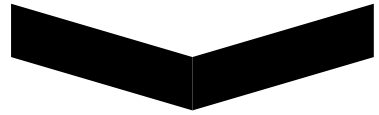
LIEUTENANT



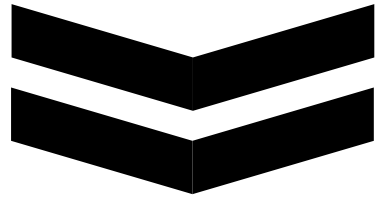
SENIOR LEIUTENANT



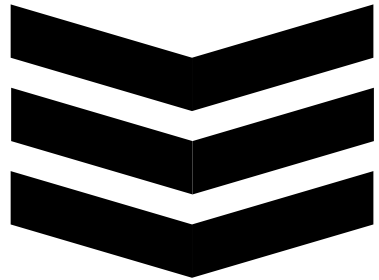
MAGOR



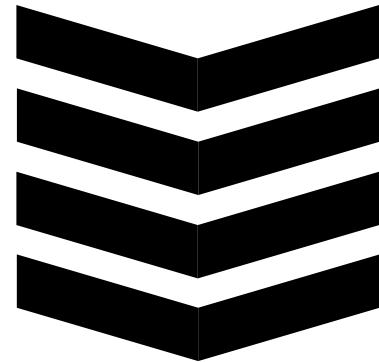
QUARTER SARGENT



HALF SARGENT

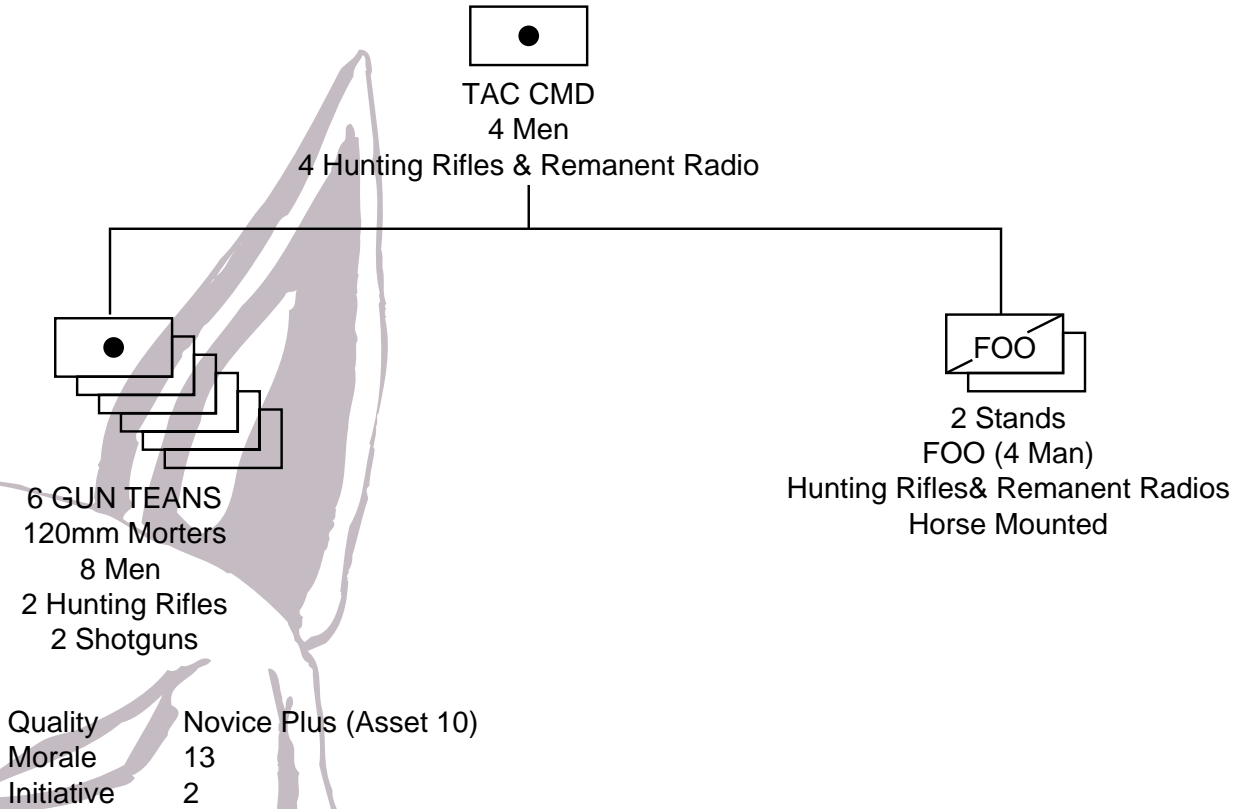


SARGENT

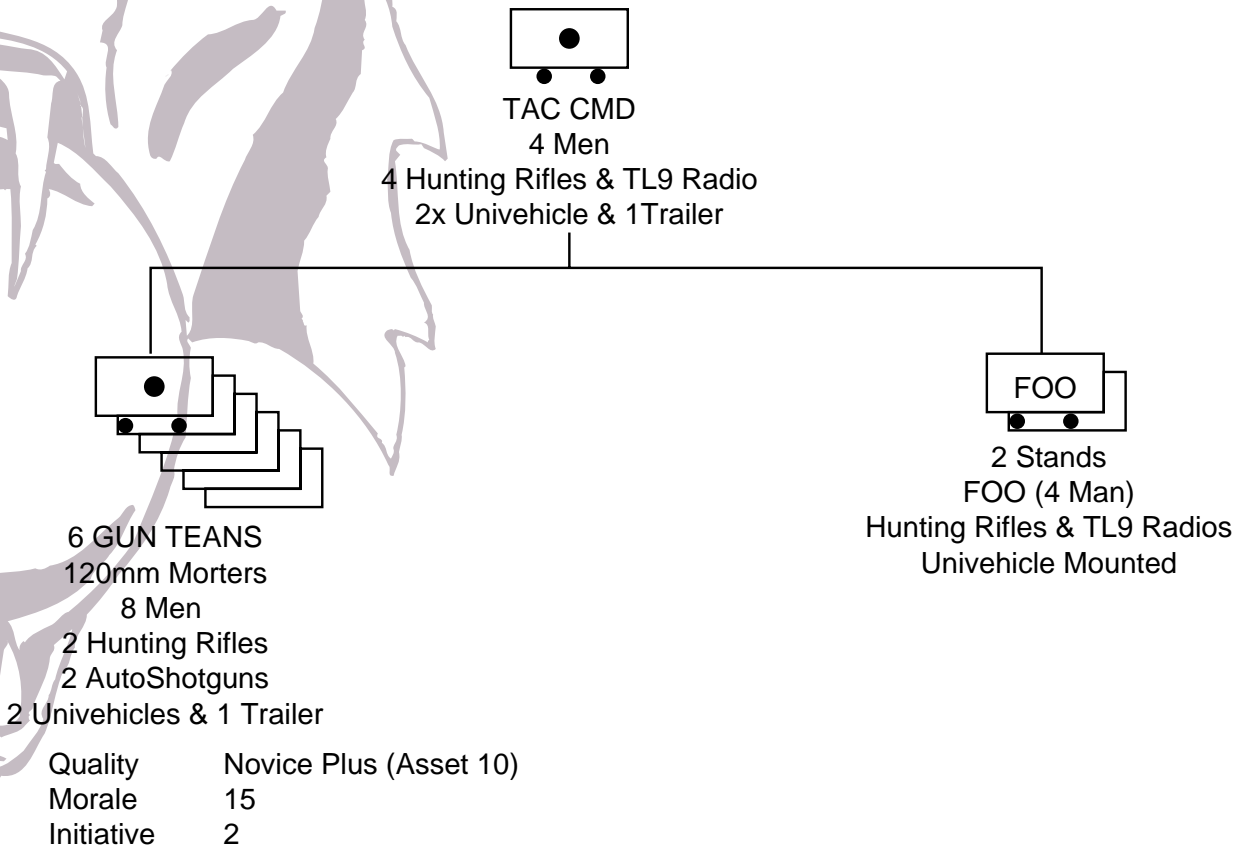


TOP SARGENT

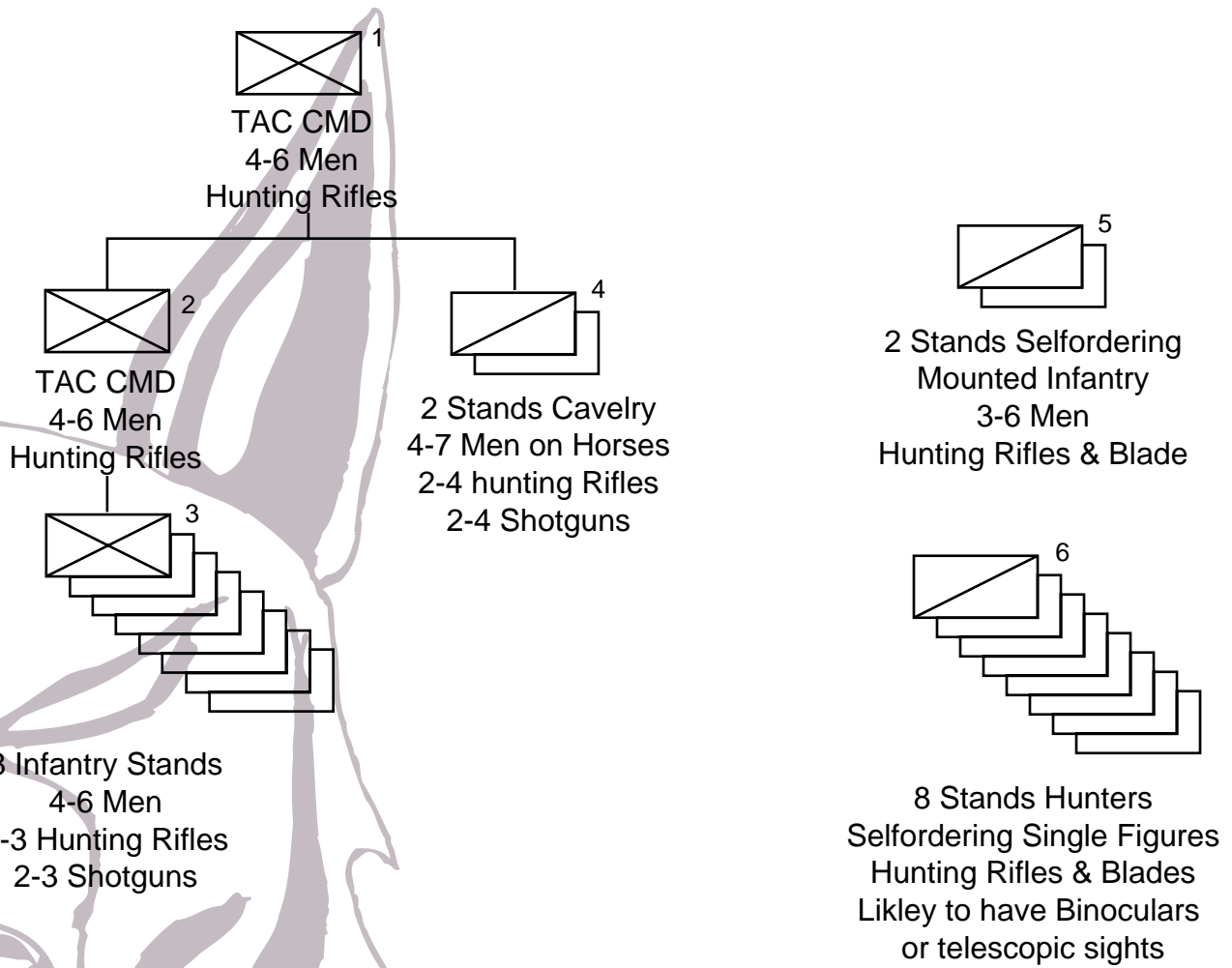
TOLEN BATTERY CICA 1190



TOLEN BATTERY CICA 1200



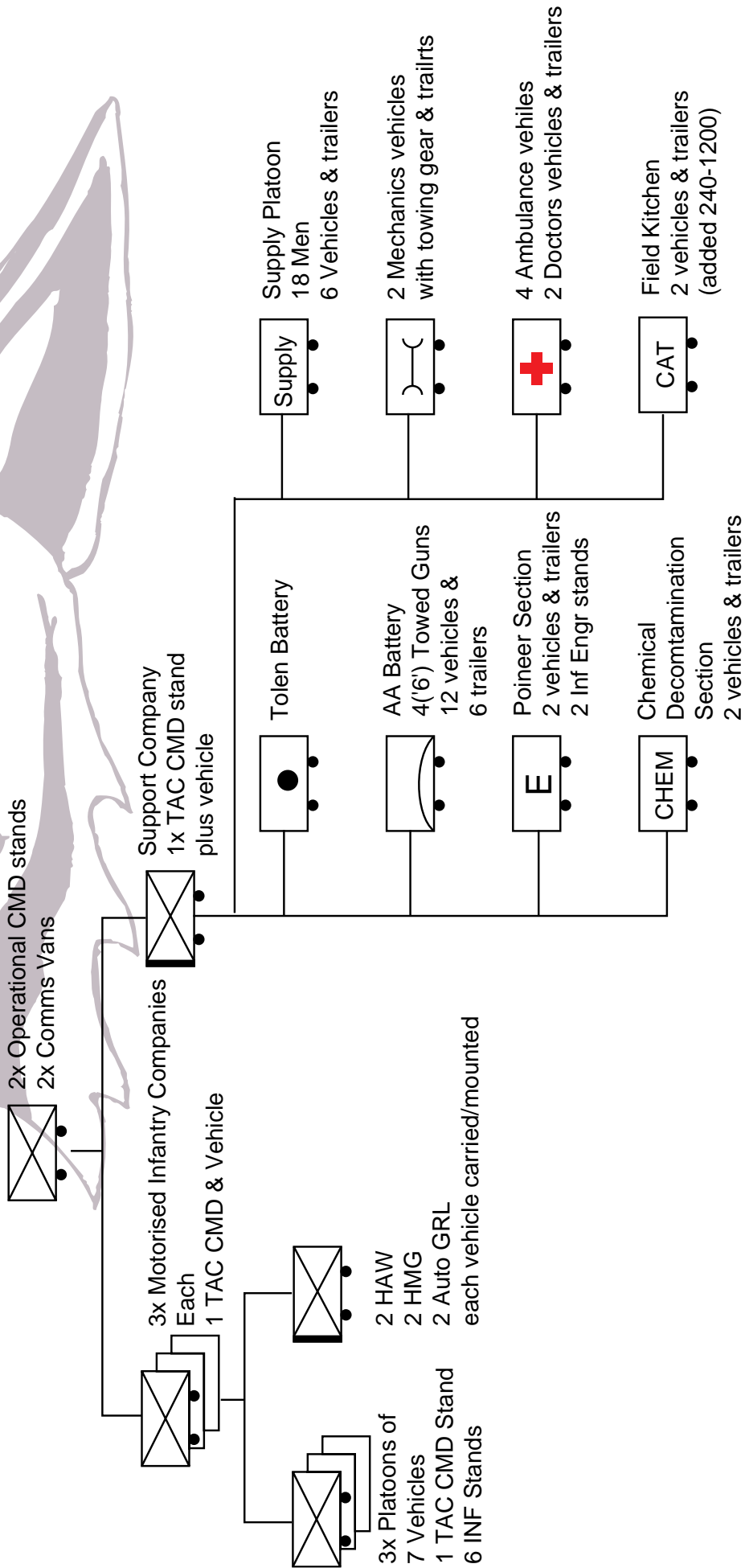
TYPICAL MAILTIA UNIT ORGINISATION CICA 1190



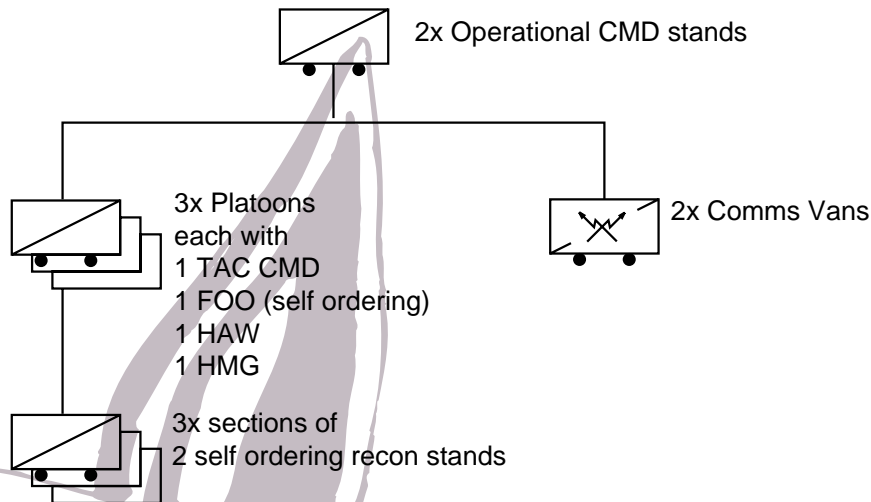
	Compitence	Morale	Initiative
1	Novice	14	1
2	Novice	13	1
3	Novice	12	1
4	Novice	12	1
5	Novice	10	1
6	Experienced	12	2

The Regular Army was formed in 250-1199 as:

Motorised Light Infantry Battalion

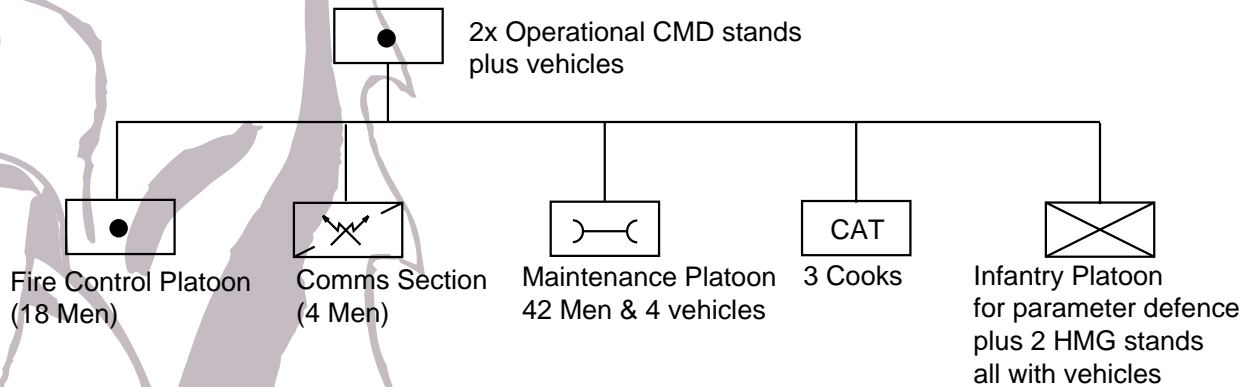


Independent (Recon) Companies 1&2



* All vehicles except the support weapons have 30Km radios and are vehicle mounted.

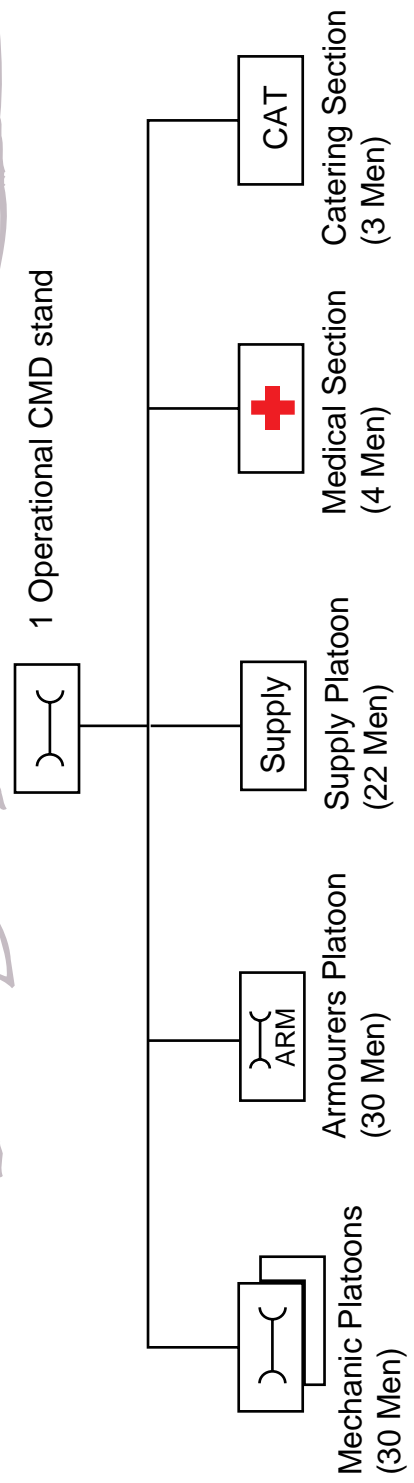
Independent (PDM) Company 3



This is the official organisation. In fact this unit is undergoing retraining and organisation by the Kissidii. Both their secrecy and parameter platoon help to keep this unknown.



Independent (Workshop) Company 4



* There is a common pool of 10 vehicles and trailers.

Lues

List of Subsector B Meshan Sector

1115 imp

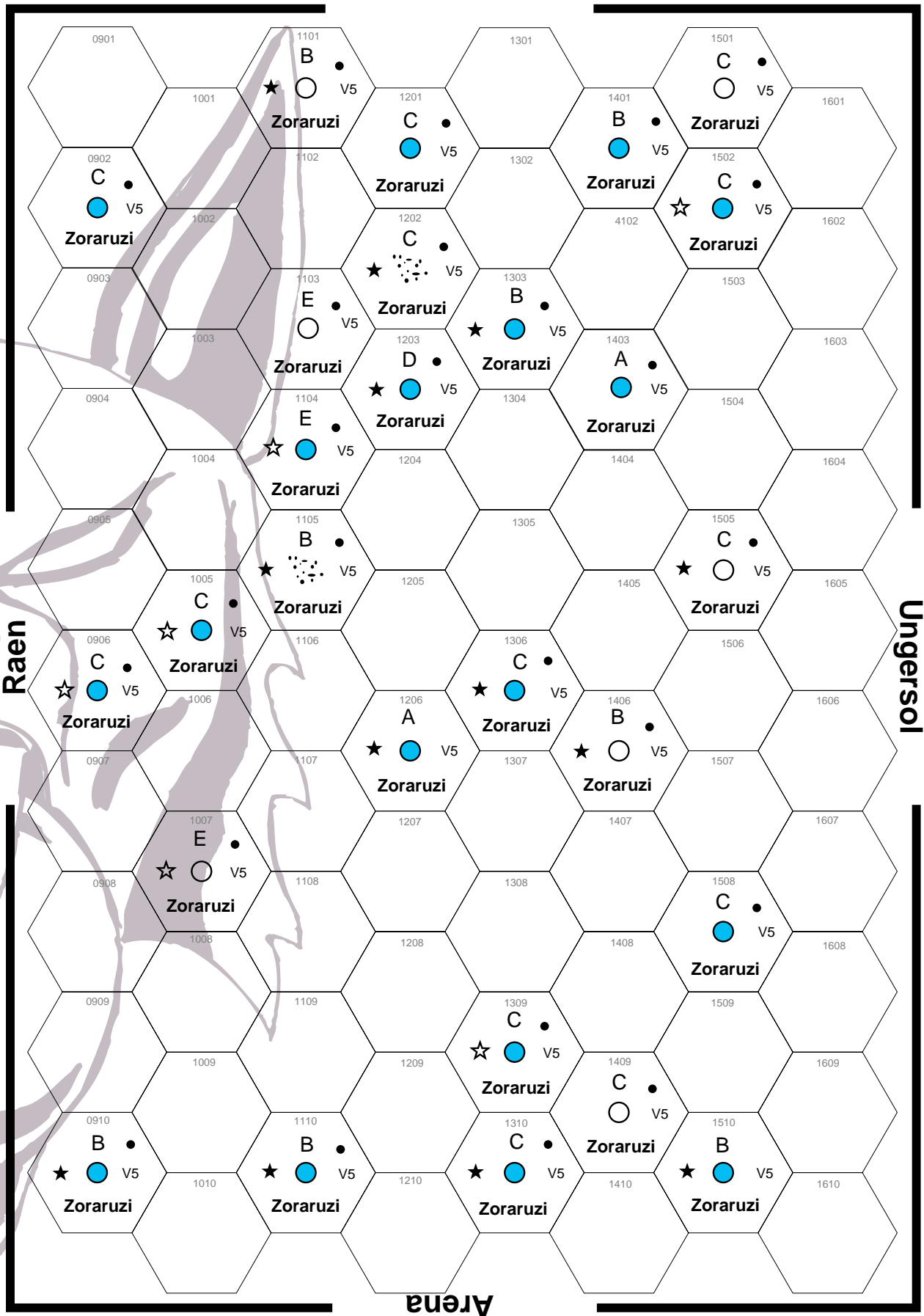
	O902	C443488-6		Ni Po	A	524VI	F8 D M8 D
	O906	C488676-8		Ag Ni		402VI	F6 D M8 D
	O910	B89967B-6	G	Ni	R	703VI	G5 V M8 D
	1005	C998256-9	C	Lo Ni		824VI	F8 V M5 D
Gudlul	1007	E330974-6	C	De Hi In Na Po	R	524VI	F2 V
	1101	B500563-A	G	Ni Va		604VI	G9 V
	1103	E130311-8		De Lo Ni Po		603VI	M4 V M2 D
	1104	E77937A-3	C	Lo Ni	A	922VI	F1 V
	1105	B000230-D	G	As Lo Ni		924VI	K7 V
	1110	B561869-5	C	Ri	A	705VI	F0 D M6 D M7 D
	1201	C859749-6			A	802VI	M5 D
	1202	C000420-B	G	As Ni		924VI	G8 V M7 D M0 D
	1203	D623355-4		Lo Ni Po		803VI	F1 IV M2 D
	1206	A6B5478-C	G	Fi Ni	A	320VI	F8 V
Azildak	1303	C3466??-8		Hi In	R	803VI	K4 V M1 D
Azuran	1306	C752A65-7		Hi Po		204VI	F9 D
	1309	C667676-3		Ag Ni Ri	A	802VI	K0 D
	1310	C684489-4	G	Ni		603VI	F2 V M0 D
	1401	B48869B-6	G	Ag Ni Ri		435VI	F5 V
Lashiir	1403	A533723-B	G	Na Po Cp		622VI	M4 V M3 D
	1406	B410534-A		Ni		112VI	F6 II
	1409	C200645-9	G	Na Ni Va		403VI	F6 V
	1501	C500533-9		Ni Va		723VI	M7 V M8 D
	1502	C76989C-8		Ri		624VI	F6 D
	1505	B750368-8	C	De Lo Ni Po		625VI	F1 V
	1508	C567110-8	C	Lo Ni		124VI	F1 D
	1510	B989766-9		Ri	R	500VI	F3 D

1120 imp

Saekhoe	O902	C443488-6		Ni Po		524V5	F8 D M8 D
Uloer	O906	C488676-8	C	Ag Ni		402V5	F6 D M8 D
Or Ugueg	O910	B89967B-6	G	Ni		703V5	G5 V M8 D
Fingae	1005	C998256-9	C	Lo Ni		824V5	F8 V M5 D
Gudlul	1007	E330974-6	C	De Hi In Na Po		524V5	F2 V
Sirrgdhoz	1101	B500563-A	G	Ni Va		604V5	G9 V
Aek Gvon	1103	E130311-8		De Lo Ni Po		603V5	M4 V M2 D
Vourrgvag	1104	E77937A-3	C	Lo Ni		922V5	F1 V
Ksaezan	1105	B000230-D	G	As Lo Ni		924V5	K7 V
Kuvuekue	1110	B561869-5	H	Ri		705V5	F0 D M6 D M7 D
Orruth	1201	C859749-6				802V5	M5 D
Kfuerrdall	1202	C000420-B	G	As Ni		924V5	G8 V M7 D M0 D
Onguelug	1203	D623355-4	H	Lo Ni Po		803V5	F1 IV M2 D
Gvounglu	1206	A6B5478-C	G	Fi Ni		320V5	F8 V
Azildak	1303	B346979-A	G	Hi In		603V5	K4 V M1 D
Azuran	1306	C752A65-7	G	Hi Po		204V5	F9 D
Ez Okhknug	1309	C667676-3	C	Ag Ni Ri		802V5	K0 D
Don Aesor	1310	C684489-4	G	Ni		603V5	F2 V M0 D
Byutsay	1401	B48869B-6	H	Ag Ni Ri D9		435V5	F5 V
Lashiir	1403	A533723-B		Na Po Cp		622V5	M4 V M3 D

Voeksdzang	1406	B410534-A	G	Ni	112V5	F6 II
Kulrrange	1409	C200645-9		Na Ni Va D0	403V5	F6 V
Gakdez	1501	C500533-9		Ni Va	723V5	M7 V M8 D
Osan	1502	C76989C-8	C	Ri	624V5	F6 D
Arzekhous	1505	B550368-8	G	De Lo Ni Po	625V5	F1 V
Okvouk	1508	C567110-8		Lo Ni	124V5	F1 D
Kfanknue	1510	B989766-9	G	Ri	500V5	F3 D
1200 imp						
Saekhoe	O902	X443000-0		Cm	O24—	F8 D M8 D
Uloer	O906	D48878B-7		Ag	202Va	F6 D M8 D
Or Ugueg	O910	X899622-6		Ni	703Va	G5 V M8 D
Fingae	1005	D998100-8		Lo Ni	424Na	F8 V M5 D
Gudlul	1007	X330000-0		Cm	O24—	F2 V
Sirrgdhoz	1101	X500000-0		Cm Va	OO4—	G9 V
Aek Gvon	1103	X130000-0		Cm De	OO3—	M4 V M2 D
Vourrgvag	1104	X779210-1		Lo Ni Blk	522Va	F1 V
Ksaezan	1105	X000000-0		Cm As	O24—	K7 V
Kuvuekue	1110	X5618CA-5		Ri Blk	905Va	F0 D M6 D M7 D
Orruth	1201	X85986A-4			202Na	M5 D
Kfuerrdall	1202	X000000-0		Cm As	O24	G8 V M7 D M0 D
Onguelug	1203	X623000-0		Cm	OO3—	F1 IV M2 D
Gvounglu	1206	X6B5000-0		Cm Fl	O20—	F8 V
Azildak	1303	X3466BC-8		Ni	603Va	K4 V M1 D
Azuran	1306	X752784-4		Po	804Na	F9 D
Ez Okhknug	1309	E6676AB-0		Ag Ni	202Va	K0 D
Don Aesor	1310	E684256-4		Ni Lo	303Na	F2 V M0 D
Byutsay	1401	X488758-4		Ag Ri D10	235Na	F5 V
Lashiir	1403	X533000-0		Cm	O22—	M4 V M3 D
Voeksdzang	1406	X410000-0		Cm	O12—	F6 II
Kulrrange	1409	X200000-0		Cm Va	OO3—	F6 V
Gakdez	1501	X50000-0		Cm Va	O23—	M7 V M8 D
Osan	1502	D7699AC-7	C	Hi Blk	224Na	F6 D
Arzekhous	1505	D550273-7		De Lo Ni Po	325Va	F1 V
Okvouk	1508	X567000-0		Ba	O24—	F1 D
Kfanknue	1510	X989757-5		Blk	200Va	F3 D

Lues, Subsector B, Meshan, 1120



Ungersol

List of Subsector list C Meshan Sector

1115 imp

	1703E88A568-4		Ni Wa		802VI	F5 D
	1704C445000-8		Ba Lo Ni		OO2VI	F5 V
	1706C5487AD-6		Ag		120VI	F4 V
	1707C665541-6		Ag Ni		310VI	F1 V
Lorgo	1710C740AED-B	C	De Hi In Po	A	204Vv	F6 V
	1801C797779-3		Ag	A	300VI	F5 V M7 D M0 D
	1803D736533-5	C	Ni		502VI	M7 V
	1809D5578C9-3	C			724VI	F9 V
	1901C610121-8	G	Lo Ni		404VI	M7 V
Ansana	1903X68A4...-3		Ni Wa Cp		201VI	K3 V
	1906E66146A-5	C	Ni		811VI	F4 V
	1908A688001-A	C	Lo Ni		503VI	F1 V
Inudak	2001B576955-8	G	Hi In		800VI	M1 D
	2007X1508AE-3		De Po	A	803Va	F8 V
	2008C67A002-8		Lo Ni Wa		723Va	F5 D M6 D
	2102E52545A-5	C	Ni	A	903Va	M1 V
	2104X866410-0	C	Ni	R	400Va	F7 V
	2105B530566-8		De Ni Po		802VI	M9 V M1 D
	2107D566432-2		Ni		502Va	F9 V
	2108C332213-A	C	Lo Ni Po		123Va	M0 V
	2205D400112-7	G	Lo Ni Va		734Va	M9 V
Kanogo	2209X8849DD-0	C	Hi	R	303Va	M9 V M6 D M9 D
	2210D62089B-5	G	De Na Po	A	902Va	F5 D
Kursuz	2302X430979-5	C	De Hi In Na Po	R	104Va	F9 V M8 D
	2305X268200-2	C	Lo Ni	R	124Va	G9 D M7 D
	2310X678345-3		Lo Ni	R	824Na	K5 V M9 D
	2403X244676-3		Ag Ni	R	403Na	K1 V
	2406D569551-6	C	Ni		303Va	F8 D M1 D

1120 imp

Ngollogzou	1703E88A568-4	C	Ni Wa C3		802V5	F5 D
Tibushi	1704C445000-8	C	Ba Lo Ni		OO2V5	F5 V
Khongeks	1706C5487AD-6	G	Ag		120V5	F4 V
Oungrarr	1707C665541-6	C	Ag Ni		310V5	F1 V
Lorgo	1710C540AED-B		De Hi In Po		204V5	F6 V
Tufae	1801C797779-3		Ag		300V5	F5 V M7 D M0 D
Arrkfan	1803D736533-5		Ni		502V5	M7 V
Oungaenogh	1809D5578C9-3				724V5	F9 V
Rrongaerrg	1901C510121-8	C	Lo Ni		404V5	M7 V
Ansana	1903A68A569-D	G	Ni Wa Cp		201V5	K3 V
Uegthoeke	1906E66146A-5	C	Ni		811V5	F4 V
Thaegz	1908A688001-A		Lo Ni		503V5	F1 V
Inudak	2001B576955-8		Hi In		800V5	M1 D
Urrall	2007X1508AE-3		De Po		803V5	F8 V
Azgul Kou	2008C67A002-8	G	Lo Ni Wa		723V5	F5 D M6 D
Ennaekhs	2102E52545A-5	C	Ni		903V5	M1 V
Rrotoe	2104X866410-0	C	Ni		400V5	F7 V
Kughurr	2105B530566-8	G	De Ni Po		802V5	M9 V M1 D

Ozullnoz 2107D566432-2
 Aerro 2108C332213-A
 Oezoethun 2205D400112-7
 Kanogo 2209X8849DD-0
 Aghodoun 2210D52089B-5
 Kursuz 2302X430979-5
 Uerrursors 2305X368200-2
 Alunag 2310X678345-3
 Enanin 2403X244676-3
 Khikollang 2406D569551-6

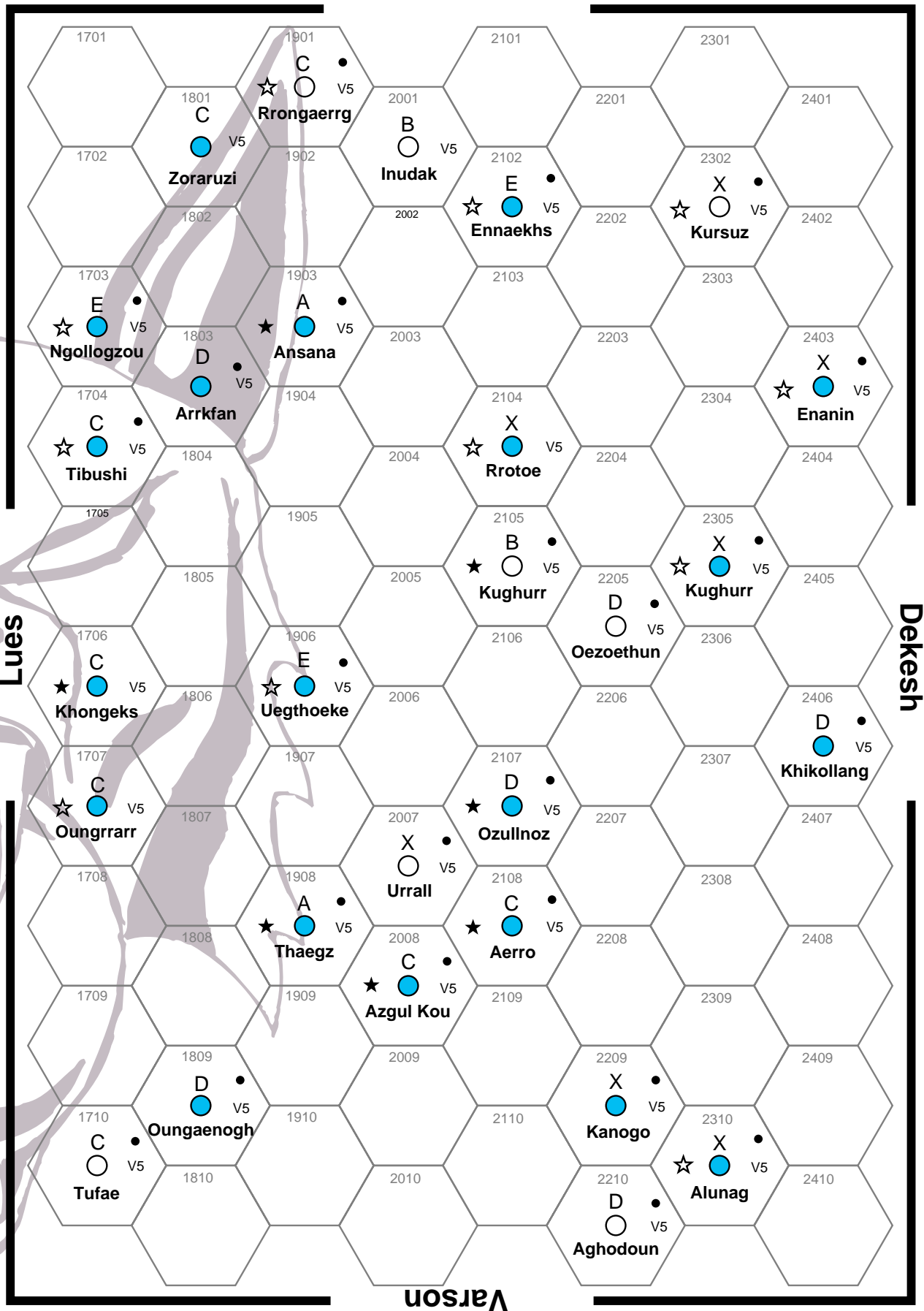
1200 imp

Ngollogzou 1703X88A568-3
 Tibushi 1704X445000-0
 Khongeks 1706E548668-0
 Oungrrarr 1707C665487-6
 Lorgo 1710D54056A-8
 Tufae 1801D79776A-0
 Arrkfan 1803X736000-0
 Oungaenogh 1809D557889-5
 Rrongaerrg 1901X510000-0
 Ansana 1903B68A46B-8
 Uegthoeke 1906X66136A-5
 Thaegz 1908X688000-0
 Inudak 2001X576732-5
 Urrall 2007X15046B-2
 Azgul Kou 2008X67A000-0
 Ennaekhs 2102X525000-0
 Rrotoe 2104X86636E-0
 Kughurr 2105X530000-0
 Ozullnoz 2107E566312-2
 Aerro 2108X332000-0
 Oezoethun 2205X400000-0
 Kanogo 2209X8849BC-0
 Aghodoun 2210X520000-0
 Kursuz 2302X430000-0
 Uerrursors 2305X368000-0
 Alunag 2310X678243-1
 Enanin 2403X244654-4
 Khikollang 2406X569335-4

G Ni 502V5 F9 V
 G Lo Ni Po 123V5 M0 V
 Lo Ni Va 734V5 M9 V
 Hi 303V5 M9 V M6 D M9 D
 De Na Po 902V5 F5 D
 C De Hi In Na Po 104V5 F9 V M8 D
 C Lo Ni 124V5 G9 D M7 D
 C Lo Ni 824V5 K5 V M9 D
 C Ag Ni 403V5 K1 V
 Ni 303V5 F8 D M1 D

Ni Wa C3 Blk 402Va F5 D
 Ba OO2— F5 V
 Ag Ni Blk 820Na F4 V
 C Ag Ni Lo 110Va F1 V
 De Po 204Na F6 V
 Ag 800Va F5 V M7 D M0 D
 Cm OO2— M7 V
 Ri 924Va F9 V
 Cm OO4— M7 V
 Ni Wa Lo 901Na K3 V
 Ni Lo 411Va F4 V
 Ba OO3— F1 V
 Ag 100— M1 D
 De Po Lo Blk 403Va F8 V
 Wa Ba O23— F5 D M6 D
 Cm OO3— M1 V
 Ni Lo Blk 200Va F7 V
 Cm OO2— M9 V M1 D
 Ni Lo 202Va F9 V
 Cm O23— M0 V
 Cm Va O34— M9 V
 Hi Blk 803Na M9 V M6 D M9 D
 Cm OO2— F5 D
 Cm OO4— F9 V M8 D
 Ba O24— G9 D M7 D
 Lo Ni 424Va K5 V M9 D
 Ag Ni Blk 803Na K1 V
 Lo Ni Blk 103Va F8 D M1 D

Ungersol, Subsector C, Meshan, 1120



Dekesh

List of Subsector list D Meshan Sector

1115 imp

	2509C331249-9		Lo Ni Po		105Va	M0 V
Keniiir	2601A455584-B	J	Ag Ni Cp		203Ga	F3 D
	2605C510100-A		Lo Ni		302Na	G4 V
Urgush	2610X857AB9-1		Hi	R	205Na	M1 V
	2702C977486-8		Ni		304Ga	F2 D M4 D
	2703C2207AB-9	M	De Na Po	A	522Ga	M6 V M1 D
Aimliin	2704C6239BB-8	M	Hi In Na Po		104Ga	F1 D
	2705C200662-9	M	Na Ni Va		500Ga	M1 V
	2706C589135-8		Lo Ni		304Ga	G0 V
	2802C647249-7	M	Lo Ni		404Ga	F6 D
	2804E210120-7		Lo Ni		405Ga	A7 V
Dardur	2806C756957-7	M	Hi		103Ga	F7 D M4 D
	2807C347153-8	M	Lo Ni		503Ga	F1 D
	2808B487388-A	J	Lo Ni		903Ga	M2 V M0 D
	2810D355412-6		Ni		323Na	F7 V M9 D
Erarki	2901B663962-9	A	Hi		623Ga	F0 V M0 D M4 D
	2902B699745-7				500Ga	F0 V M7 D
	2908C323425-8		Ni Po		220Ga	M2 V
	2909D432356-6		Lo Ni Po		803Va	M2 V
	3003B741744-5		Po		701Ga	F0 D M1 D
	3006B554100-A		Lo Ni		203Ga	M3 V
	3102B226889-A	M		R	100Ga	F3 V M8 D
	3105X968678-0	C	Ag Ni	A	500Ga	F3 V M7 D
	3109C100586-9	G	Ni Va		405Va	F4 V
Urkakhi	3204C797A87-8	M	Hi In	R	404Ga	F2 V M0 D
	3206X000000-0				010Ga	F3 V
	3209D87727A-2	C	Lo Ni	R	900Va	F7 V

1120 imp

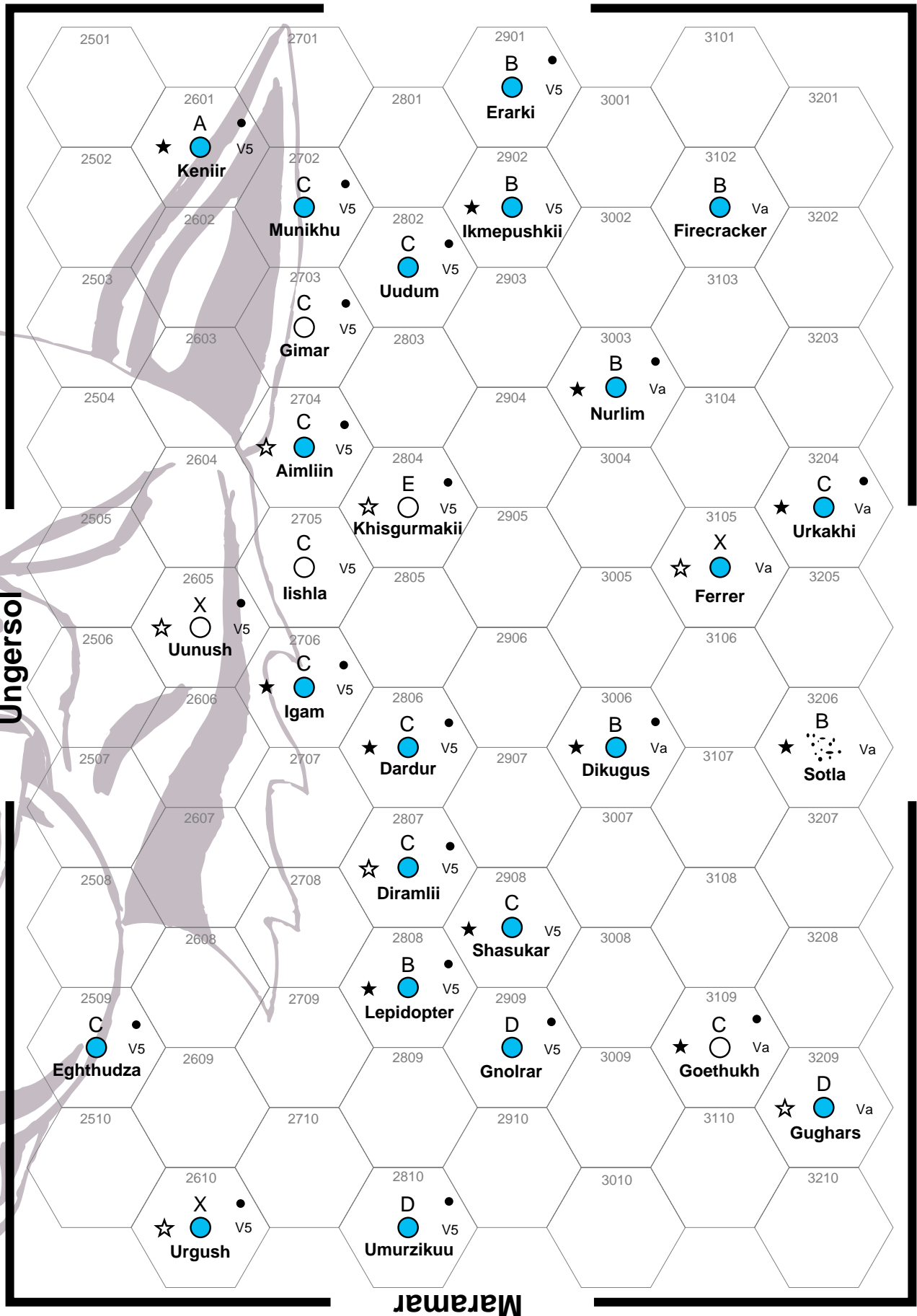
Eghthudza	2509C331249-9		Lo Ni Po		105V5	M0 V
Keniiir	2601A455584-B	G	Ag Ni C4 Cp		203V5	F3 D
Uunush	2605C510100-A	C	Lo Ni		302V5	G4 V
Urgush	2610X857AB9-1	C	Hi		205V5	M1 V
Munikhu	2702C977486-8		Ni		304V5	F2 D M4 D
Gimar	2703C2207AB-9		De Na Po		522V5	M6 V M1 D
Aimliin	2704C6239BB-8	C	Hi In Na Po		104V5	F1 D
lishla	2705C200662-9		Na Ni Va		500V5	M1 V
Igam	2706C589135-8	G	Lo Ni		304V5	G0 V
Uudum	2802C647249-7		Lo Ni		404V5	F6 D
Khisgurmakii	2804E210120-7	C	Lo Ni		405V5	A7 V
Dardur	2806C756957-7	G	Hi		103V5	F7 D M4 D
Diramlii	2807C347153-8	C	Lo Ni		503V5	F1 D
Lepidopter	2808B487388-A	G	Lo Ni D8		903V5	M2 V M0 D
Umurzikuu	2810D355412-6		Lo Ni		323V5	F7 V M9 D
Erarki	2901B663962-9		Hi		623V5	F0 V M0 D M4 D
Ikmepushkii	2902B699745-7	G			500V5	F0 V M7 D
Shasukar	2908C323425-8	G	Ni Po		220V5	M2 V
Gnolrar	2909D432356-6		Lo Ni Po		803V5	M2 V

Nurlim	3003B641744-5	G	Po	701Va	F0 D M1 D
Dikugus	3006B554100-A	G	Lo Ni	203Va	M3 V
Firecracker	3102B226889-A			100Va	F3 V M8 D
Ferrer	3105X968678-0	C	Ag Ni	500Va	F3 V M7 D
Goethukh	3109C100586-9	G	Ni Va	405Va	F4 V
Urkakhi	3204C797A87-8	G	Hi In	404Va	F2 V M0 D
Sotla	3206B000532-D	G	As Ni	610Va	F3 V
Gughars	3209D87727A-2	C	Lo Ni	900Va	F7 V

1200 imp

Eghthudza	2509X331000-0		Cm	OO5—	M0 V
Kenilir	2601X45526B-0		Lo Ni C9	203Na	F3 D
Uunush	2605X510000-0		Cm	OO2—	G4 V
Urgush	2610X85796F-0		Hi Blk	205Va	M1 V
Munikhu	2702E977458-8		Lo Ni	304Va	F2 D M4 D
Gimar	2703X220000-0		Cm De	O22—	M6 V M1 D
Aimliin	2704X623000-0		Cm	OO4—	F1 D
Ishla	2705X200000-0		Cm Va	OO0—	M1 V
Igam	2706E589000-0		Ba	OO4—	G0 V
Uudum	2802E647200-6		Lo Ni	404Va	F6 D
Khisgurmakii	2804X210000-0		Cm	OO5—	A7 V
Dardur	2806E75686F-8			203Na	F7 D M4 D
Diramlii	2807X347000-0		Ba	OO3—	F1 D
Lepidopter	2808X487199-8		Lo Ni D10	503Na	M2 V M0 D
Umurzikuu	2810X355303-6		Lo Ni	123Va	F7 V M9 D
Erarki	2901D6639A8-6		Hi	223Va	F0 V M0 D M4 D
Ikmepushkii	2902D6998AA-6			OO0Na	F0 V M7 D
Shasukar	2908X323000-0		Cm	O20Va	M2 V
Gnolrar	2909X432000-0		Cm	OO3—	M2 V
Nurlim	3003X641640-5		Po	901Na	F0 D M1 D
Dikugus	3006X554000-0		Ba	OO3Va	M3 V
Firecracker	3102X226000-0		Cm	OO0—	F3 V M8 D
Ferrer	3105X96876A-0		Ag Ni	100Na	F3 V M7 D
Goethukh	3109X100000-0		Cm Va	OO5—	F4 V
Urkakhi	3204E79789B-7		Blk	804Va	F2 V M0 D
Sotla	3206X000000-0		Cm As	O10—	F3 V
Gughars	3209X877100-1		Lo Ni	500Va	F7 V

Dekesh, Subsector D, Meshan, 1120



Yonder

List of Subsector list E Meshan Sector

1115

	O115	B797666-7		Ag Ni		823Vv	F1 V M9 D
	O116	C556500-7	H	Ag Ni		413Vv	F3 V M5 D
	O120	C79A747-9		Wa	A	904Vv	F0 V M6 D M6 D
	O312	B87578A-8	G	Ag		313Vv	F7 V M0 D
Odessa	O313	B1109BD-A		Hi Na		104Vv	M6 V M1 D
	O314	D130034-7	C	De Lo Ni Po		803Vv	M2 V
	O316	A579013-B		Lo Ni		124Vv	M2 D M3 D
Addar	O317	A620531-B	G	De Ni Po Cp		521Vv	F3 II M0 V
	O412	B374477-9	H	Ni		404Vv	F6 D
	O416	C13037A-9	G	De Lo Ni Po		102Vv	F9 V
	O511	C767353-9	H	Lo Ni		824Vv	F9 V
	O513	C26A78A-9	C	Ri Wa	R	802Vv	F7 D
Wallace	O519	D7689.-9		Hi		434Vv	F1 D M1 D
	O520	C534415-5		Ni		235Vv	M0 V
	O611	C586324-6	C	Lo Ni		402Vv	F9 V
	O617	C200210-A	G	Lo Ni Va		100Vv	K7 V
	O714	C658676-5	C	Ag Ni		302Vv	F2 V
	O811	E655855-3	C			504Vv	G3 V
	O816	C352210-5		Lo Ni Po		822Vv	G9 D
	O818	B776647-7	G	Ag Ni	A	614Vv	F7 V
	O819	A264259-B	G	Lo Ni	A	515Vv	F5 D M1 D

1120 imp

Gvikse	O115	B797666-7	G	Ag Ni		823Vo	F1 V M9 D
Khalokh	O116	C556500-7	G	Ag Ni		413Vo	F3 V M5 D
Ungoe	O120	C79A747-9		Wa		904V7	F0 V M6 D M6 D
Lavras	O312	B87578A-8		Ag		313Vo	F7 V M0 D
Odessa	O313	B1109BD-A		Hi Na		104Vo	M6 V M1 D
Urulaekhs	O314	D130034-7		De Lo Ni Po		803Vo	M2 V
Khongaeagh	O316	A579013-B	G	Lo Ni		124Vo	M2 D M3 D
Addar	O317	A520531-B	G	De Ni Po Cp		521Vo	F3 II M0 V
Gueгнаek	O412	B374477-9	G	Ni		404Vo	F6 D
Arrgh Sue	O416	C13037A-9		De Lo Ni Po		102Vo	F9 V
Engkfaslo	O511	C767353-9	G	Lo Ni		824Vo	F9 V
Dzingogz	O513	C56A78A-9		Ri Wa		802Vo	F7 D
Wallace	O519	C768958-A		Hi		434Vo	F1 D M1 D
Uthogh	O520	C534415-5		Ni		235Vo	M0 V
Aerru	O611	C586324-6	G	Lo Ni		402Vo	F9 V
Gvekngo	O617	C200210-A		Lo Ni Va		100Vo	K7 V
Athol	O714	C658676-5		Ag Ni		302Vo	F2 V
Gzoekogh	O811	E655855-3	C			504Vo	G3 V
Voedzgzong	O816	C352210-7	C	Lo Ni Po		822Vo	G9 D
Agen	O818	B776647-7		Ag Ni		614Vo	F7 V
Ounnaz	O819	A264259-B	G	Lo Ni		515Vo	F5 D M1 D

1200

Gvikse O115 D797746-7
 Khalokh O116 X556488-5
 Ungoe O120 X79A78A-5
 Lavras O312 X87578C-8
 Odessa O313 X110000-0
 Urulaekhs O314 X130000-0
 Khongaegh O316 X579000-0
 Addar O317 X520000-0
 Gueгнаek O412 X374000-0
 Arrgh Sue O416 X130000-0
 Engkfaslo O511 E767103-8
 Dzingogz O513 E56A86D-3
 Wallace O519 D76886D-7
 Uthogh O520 X534000-0
 Aerru O611 E586269-2
 Gvekngo O617 X200000-0
 Athol O714 E658668-2
 Gzoekogh O811 X65586B-0
 Voedgzong O816 X352000-0
 Agen O818 X776754-5
 Ounnaz O819 X264000-0

Ag
 Lo Ni
 Wa
 Ag

 De

 De
 De
 De
 Lo Ni
 Wa Blk
 Blk

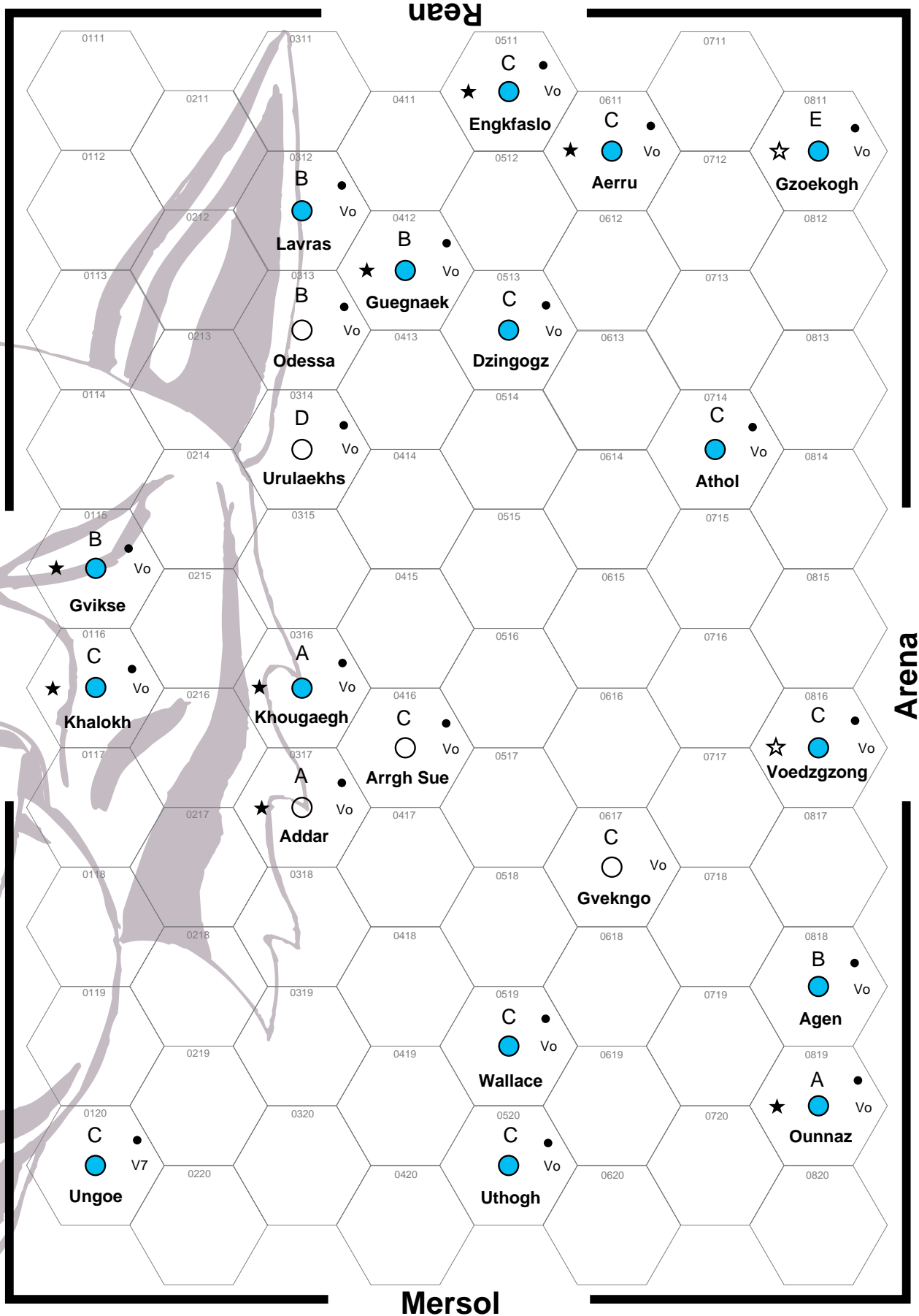
 Lo Ni
 Va
 Ag Ni Blk
 Blk

 Ag Ni

123Va F1 V M9 D
 113Va F3 V M5 D
 904Va F0 V M6 D M6 D
 613Va F7 V M0 D
 OO4— M6 V M1 D
 OO3— M2 V
 O24— M2 D M3 D
 O21— F3 II M0 V
 OO4— F6 D
 OO2— F9 V
 924Va F9 V
 102Va F7 D
 834Na F1 D M1 D
 O35— M0 V
 102Va F9 V
 OOO— K7 V
 502Va F2 V
 904Va G3 V
 O22— G9 D
 114Va F7 V
 O15— F5 D M1 D



Yonder, Subsector E, Meshan, 1120



Arena

List of Subsector F Meshan Sector

Pre Rebellion

Uberaba	O920	B767899-8	G	Ri		200Vv	M3D
Suekhkon	1011	A345313-9		Lo,Ni		220VI	F1V,M4D
Zaghzur	1015	B523646-8	G	Na,Ni,Po		601Vv	F7V,M1D
Igakuts	1016	C778756-5	G	Ag		923Vv	F7V
Gutsaets	1020	C66A7AA-8	C	Wa		803Vv	K3D
Lluedhoul	1214	C557345-8	G	Lo,Ni		803Vv	F0V
Ungoks	1218	E000300-A		As,Lo,Ni		524Vv	K5D
Ngengoeg	1219	C87A79A-6	C	Wa	A	205Vv	F8V
Cordoba	1317	A30068B-D		Na,Ni,Va,Cp	A	801Vv	M4V,M7D
Fagzorrhuts	1318	B755844-6	G			304Vv	F9D,M3D
Khathae	1320	D895224-5	C	Lo,Ni		804Vv	G8V
Girzhaeka	1412	B21188A-B		Ic,Na		700VI	F9V
Ksounerr	1413	C325888-6	G		A	403VI	F9D,M8D
Turkkfong	1416	C426650-A		Ni		202Vv	G9V,M4D
Crato	1420	C59A78B-5	G	Wa		622Vv	F9V,M1D
Egzuts	1513	C75936B-5	C	Lo,Ni		203VI	F7D
Vangllarr	1516	D57A757-4		Wa		803Vv	F0V
Roekheloe	1519	B978677-8		Ag,Ni		910Vv	F0D
Sutan	1613	C67AA7C-C		Hi,In,Wa	R	403Vv	F9D
Inukh Oni	1614	C533757-5	G	Na,Po		101Vv	MOV,K8D,MOD
Aeghae	1615	E322864-6	C	Na,Po		723Vv	G6V
Aknuengon	1617	B886546-7		Ag,Ni	A	310Vv	F9D,M2D

Rebellion

Uberaba	O920	B767899-8		Ri		200Vo	M3D
Suekhkon	1011	A345313-9		Lo,Ni		220V5	F1V,M4D
Zaghzur	1015	B523646-8	G	Na,Ni,Po		601V5	F7V,M1D
Igakuts	1016	C778756-5		Ag		923V5	F7V
Gutsaets	1020	C66A7AA-8		Wa		803Vo	K3D
Lluedhoul	1214	C557345-8	G	Lo,Ni		803V5	F0V
Ungoks	1218	E000300-A	C	As,Lo,Ni		524V5	K5D
Ngengoeg	1219	C87A79A-6	C	Wa		205V5	F8V
Cordoba	1317	A30068B-D		Na,Ni,Va,Cp		801V5	M4V,M7D
Fagzorrhuts	1318	B755844-6				304V5	F9D,M3D
Khathae	1320	D895224-5	G	Lo,Ni		804V5	G8V
Girzhaeka	1412	B21188A-B		Ic,Na		700V5	F9V
Ksounerr	1413	C325888-6	C			403V5	F9D,M8D
Turkkfong	1416	C426650-A		Ni		202V5	G9V,M4D
Crato	1420	C59A78B-5	C	Wa		622V5	F9V,M1D
Egzuts	1513	C75936B-5	C	Lo,Ni		203V5	F7D
Vangllarr	1516	D57A757-4		Wa		803V5	F0V
Roekheloe	1519	B978677-8	G	Ag,Ni		910V5	F0D
Sutan	1613	C67AA7C-C	C	Hi,In,Wa		403V5	F9D
Inukh Oni	1614	C533757-5		Na,Po		101V5	MOV,K8D,MOD
Aeghae	1615	E322864-6	C	Na,Po		723V5	G6V
Aknuengon	1617	B886546-7		Ag,Ni		310V5	F9D,M2D

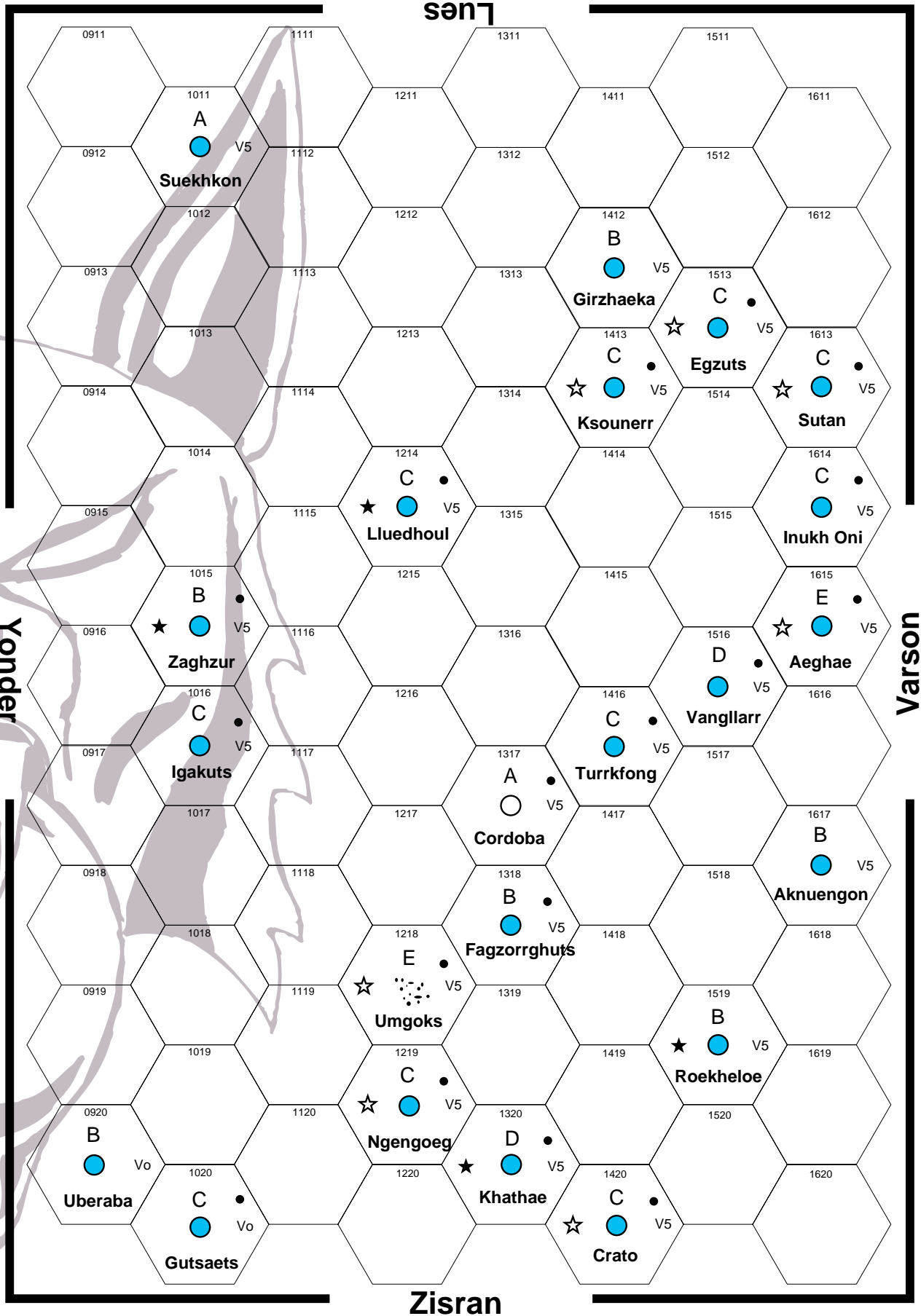
New Era

Uberaba	O920	C7678AD-8		BLK	300Va	M3D
Suekhkon	1011	X345214-4		Lo,Ni	520Va	F1V,M4D
Zaghzur	1015	X523000-0		Ba,Lo,Ni,Po	OO1—	F7V,M1D
Igakuts	1016	D7788BC-5		Ri,BLK	123Va	F7V
Gutsaets	1020	D66A77C-8		Wa,BLK	803Va	K3D
Lloedhoul	1214	D55737A-7		Lo,Ni	403Va	F0V
Ungoks	1218	X000000-0		As,Ba,Lo,Ni	O24—	K5D
Ngengoeg	1219	E87A76B-3	C	Wa,BLK	205Va	F8V
Cordoba	1317	X300000-0		Ba,Lo,Ni,Va	OO1—	M4V,M7D
Minaeai	1318	C755857-6			404Ma	F9D,M3D
Khathae	1320	X895221-4		Lo,Ni,BLK	404Va	G8V
Girzhaeka	1412	X211000-0		Ba,Lo,Ic,Ni	OOO—	F9V
Ksounerr	1413	X325000-0		Ba,Lo,Ni	OO3—	F9D,M8D
Turkkfong	1416	X426000-0		Ba,Lo,Ni	OO2—	G9V,M4D
Crato	1420	D59A756-5		Wa,BLK	822Na	F9V,M1D
Egzuts	1513	D759332-4		Lo,Ni,BLK	103Va	F7D
Vangllarr	1516	E57A741-4		Wa,BLK	903Va	F0V
Roekheloe	1519	C97878C-7	G	Ag,BLK	210Va	F0D
Sutan	1613	X67A652-4		Ni,Wa	703Vi	F9D
Inukh Oni	1614	X533000-0		Ba,Lo,Ni,Po	OO1—	M0V,K8D,M0D
Aeghae	1615	X322000-0		Ba,Lo,Ni,Po	O23—	G6V
Aknuengon	1617	C88655A-6		Ag,Ni	110Va	F9D,M2D

Allegences

Va	Non-aligned Vargr
Vi	Virus controlled Vargr
Na	Non-aligned human
Ma	Minaen minor alien race

Arena, Subsector F, Meshan, 1120



Varson

List of Subsector G Meshan Sector

1115 imp

	1712D55A6...-9		Ni Wa		424Vv	G0 V
	1714C557469-5	H	Ni	R	823Vv	F4 V
	1716C887546-4		Ag Ni		800Vv	F3 D
Daslon	1812E5479CA-7	C	Hi In	A	403Va	F1 D M1 D
	1814C779150-8	H	Lo Ni		624Va	F1 V
	1815E667302-3		Lo Ni		623Na	F3 D M1 D
	1819B8DA334-B		Fi Lo Ni Wa		604Vv	M2 V
Uguza	1911C2009DB-9		Hi Na Va		410Va	F1 D
	1916D7746A9-3		Ag Ni		102Na	F7 D M3 D
	1919C699889-5			A	813Vv	G1 V M8 D
	2019C300000-8	C	Ba Lo Ni Va		O24Vv	M7 V
	2112E67A8DD-4	C	Wa	A	434Va	F4 D
Serkur	2114X364983-4		Hi	R	722Na	G3 V
	2116B799599-7	G	Ni	A	404Vv	F7 D
	2117C987553-7	C	Ag Ni		513Vv	K7 D M5 D
Kugod	2118X9649...-0		Hi	A	722Vv	F4 D M5 D
	2119E976598-5	C	Ag Ni		402Vv	F1 V
Tutag	2213C6669BA-9		Hi		304Va	F9 V M6 D
	2219C644777-3	C	Ag		512Vv	F4 V M1 D
	2313D000558-A		As Ni		922Na	K7 V
Vakugo	2317A522986-B		Hi In Na Po Cp		200Vv	K4 D
	2318C77569C-3		Ag Ni	A	313Vv	F5 V
	2319C546400-8		Ni		720Vv	G1 V
	2418D78A438-5		Ni Wa		824Na	F6 D M7 D

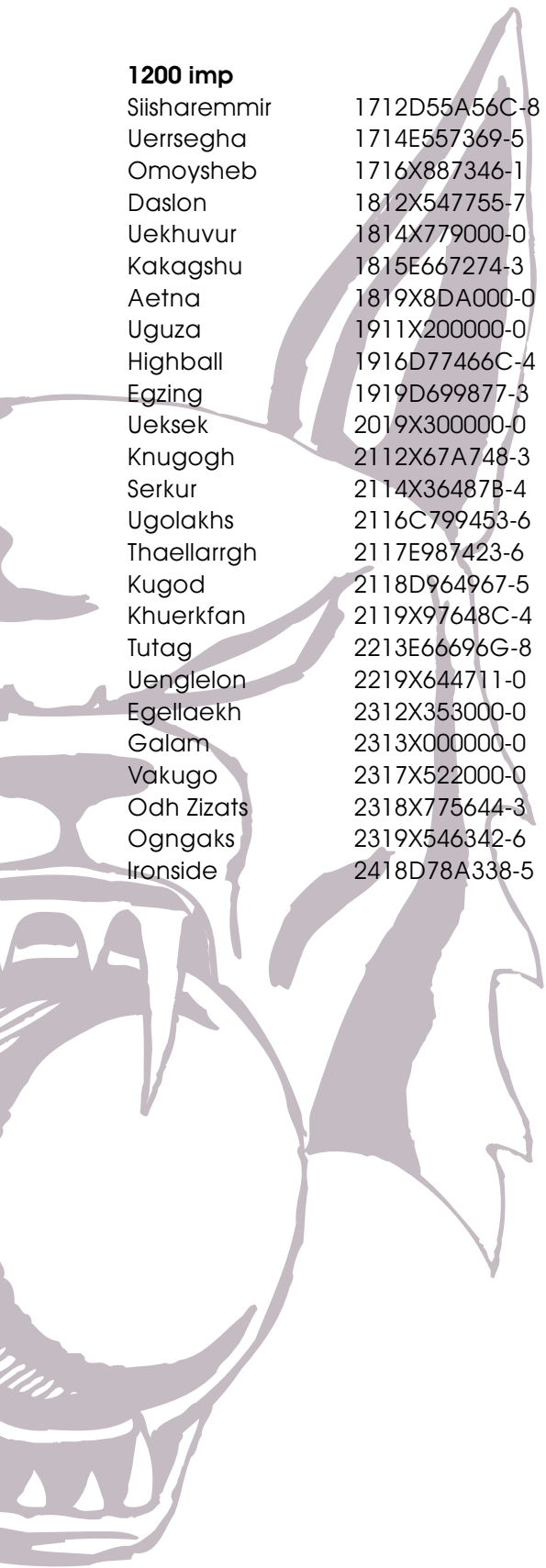
1120 imp

Siisharemmir	1712C55A653-A	C	Ni Wa		424V5	G0 V
Uerrsegha	1714C557469-5	G	Ni		823V5	F4 V
Omoyshob	1716C887546-4		Ag Ni C3		800V5	F3 D
Daslon	1812E5479CA-7		Hi In		403V5	F1 D M1 D
Uekhuvur	1814C779150-8	C	Lo Ni		624V5	F1 V
Kakagshu	1815E667302-3	C	Lo Ni		623V5	F3 D M1 D
Aetna	1819B8DA334-B		Fi Lo Ni Wa		604V5	M2 V
Uguza	1911C2009DB-9		Hi Na Va		410V5	F1 D
Highball	1916D7746A9-3		Ag Ni		102V5	F7 D M3 D
Egzing	1919C699889-5	G			813V5	G1 V M8 D
Ueksek	2019C300000-8	G	Ba Lo Ni Va		O24V5	M7 V
Knugogh	2112E67A8DD-4	C	Wa		434V5	F4 D
Serkur	2114X364983-4	C	Hi		722V5	G3 V
Ugolakhs	2116B799599-7	G	Ni		404V5	F7 D
Thaellarrgh	2117C987553-7	C	Ag Ni		513V5	K7 D M5 D
Kugod	2118C964AFG-B		Hi		122V5	F4 D M5 D
Khuerkfan	2119E976598-5	C	Ag Ni		402V5	F1 V
Tutag	2213C6669BA-9	C	Hi		304V5	F9 V M6 D
Uenglelon	2219C644777-3	C	Ag		512V5	F4 V M1 D
Egellaekh	2312C353112-8		Lo Ni Po		420V5	M7 D M3 D
Galam	2313D000558-A		As Ni		922V5	K7 V
Vakugo	2317A522986-B	G	Hi In Na Po Cp		200V5	K4 D

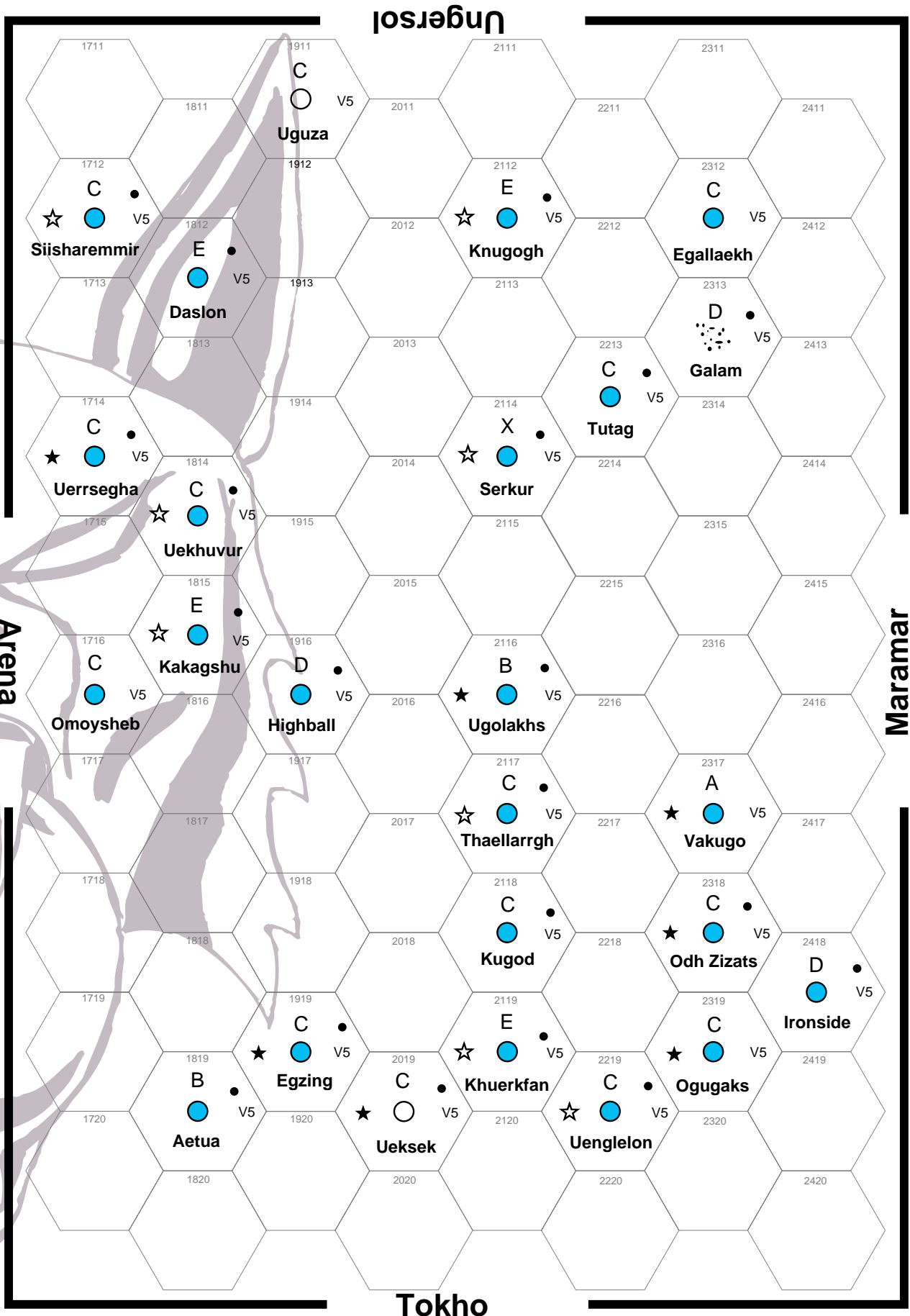
Odh Zizats	2318C77569C-3	H	Ag Ni	313V5	F5 V
Onggaks	2319C546400-8	G	Lo Ni	720V5	G1 V
Ironside	2418D78A438-5		Lo Ni Wa	824V5	F6 D M7 D

1200 imp

Siisharemmir	1712D55A56C-8		Lo Ni Wa	424Na	G0 V	msp7
Uerrsegha	1714E557369-5		Lo Ni	423Va	F4 V	msp8
Omoysheb	1716X887346-1		Lo Ni C5 Blk	400Va	F3 D	msp10
Daslon	1812X547755-7		Ag	803Na	F1 D M1 D	msp7
Uekhuvur	1814X779000-0		Ba	624—	F1 V	msp9
Kakagshu	1815E667274-3		Lo Ni	323Va	F3 D M1 D	msp9
Aetna	1819X8DA000-0		Fl Wa Cm	OO4—	M2 V	msp0
Uguza	1911X200000-0		Cm	O10—	F1 D	msp0
Highball	1916D77466C-4		Ag Ni	202Na	F7 D M3 D	msp8
Egzing	1919D699877-3			113Va	G1 V M8 D	msp8
Ueksek	2019X300000-0		Ba Va	O24—	M7 V	msp0
Knugogh	2112X67A748-3		Wa Blk	834Va	F4 D	msp7
Serkur	2114X36487B-4			922Va	G3 V	msp8
Ugolakhs	2116C799453-6		Lo Ni Blk	204Va	F7 D	msp8
Thaellarrgh	2117E987423-6		Lo Ni	213Va	K7 D M5 D	msp10
Kugod	2118D964967-5		Hi Blk	322Va	F4 D M5 D	msp10
Khuerkfan	2119X97648C-4		Lo Ni Blk	202Va	F1 V	msp9
Tutag	2213E66696G-8		Hi	304Va	F9 V M6 D	msp9
Uenglelon	2219X644711-0		Ag Blk	112Va	F4 V M1 D	msp7
Egellaekh	2312X353000-0		Ba	O20—	M6V M7D M3D	msp7
Galam	2313X000000-0		As Cm	O22—	K7 V	msp0
Vakugo	2317X522000-0		Cm	OOO—	K4 D	msp0
Odh Zizats	2318X775644-3		Ag Ni	313Va	F5 V	msp8
Onggaks	2319X546342-6		Lo Ni	320Va	G1 V	msp7
Ironside	2418D78A338-5		Lo Ni Wa	424Na	F6 D M7 D	msp8



Varson, Subsector G, Meshan, 1120



A New Campaign Start Point

Should any GM wish to start a group of players in a TNE setting, one option is to begin them as sleepers (low berth survivors) from the rebellion era. This is an adventure seed rather than a full sinario or fleshed out concept.

A sample PC is presented below. The player may be given the full write up as a handout, the last portion as play begins, and perhaps given a passage to read on the general character class for background information. I've included a number of named events/factions for story telling, please change them for your campaign setting. The waking scenes are not suggested they will depend on how your setting is presented.

Player Info

Karum Geaashadin

Imperium Noble/Diplomat (generated using T4 rule set)

STR 7

END 5

DEX 6

IQ 5

EDU 9

SS A

Age 23 years

Career Path

College 1 year (flunked)

Noble career 4 years

Skills

Ground craft 1

Computer 1

Gravcraft 1

Engineering 1

Fencing 1

Writing 2

Diplomacy 2

Language - Ovaghoun (Vargr) 1

Human male of fair countenance.

For this mission, your first outside the Imperium (Lucan's Imperium) and in desperate times was to placate the Voekhaebs. You chose, after consultation with Lt Shaismur, Naval protocol officer and Patriarch, Lord Paiimar to hint at the negotiations with Strephon's Imperium that will free sufficient of Lucan's fleets to crush further incursions into Lishun, while offering Letters of Marque against Ziru Sirka and reserve mercenary tickets for specially favoured ships should they seek it.

Somehow it started going wrong after the second day of negotiations, perhaps one of your minions spoke out of place, perhaps those cursed voekhaeb had better intelligence than anyone allowed. Their whining over need for support against incursions they were suffering from coreward, an insufferable impasse.

This morning they came, Shenar's cries awoke you, the cursed furballs, dragging you from your chambers bruising and abusing you. Shenar's form was unmoving when you passed it. They laughed as one of them rifled your purse, while another took time to strap you into a padded couch, TORTURE? They laughed as sharing out your purse, weak as the cold seeped through you, DRUGS! One of them ripped the rings from your hands, another tossed onto your chest your personal identification and credit pass. Their voices and visages fading as the casket's lid closed.

The coldness, overpowering, sharpens your mind momentarily. A dream, it's just a bad dream. Shenar will be there when you awake in the morning ... just a bad dream ...

GM Info

GM to hold this possessions list until play starts.

Karum Geaashadin's possessions:

Imperium identification and credit passes.

Mostly empty purse with a set of flat images of home.

Black silk night shirt.

Badly set (was broken) ring finger, left hand.



Notice of Land Grant - Osan

As Meshan Sector Coordinator, I hold the overall land grant for Meshan Sector. The basis of this is being periodically published in Meshan Saga. Some of this work is undertaken by members of HWIG(NZ) on a voluntary basis, if you wish to undertake some of this work please contact me either care of HWIG(NZ) or directly on rfields@actrix.gen.nz .

I have minimal system and planetary, and no cultural notes on Osan, 1502 Lues, Subsector B.

The available information is:

During the First Imperium, circa -3500
Osan was coreward of the First Imperium's borders

Vargr pillaging of the First Imperium passed through the region circa -2400.

At least one colonisation project was put into Meshan by Solomani during the Rule of Man circa -2200 to -1780. As additional (possibly unrelated) information Osan is a town approximately 40-45 km south of Seoul, South Korea. The suffix -san in Korean means mountain.

Pre rebellion, circa 1110 or 1115:
C76989C-8 Ri 624 VI F6D

Rebellion, circa 1120:
C76989C-8 C Ri 624 V5 F6D

Post Virus/ TNE, circa 1200:
D7699AC-7 C Hi Blk 224 Na F6D

Osan as a name is possible to generate by the Vargr Gvegh word tables, page 88 Vilani & Vargr, DGP 1990, but not the Vilani word tables page 39 Vilani & Vargr, DGP 1990.

NZ Colonies in Solomani Sphere Part II

Based on various responses to the question of the presence of New Zealanders in interstellar space in Traveller (see TMS issue 9) we can be pretty certain they do exist. The ONLY problem is in identifying where did they go, why and what are they doing now.

The Traveller 2300/2300AD Myth

Since this RPG was cited as a reference to this topic, I must first deal with it in the context of it's relationship with with Traveller universe.

There is none.

2300 is not the past of the Imperial Traveller Universe. How could anyone be so blind as to ignore the huge differences in the timeline (and aliens) between those presented in numerous Traveller publications and those presented in 2300AD publications.

Initially many believed it was Traveller reborn given it's release title of Traveller 2300, but the product was rebranded (not rewritten) to 2300AD to help differentiate it from Megatraveller (the Traveller game at the time).

I will not go into further discussion within the framework of this article about Traveller and 2300AD.

I will however also point out that New Zealand is not part of Australia in 2300AD, and the person who suggested such should look carefully at the list of nations for the Pacific region on either page 86 of the Adventurer's Guide or page 104 of the Director's Guide to prove my point. I challenge someone to find an officially published statement that says New Zealand is part of Australia in the 2300AD game (or it's partner system Twilight 2000).

Terran Unification and New Zealand

The expansion into interstellar space was done without Earth being unified. Space activities were coordinated by the United Nations Space Coordinating Agency (UNSCA), but Earth still maintained a nationalised government structure, as evidenced in the US Space Force mission to Alpha Centauri in 2096 and the discovery of the Vilani there.

The Solomani Alien module clearly states that individual nations expanded their armed forces and built starships.

With the beginning of the First Interstellar War begun in 2118, Earth was still nationalised, and the war involved several national squadrons under tenuous fleet control of UNSCA. It took three decades from this point before the UN became the world government. During this initial period I doubt New Zealand had an interstellar military force, although it is likely some personnel on vessels of British (maybe even Australian) origin would have been New Zealanders.

Terran Confederation Expansion

The Terran Confederation over many centuries did a big push at expanding and colonising the stars within several hundred light years of Earth. This kind of mass colonisation was achieved largely by mass transportation of people off Earth (relieving overcrowding) or cloning (as indicated in DGPs Solomani/Aslan Alien Module).

Such a big push would have involved New Zealanders, at least as a percentage of their population of Earth at the time (assume today's 0.06%).



Some would have been distributed, but it is more likely they would have banded together because of shared language, identity, culture etc. It also makes sense they stayed together given their employer companies, regional government funded enterprises etc.

Naming Origins

Naming in various parts of known space may indicate some links with New Zealand.

In development terms however we must be realistic and understand that early Traveller writers probably picked up a world atlas and found some obscure names in places most Anglo/Americans would never have heard about, but sounded suitably alien/exotic. New Zealand place names are quite suitable for that purpose.

In dealing with that naming however we must look for rational reasons for the use of that name in the game.

I imagine that most places with 'kiwi' naming will be the result of Terran explorers during the era of the Terran Confederation or its successor, the Rule of Man. New Zealanders are well known explorers, thrill seekers, challenge seekers, or simply want to get away from it all.

Some of those explorers will have undoubtedly been responsible for naming a few places, even though in the millennia after it has no connection with New Zealand people, the name just may have stuck to it.

In some cases those names will refer to a New Zealand presence, most likely established during the Terran Confederation era, when Earth's national/cultural diversity was still quite marked.

Maori Cultural Heritage Colonies

The most identifiable New Zealand colony would be of Maori origin. Such a colony is likely to have a Maori name, and will exhibit both the language and cultural roots of the Maori people.

Most likely such a colony would have been established by displaced Maori people (most likely our present urban Maori) to return to their heritage and carve out a place for themselves and their descendants away from the limited opportunities from an Aoteroa that has swelled in population from its 20th century levels.

Some other Maori colonies may be more modern, being established and run by the Tribal Trustees back on Earth for the purposes of generating industrial or agricultural business that benefits the tribe and employs its people.

Such a Maori heritage colony does appear to fit with the rimward expansion documents being developed as part of an overall strategy by the Terrans to preserve their unique cultures in case Terra was to fall to a Vilani invasion or simply being swamped culturally.

However it seems that Maori have survived to dominate and lead in a relatively enlightened fashion the Maori Nation within the Maranatha-Alkalest Sector as published by Judges Guild. It would be interesting to see if Traveller developers have rendered this material obsolete.



Pakeha Colonies

Many New Zealanders of European extraction are likely to band together with others of similar skills and traditions (most likely Australians and some South Africans) and exploiting and developing the interstellar frontier. Most likely these will be miners (and associated scientists), farmers and the like.

The attitudes of such colonies are likely to have a unique flavour that developed in Oceania in the last two centuries.

Candidates for such colonies can probably be found all over the place. Many people tend to agree that enclaves of such cultures will most likely exist.

Quite possibly a generic 'kiwi' colony was established as part of the cultural heritage colonies in the rimward regions.

Conclusion

Without a doubt colonies descended from the kiwi culture or specific people such as the Maori have survived on distinct colonies within known space, whether in the Solomani sphere, frontier outside the Imperium or in heritage colonies far to rimward.

What are they like today?

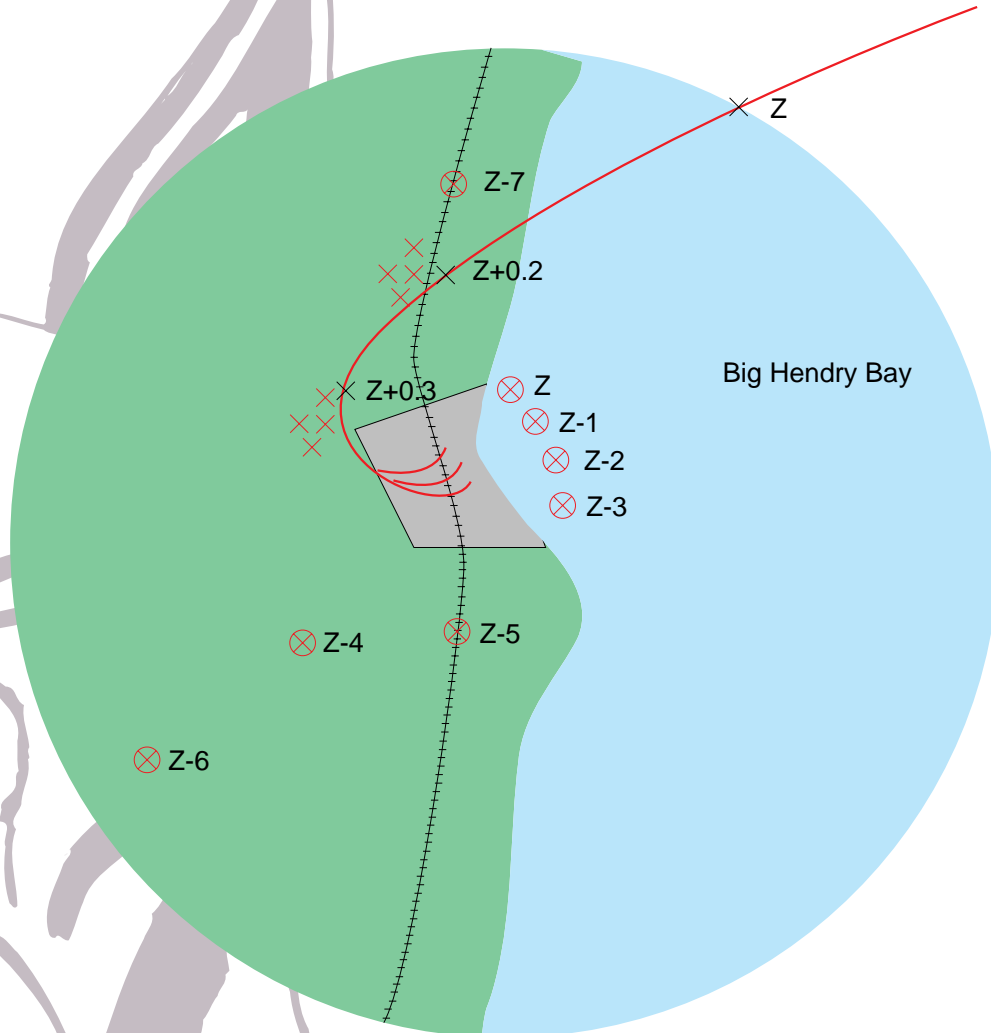
Obviously the scope of this article is just to tie in information and opinions recently canvassed as to whether New Zealand unique colonies were founded, whether they still exist and where they might be.

Now that we've established their existence, the next step is to begin to place such colonies (or locate those mentioned) and expand the details surrounding them, giving Traveller the benefit of New Zealand's rich and unique cultural heritage.



Map Jerman - 1120

This extract has been recovered by Kissidii researchers amongst fragmented files in a derelict sight at Ghaekarz. It is unknown if this is a proposed plan or record of the invasion of Jeruman. Nevertheless, this data is presented as verbatim for interpretation by the reader.



Unit FOOs Orillary Zone of Control

- ⊗ Premapped Fire Programme
- × Premapped Chaff & Flare Dumps

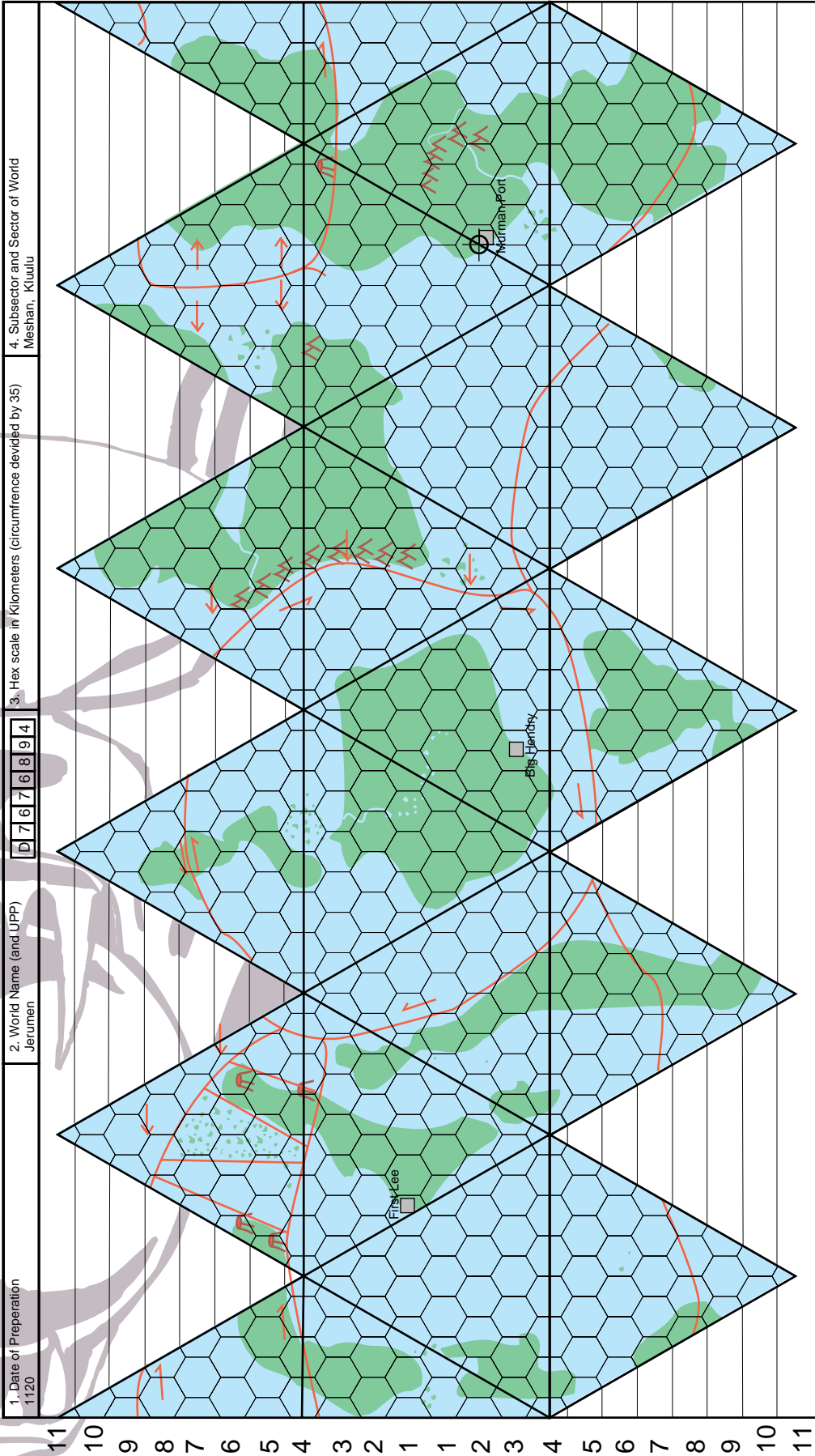
Targets:

- Civic Chambers : Maintain Presence
- Telegraphic Centers (3) : Neutralise Coms Links
- TELMAR News Office : Neutralise Satellite Up Links & Comms Suite
- Big Hendry Civic Guard Headquarters (Police) : Neutralise/Occupy
- Hendry Guard (Army) Barracks/Armoury: Neutralise/Occupy
- Vo TL9 Cadre (lift cav)

5 GROUP

Landing @ Z+0.45 to Z+0.5
 Est time to Gather from DZ Z+0.5 - Z+1.2
 Est time to Arrive TELMAR News Z+1.9 - Z+2.1
 Est time to Neutralise TELMAR News Z+2.0 - Z+3.5
 * Avoid unnecessary casualties/damage at TELMAR staff/property damage
 Allowance of time to explain / delivar statement to TELMAR Z+7
 Est regroup @ Civic Chambers Z+10

World Map Grid



Map Key

